



```
.then((layerView) => console.log(layerView))
// If there were problems with the layerView, you'll get an error here
.catch(console.error);
```

```
map.alllayers
  .forEach((layer) =>
    layerView(layer)
      .then((layerView) => console.log(layerView))
      // If there were problems with the layerView, you'll get an error here
      .catch(console.error);
```

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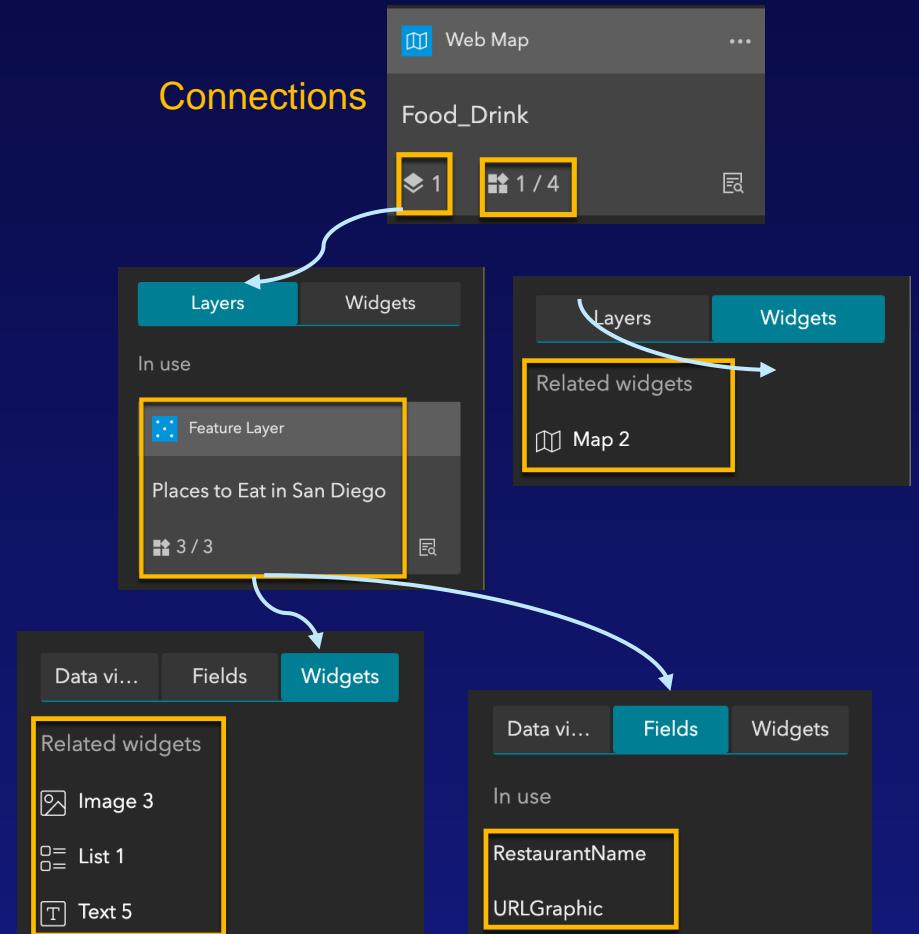
Data Sources

Data is the core of Experience Builder apps

- The builder provides unified data management
- Updates to the original data source (service, map, scene etc...) are synchronized.
- You can add the same data source multiple times. *The connections become independent data in Experience Builder.* Most of the data processing doesn't affect other data processing (such as filtering and sorting), with the exception of updates that are made to the original data source (such as editing features and updating attributes).

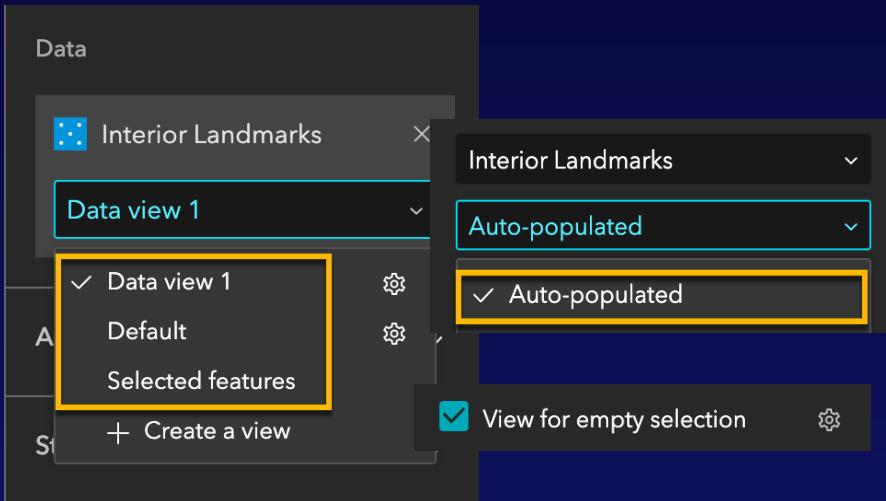
Data Source

- Manage and share data at the app (framework) Level
 - Hosted feature layers
 - 3D Object and Point scene layers that support querying
 - Scene layers with associated feature layers
 - Feature, scene, and map services
 - Feature collections
- Show connections between Map, Layer, Field, Widget



Data Source Views

- Default view
- Selected features' view
 - Use “View for empty selection” option when the app starts
- Auto-populated view
- Data view



The screenshot shows the 'Data view 1' configuration interface. It includes a table with columns: Filter, Sort, Records, Distribute ..., GlobalID, website, In Places, Notes, OBJECTID, pho. The 'Sort' tab is active, showing sorting controls and a 'Add a sort field' button. Below the table are tabs for 'Data vi...', 'Fields', and 'Widgets'. A 'Create a view' button is present. The bottom bar shows the view name 'Data view 1' and a gear icon.

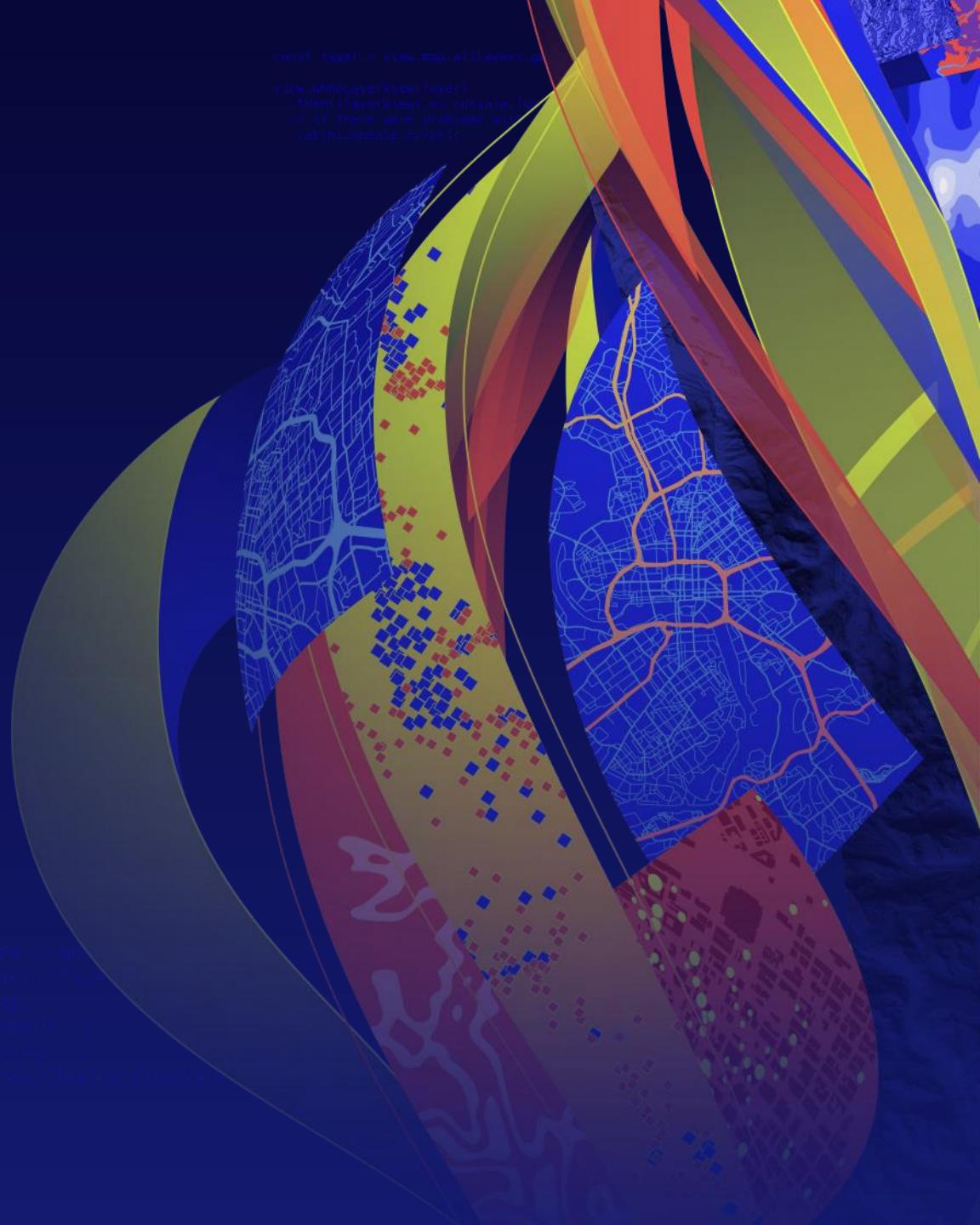
Filter	Sort	Records	Distribute ...	GlobalID	website	In Places	Notes	OBJECTID	pho
				Public	5b146479...	Yes	Park provi...	1	
				Public	7177d821...	Yes	Park provi...	2	
				Public	769c412b...	Yes	Park provi...	3	
				Public	66ccd7cc...	Yes	Park provi...	4	
							Park provi...	5	
							Park provi...	6	
							Park provi...	7	
							Park provi...	8	
							Park provi...	9	
							Boat Ramp	10	
							Boat Ramp	11	
							Restroom	12	
							Restroom	13	
							Picnic Area	14	

Data Sources

Demo

```
const layer = view.map.allLayers.get();
view.whenLayerView(layer)
  .then(layerView => console.log(
    // If there were problems with
    // catching errors:
```

```
const view = new MapView();
view.createMap();
const map = view.map;
map.addLayer('osm');
map.addLayer('osm');
map.addLayer('osm');
map.addLayer('osm');
```





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```
const view = new SceneView();
view.container = "viewDiv";
view.map = map;
view.environment = {
    ligthing: false,
    atmosphere: false
};
```

E/SCRIPT>

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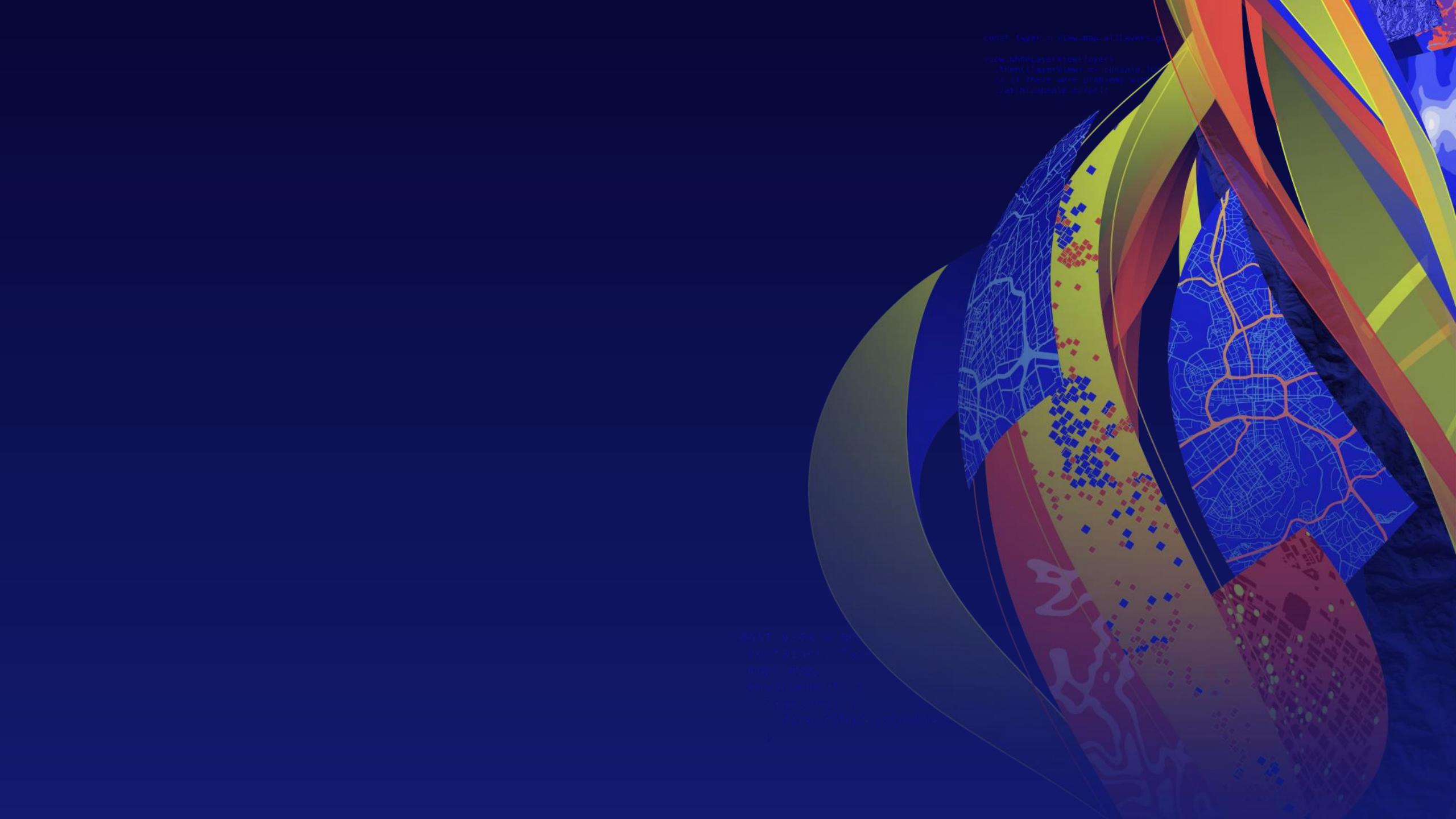
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```
const view = new SceneView({  
  container: "viewDiv",  
  map: map,  
  environment: {  
    lighting: {  
      directShadowsEnabled: true  
    }  
  }  
})
```



```
const index = mp.allLayers.getItemAt(index);  
const layerView = mp.layers.getLayerView(index);  
// the layerView is now available  
// console.log(layerView)  
// If you try to interact with the layerView, you'll get an error here
```



```
const layer = view.map.allLayers.get();
view.whenLayerView(layer)
    .then(layerView => console.log(
        // If there were problems with
        // catching errors:
```

```
const view = new
    ol.View({
        projection: 'EPSG:3857',
        map: map,
        center: [0, 0],
        zoom: 0
    });
    
```



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```
const view = new SceneView();
view.container = "viewDiv";
view.map = map;
view.environment = {
    ligthing: true,
    atmosphere: true
};
```

E/SCRIPT>

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