```html
<!--
Google Reference Links
https://developers.google.com/maps/documentation/javascript/reference?hl=en
https://developers.google.com/maps/documentation/javascript/examples/marker-simple
https://developers.google.com/maps/documentation/javascript/examples/map-language
  -->
<!DOCTYPE html>
<html>

<head>
    <meta name="viewport" content="initial-scale=1.0">
    <meta charset="utf-8">
    <title>JavaScript API tutorial</title>

    <style>
        #map-canvas {
            height: 400px;
            width: 600px;
            margin: 0;
            padding: 0;
            margin-top: 10px;
        }
    </style>
</head>

<body>
    <div id="map-canvas" class="map_canvas"></div>
    <script type="text/javascript">
        var map;

        function initMap() {
            var mapOptions = {
                center: new google.maps.LatLng(-34.397,150.644),
                zoom:5,
                backgroundColor: "#000000",
                mapTypeId: google.maps.MapTypeId.TERRAIN
            }
            map = new google.maps.Map(document.getElementById('map-canvas'),mapOptions);

            var marker = new google.maps.Marker({
                position: {lat:-34.397,lng:150.644},
                map:map,
                title:"my marker"
            });

            google.maps.event.addListener(marker, 'mouseover', function(){ console.log('clicked'
            ); });
            google.maps.event.addListener(map, 'bounds_changed', function(){ console.log(
            'resized'); });
        }
    </script>
    <script language="javascript" src=
    "https://maps.googleapis.com/maps/api/js?v=3&callback=initMap" async defer></script>
</body>
```

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</html>
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</html>
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