

Accessing arguments in UI events



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JavaScript

JavaScript + HTML

```
function initialize() {  
  var mapOptions = {  
    zoom: 4,  
    center: new google.maps.LatLng(-25.363882,131.044922)  
  };  
  var map = new google.maps.Map(document.getElementById('map-canvas'),  
    mapOptions);  
  
  google.maps.event.addListener(map, 'click', function(e) {  
    placeMarker(e.latLng, map);  
  });  
}  
  
function placeMarker(position, map) {  
  var marker = new google.maps.Marker({  
    position: position,  
    map: map  
  });  
  map.panTo(position);  
}
```

```
}  
  
google.maps.event.addDomListener(window, 'load', initialize);
```

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