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Google Maps API

Google Maps JavaScript API v3

Polygon Arrays



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JavaScript | JavaScript + HTML

```
// This example creates a simple polygon representing the Bermuda Triangle.
// When the user clicks on the polygon an info window opens, showing
// information about the polygon's coordinates.

var map;
var infoWindow;

function initialize() {
  var mapOptions = {
    zoom: 5,
      center: new google.maps.LatLng(24.886436490787712, -70.2685546875),
      mapTypeId: google.maps.MapTypeId.TERRAIN
  };

var bermudaTriangle;

map = new google.maps.Map(document.getElementById('map-canvas'),
      mapOptions);

// Define the LatLng coordinates for the polygon.
```

```
var triangleCoords = [
      new google.maps.LatLng(25.774252, -80.190262),
      new google.maps.LatLng(18.466465, -66.118292),
      new google.maps.LatLng(32.321384, -64.75737)
 1;
 // Construct the polygon.
 bermudaTriangle = new google.maps.Polygon({
   paths: triangleCoords,
   strokeColor: '#FF0000',
   strokeOpacity: 0.8,
   strokeWeight: 3,
   fillColor: '#FF0000',
   fillOpacity: 0.35
 });
 bermudaTriangle.setMap(map);
 // Add a listener for the click event.
 google.maps.event.addListener(bermudaTriangle, 'click', showArrays);
 infoWindow = new google.maps.InfoWindow();
/** @this {google.maps.Polygon} */
function showArrays(event) {
 // Since this polygon has only one path, we can call getPath()
 // to return the MVCArray of LatLngs.
 var vertices = this.getPath();
 var contentString = '<b>Bermuda Triangle polygon</b><br>' +
      'Clicked location: <br>' + event.latLng.lat() + ',' + event.latLng.lng() +
      '<br>';
 // Iterate over the vertices.
 for (var i =0; i < vertices.getLength(); i++) {</pre>
   var xy = vertices.getAt(i);
   contentString += '<br>' + 'Coordinate ' + i + ':<br>' + xy.lat() + ',' +
        xy.lng();
 }
 // Replace the info window's content and position.
 infoWindow.setContent(contentString);
 infoWindow.setPosition(event.latLng);
 infoWindow.open(map);
google.maps.event.addDomListener(window, 'load', initialize);
```

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