

Développer avec l'ArcGIS Maps SDK for JavaScript

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p.louis@esrifrance.fr

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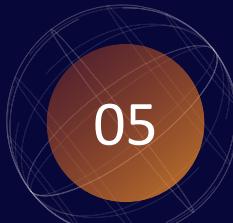
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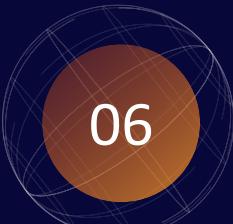
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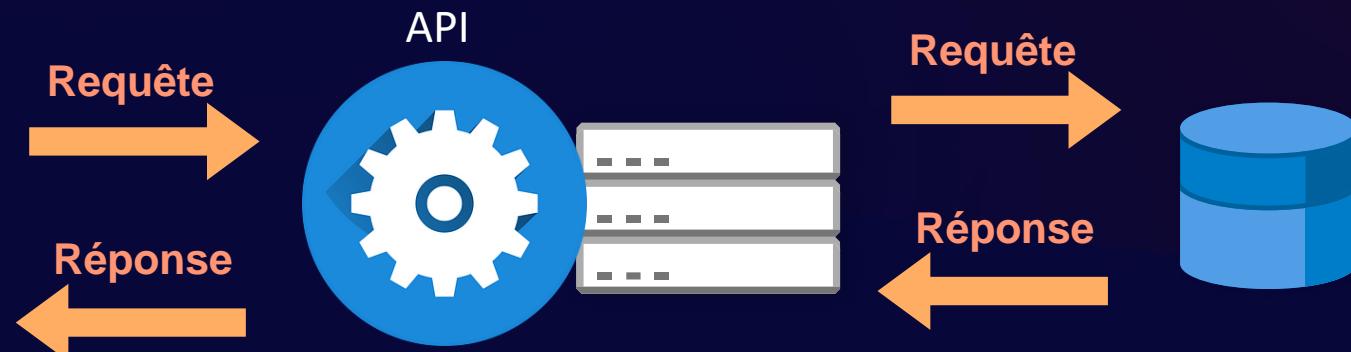
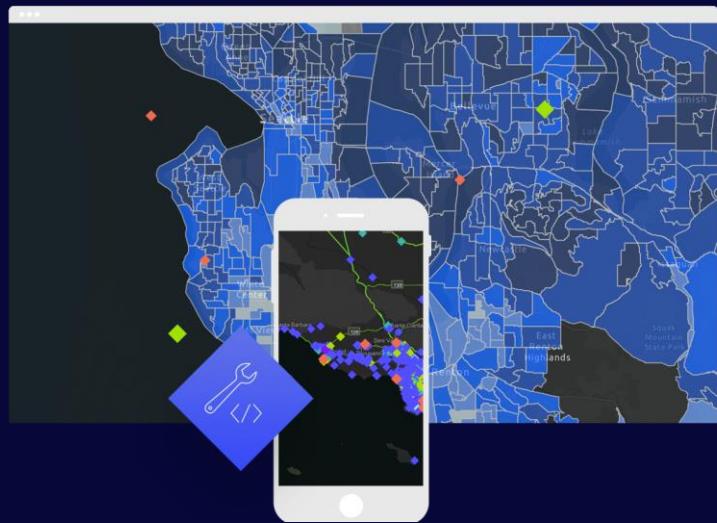
Les bases du développement web

Quels sont les langages du web ? Qu'est-ce qu'une API ?
Qu'est-ce qu'un SDK ?

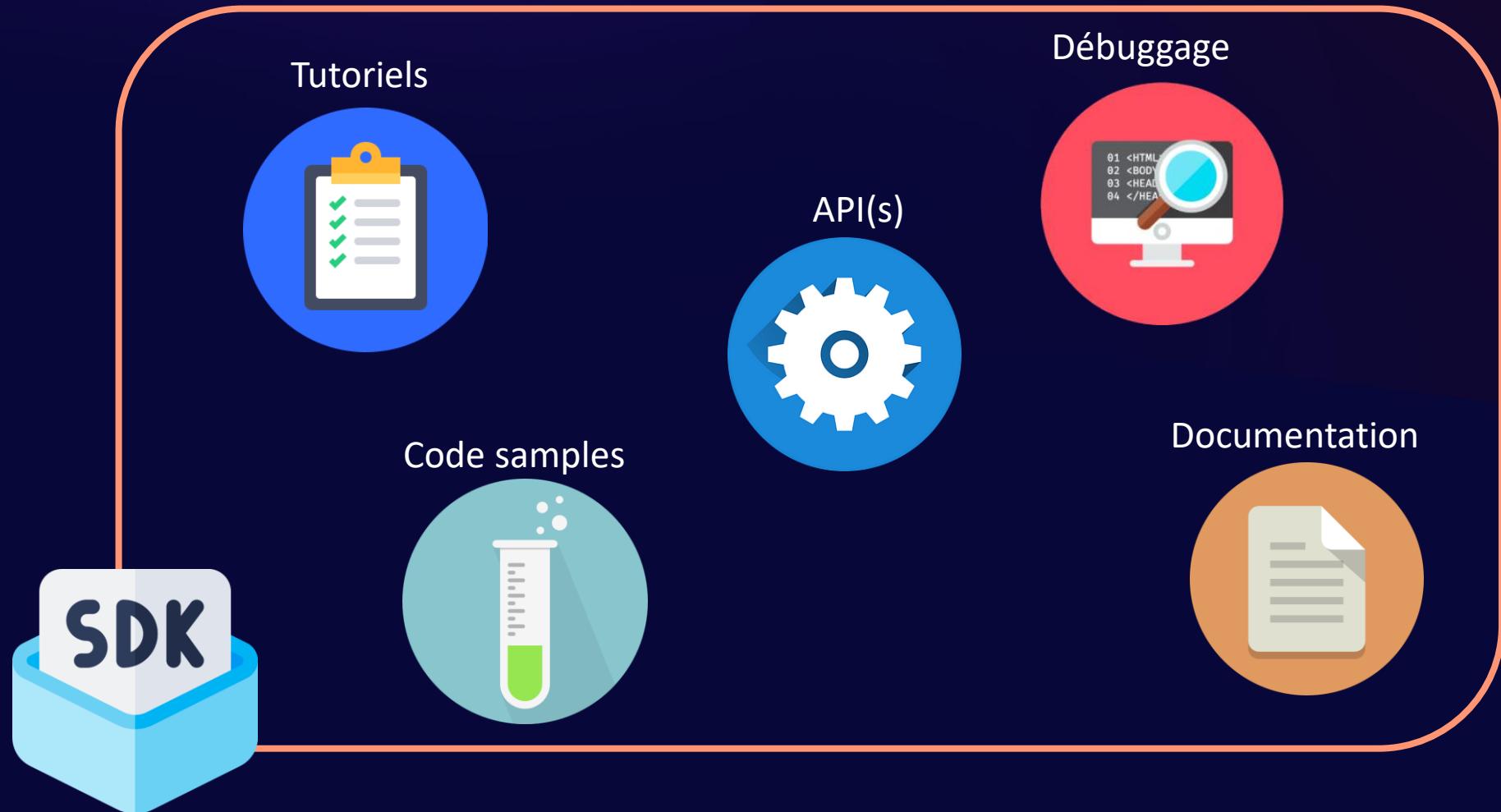
The 3 Horsemen of Web Development



Qu'est-ce qu'une API, qu'est-ce qu'un SDK ?



Qu'est-ce qu'une API, qu'est-ce qu'un SDK ?

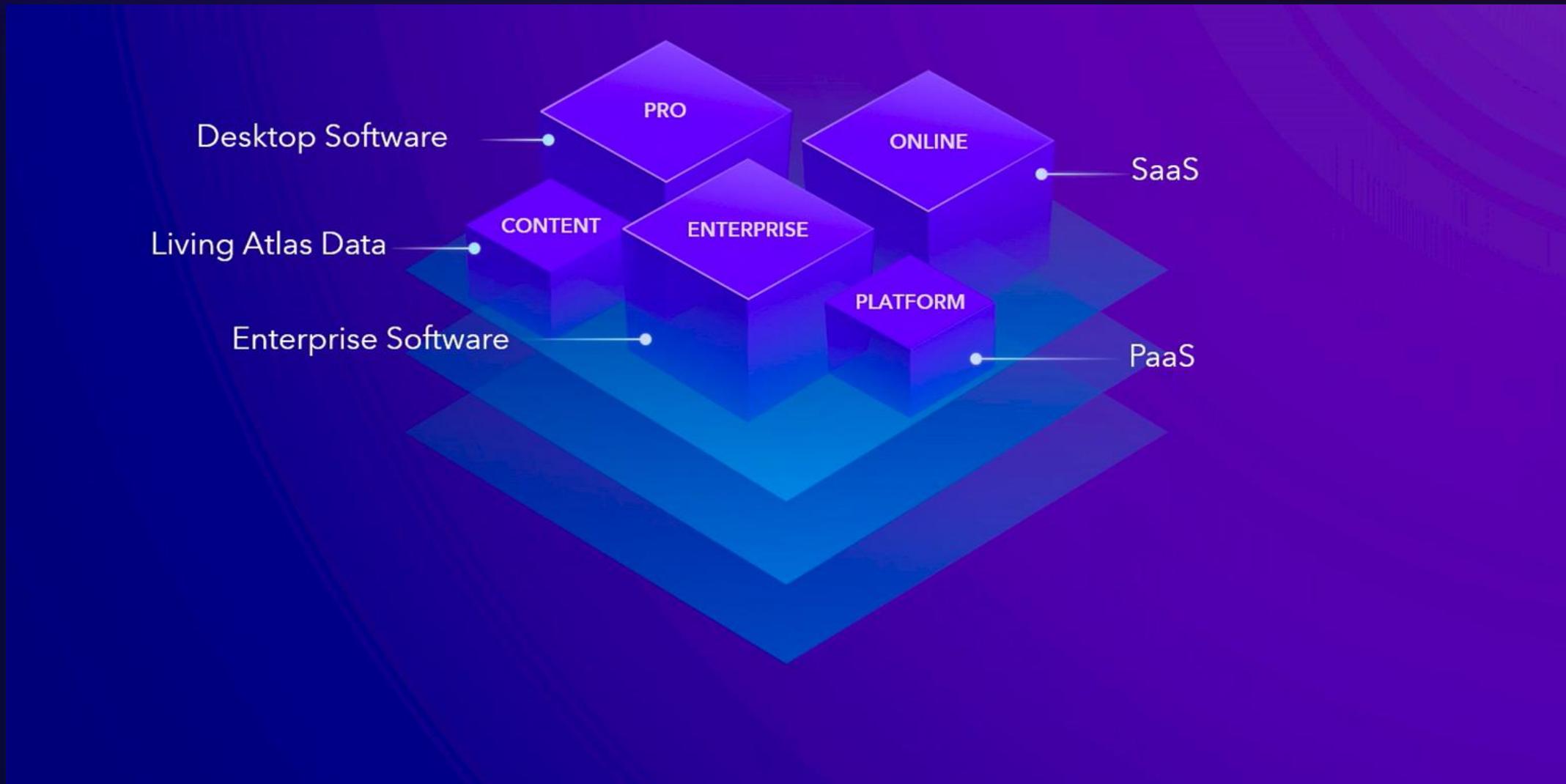




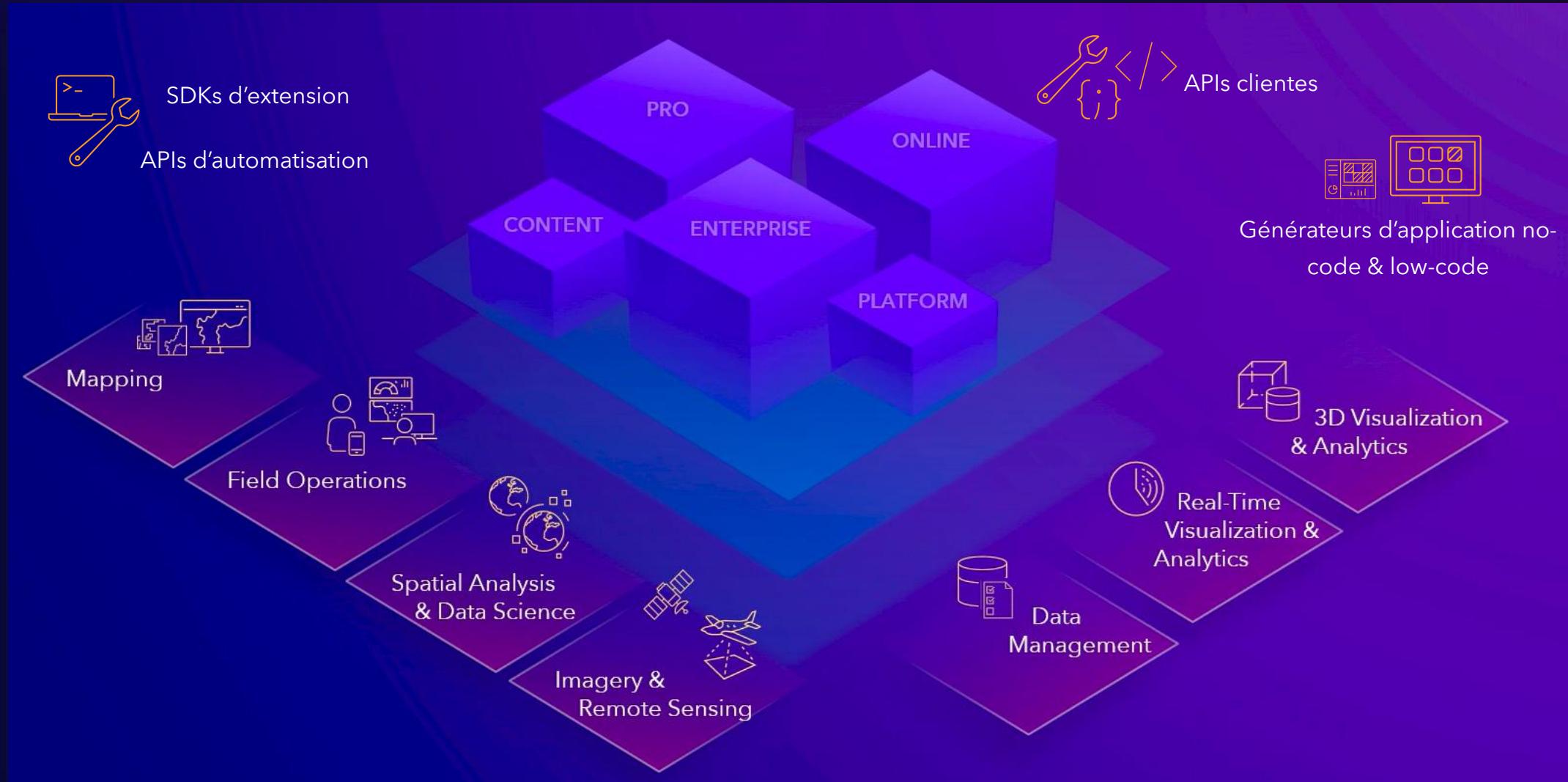
Les APIs clientes d'ArcGIS

Qu'est-ce que l'API REST? Quelles sont les APIs disponibles dans le système ArcGIS?

La place du développement dans le système ArcGIS



La place du développement dans le système ArcGIS



Les APIs clientes du système ArcGIS

Automatiser et étendre les produits du système ArcGIS

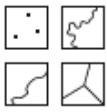


Tirer parti de l'intelligence géographique d'ArcGIS pour créer de nouvelles applications (ArcGIS Maps SDK for...)



L'API REST

Clé de l'interopérabilité du SIG web d'ArcGIS



Ready-to-use

Use ArcGIS location services hosted in the cloud such as the basemap styles service, geocoding service, routing service, and GeoEnrichment service.



Content management

Use the ArcGIS portal service to access and manage users, groups, and items.



All services

All ArcGIS services available such as the feature service, geometry service, geoprocessing service, and stream service.



Enterprise administration

Access and administer ArcGIS Enterprise, ArcGIS Server, and ArcGIS Portal.

```
{
  "serviceName": "Bati",
  "type": "FeatureServer",
  "description": "",
  "capabilities": "Query",
  "provider": "SDS",
  "clusterName": "default",
  "minInstancesPerNode": 0,
  "maxInstancesPerNode": 0,
  "instancesPerContainer": 1,
  "maxWaitTime": 60,
  "maxStartupTime": 300,
  "maxIdleTime": 1800,
  "maxUsageTime": 600,
  "loadBalancing": "ROUND_ROBIN",
  "isolationLevel": "HIGH",
  "configuredState": "STARTED",
  "recycleInterval": 24,
  "recycleStartTime": "00:00",
  "keepAliveInterval": 1800,
  "private": false,
  "isDefault": false,
  "maxUploadFileSize": 0,
  "allowedUploadFileTypes": "",
  "properties": {
    "maxDomainCodeCount": "25000",
    "cacheDir": "",
    "maxImageWidth": "4096",
    "maxRecordCount": "2000",
    "antialiasingMode": "None",
    "enableDynamicLayers": "true",
    "dynamicDataWorkspaces": "",
    "isCached": "false",
    "virtualOutputDir": "/rest/directories/arcgisoutput",
    "exportTilesAllowed": "false",
    "maxImageHeight": "4096",
    "cacheOnDemand": "false",
    "minScale": "",
    "schemaLockingEnabled": "true",
    "useLocalCacheDir": "true",
    "outputDir": "C:\\arcgis\\arcgisserver\\directories\\arcgisoutput",
    "maxScale": "",
    "filePath": "C:\\arcgis\\arcgisserver\\directories\\arcgissystem\\arcgisin",
    "supportedImageReturnTypes": "URL",
    "maxSampleSize": "100000",
    "clientCachingAllowed": "true",
    "textAntialiasingMode": "Force",
    "maxExportTilesCount": "100000",
    "ignoreCache": "false",
    "maxBufferCount": "100",
    "disableIdentifyRelates": "false"
  },
  "jsonProperties": {
    "maxDomainCodeCount": "25000",
    "cacheDir": "",
    "maxImageWidth": "4096",
    "maxRecordCount": "2000",
    "antialiasingMode": "None",
    "enableDynamicLayers": "true",
    "dynamicDataWorkspaces": "",
    "isCached": "false",
    "virtualOutputDir": "/rest/directories/arcgisoutput",
    "exportTilesAllowed": "false",
    "maxImageHeight": "4096",
    "cacheOnDemand": "false",
    "minScale": "",
    "schemaLockingEnabled": "true",
    "useLocalCacheDir": "true",
    "outputDir": "C:\\arcgis\\arcgisserver\\directories\\arcgisoutput",
    "maxScale": "",
    "filePath": "C:\\arcgis\\arcgisserver\\directories\\arcgissystem\\arcgisin",
    "supportedImageReturnTypes": "URL",
    "maxSampleSize": "100000",
    "clientCachingAllowed": "true",
    "textAntialiasingMode": "Force",
    "maxExportTilesCount": "100000",
    "ignoreCache": "false",
    "maxBufferCount": "100",
    "disableIdentifyRelates": "false"
  }
}
```

L'API REST : interface

ArcGIS REST Services Directory

Global ID Field:

Type ID Field:

Fields:

- OBJECTID (*type: esriFieldTypeOID, alias: OBJECTID, SQL Type: sqlTypeOther, length: 0, nullable: false, editable: false*)
- Nom (*type: esriFieldTypeString, alias: Nom, SQL Type: sqlTypeOther, length: 255, nullable: true, editable: true*)
- Altitude (*type: esriFieldTypeSmallInteger, alias: Altitude (m), SQL Type: sqlTypeOther, nullable: true, editable: true*)
- Continent (*type: esriFieldTypeString, alias: Continent, SQL Type: sqlTypeOther, length: 255, nullable: true, editable: true*)
- Description (*type: esriFieldTypeString, alias: Description, SQL Type: sqlTypeOther, length: 255, nullable: true, editable: true*)
- Année (*type: esriFieldTypeSmallInteger, alias: Année de première ascension, SQL Type: sqlTypeOther, nullable: true, editable: true*)

Templates:

Name: SeptSommets

Description:

Drawing Tool: esriFeatureEditToolPoint

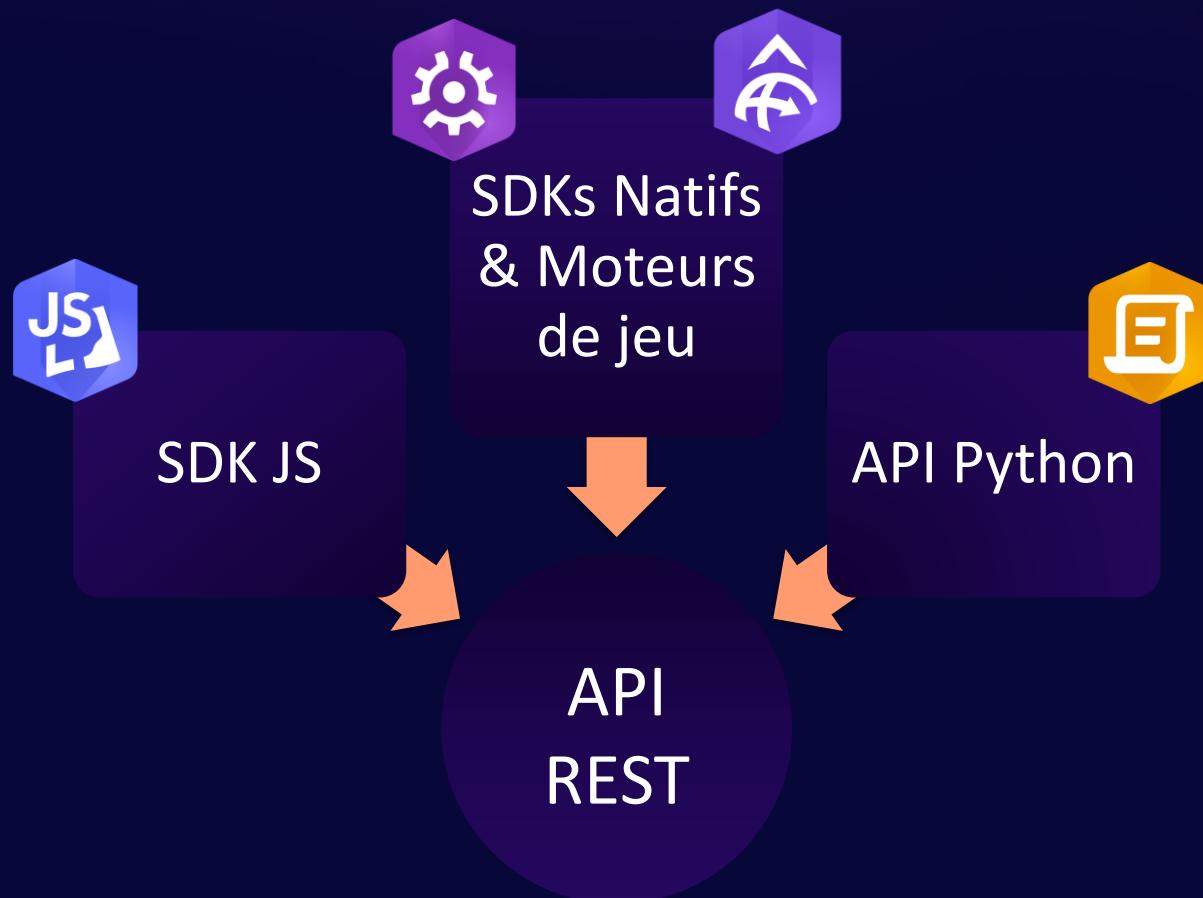
Prototype:

Is Data Versioned:

```
{
  "serviceName": "Bati",
  "type": "FeatureServer",
  "description": "",
  "capabilities": "Query",
  "provider": "SDS",
  "clusterName": "default",
  "minInstancesPerNode": 0,
  "maxInstancesPerNode": 0,
  "instancesPerContainer": 1,
  "maxWaitTime": 60,
```

```
  "disableIdentifyRelates": "false"
},
"jsonProperties": {
```

L'API REST : socle des API de niveau supérieur



```
{  
  "serviceName": "Bati",  
  "type": "FeatureServer",  
  "description": "",  
  "capabilities": "Query",  
  "provider": "SDS",  
  "clusterName": "default",  
  "minInstancesPerNode": 0,  
  "maxInstancesPerNode": 0,  
  "instancesPerContainer": 1,  
  "maxWaitTime": 60,  
  "maxStartupTime": 300,  
  "maxIdleTime": 1800,  
  "maxUsageTime": 600,  
  "loadBalancing": "ROUND_ROBIN",  
  "isolationLevel": "HIGH",  
  "configuredState": "STARTED",  
  "recycleInterval": 24,  
  "recycleStartTime": "00:00",  
  "keepAliveInterval": 1800,  
  "private": false,  
  "isDefault": false,  
  "maxUploadFileSize": 0,  
  "allowedUploadFileTypes": "",  
  "properties": {  
    "maxDomainCodeCount": "25000",  
    "cacheDir": "",  
    "maxImageWidth": "4096",  
    "maxRecordCount": "2000",  
    "antialiasingMode": "None",  
    "enableDynamicLayers": "true",  
    "dynamicDataWorkspaces": "",  
    "isCached": "false",  
    "virtualOutputDir": "/rest/directories/arcgisoutput",  
    "exportTilesAllowed": "false",  
    "maxImageHeight": "4096",  
    "cacheOnDemand": "false",  
    "minScale": "",  
    "schemaLockingEnabled": "true",  
    "useLocalCacheDir": "true",  
    "outputDir": "C:\\arcgis\\arcgisserver\\directories\\arcgisoutput",  
    "maxScale": "",  
    "filePath": "C:\\arcgis\\arcgisserver\\directories\\arcgissystem\\arcgisin",  
    "supportedImageReturnTypes": "URL",  
    "maxSampleSize": "100000",  
    "clientCachingAllowed": "true",  
    "textAntialiasingMode": "Force",  
    "maxExportTilesCount": "100000",  
    "ignoreCache": "false",  
    "maxBufferCount": "100",  
    "disableIdentifyRelates": "false"  
  },  
  "jsonProperties": {
```

Les APIs Python



ArcPy

Utiliser, automatiser et étendre le SIG Desktop (ArcMap et ArcGIS Pro) et Server

Principalement pour l'automatisation des géotraitements et des cartes

Bibliothèque puissante pour les analyses spatiales, la gestion des données et les conversions

Les 2

ArcGIS API for Python

Prise en charge du SIG Web

Fonctionne avec un Portail ArcGIS Online ou ArcGIS Enterprise

Administration du portail, la gestion des contenus/groupes/utilisateurs, traitement des données web, analyse Big Data.....

Bibliothèque « légère » pour l'analyse spatiale, gestion d'un SIG web et réaliser des études de données spatiales



Les SDKs ArcGIS Maps for Native Apps

5 SDKs pour les applications natives :

SDK	Plateforme prise en charge	Langage
ArcGIS Maps SDK for Swift	iOS et ses dérivés	Swift
ArcGIS Maps SDK for Kotlin	Android	Kotlin
ArcGIS Maps SDK for .Net	Windows, iOS, Android	C#, VB.Net
ArcGIS Maps SDK for Java	Windows, Linux et MacOS	Java
ArcGIS Maps SDK for Qt	Toutes les plateformes	C++



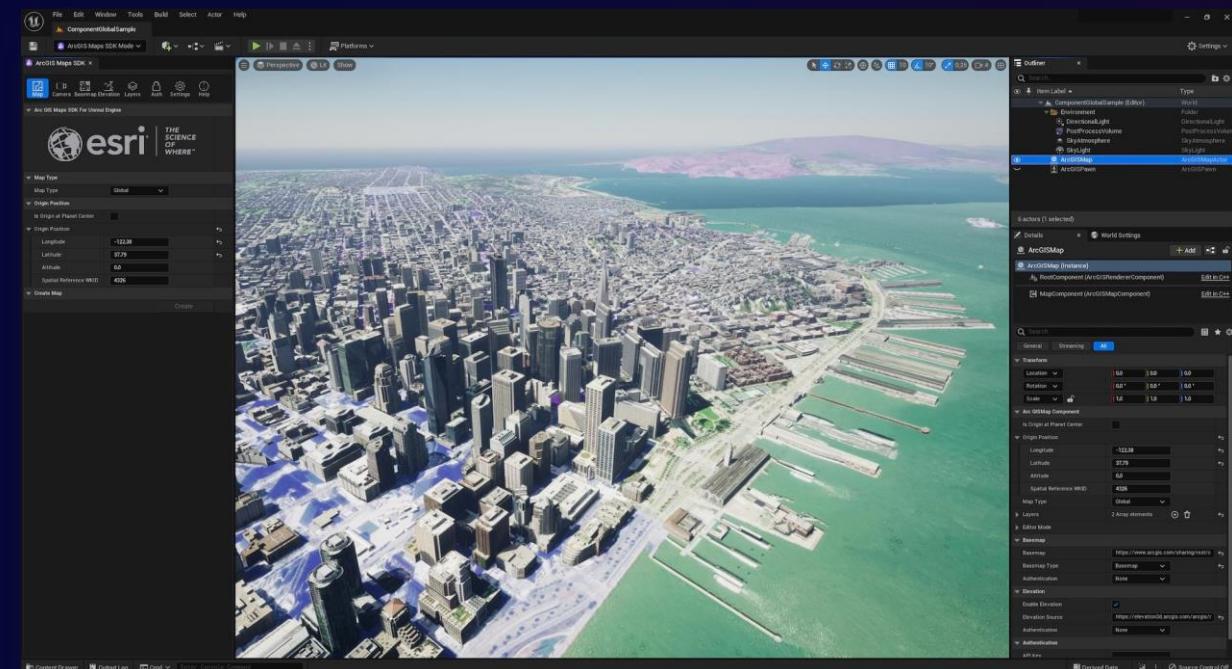
Les SDKs ArcGIS Maps for Game Engines

2 SDKs sont disponibles pour les moteurs de jeu

- ArcGIS Maps SDK for Unity
- ArcGIS Maps SDK for Unreal Engine

Destinés à développer des solutions pour :

- Des expériences XR/AR/VR
- Des applications SIG ayant besoin d'expériences photoréalistes et d'effets visuels avancés
- Des applications 3D ayant besoin d'incorporer des SIG





L'ArcGIS Maps SDK for JavaScript

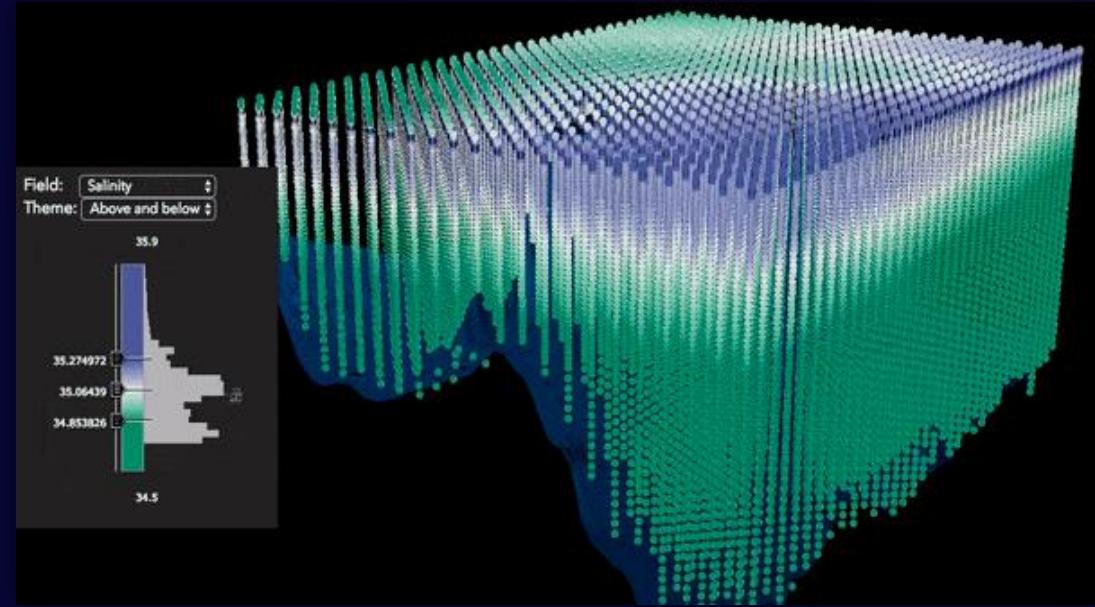
Capacités, fonctionnement et démonstrations



Capacités



Une API pour le web



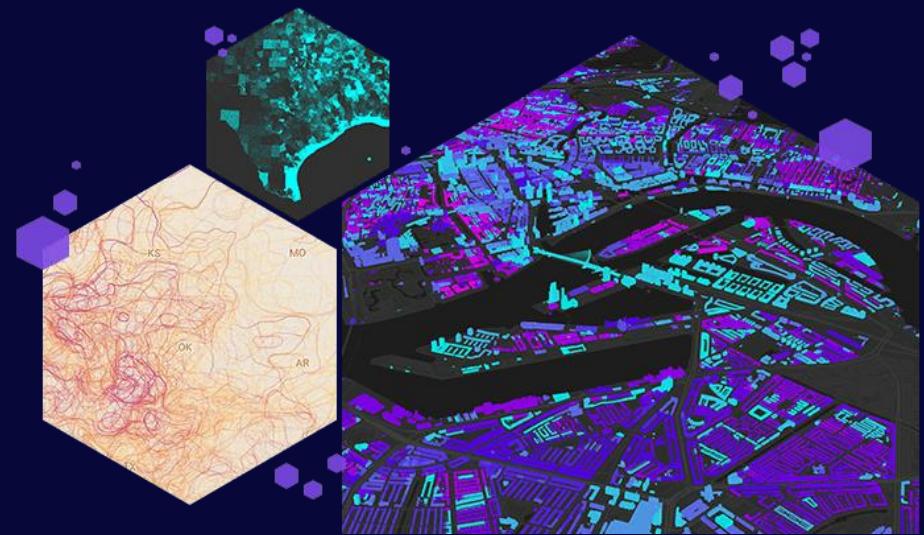
ArcGIS API for JavaScript (3.x) / ArcGIS Maps SDK for JavaScript (4.x)

2D & 3D

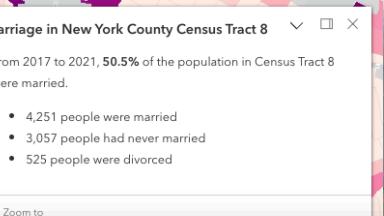
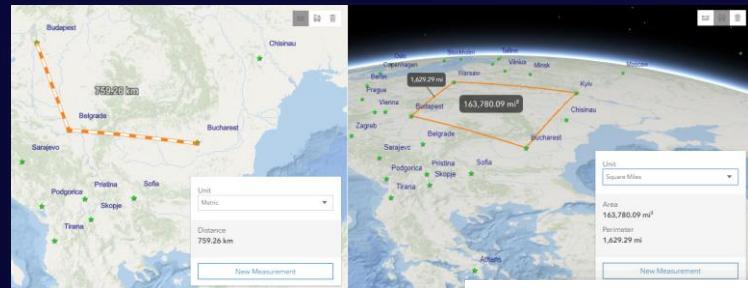


De nombreuses sources de données

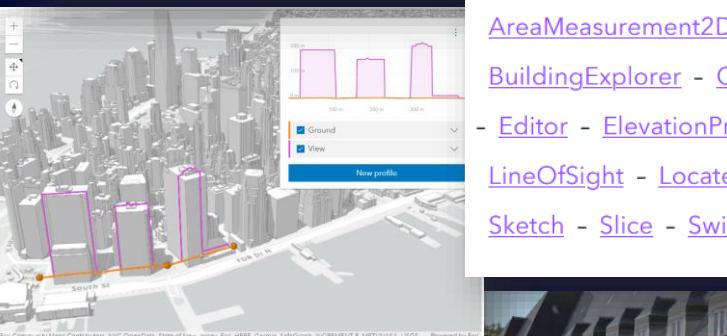
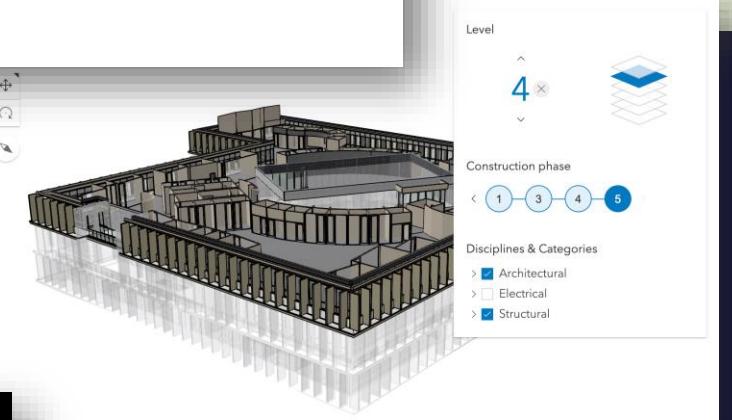
- Tous les items issus d'un portail ArcGIS Online ou ArcGIS Enterprise (couche d'entités, couche de graphique, couche d'image de carte, couche de scène, couche d'imagerie (tuilée ou non), couche de graphe de connaissance (knowledge), couche voxel, couche d'élévation, couche de nuage de points, couche de scène de bâtiment, etc.)
- Services issus d'API tierces (OpenStreetMap, Microsoft Bing, OGC API - Features)
- Services webs et flux OGC (WFS, WMS, WCS, WMTS, GeoRSS)
- Format de données ouverts (GeoJSON, CSV, KML)
- Autres (vidéos, image)



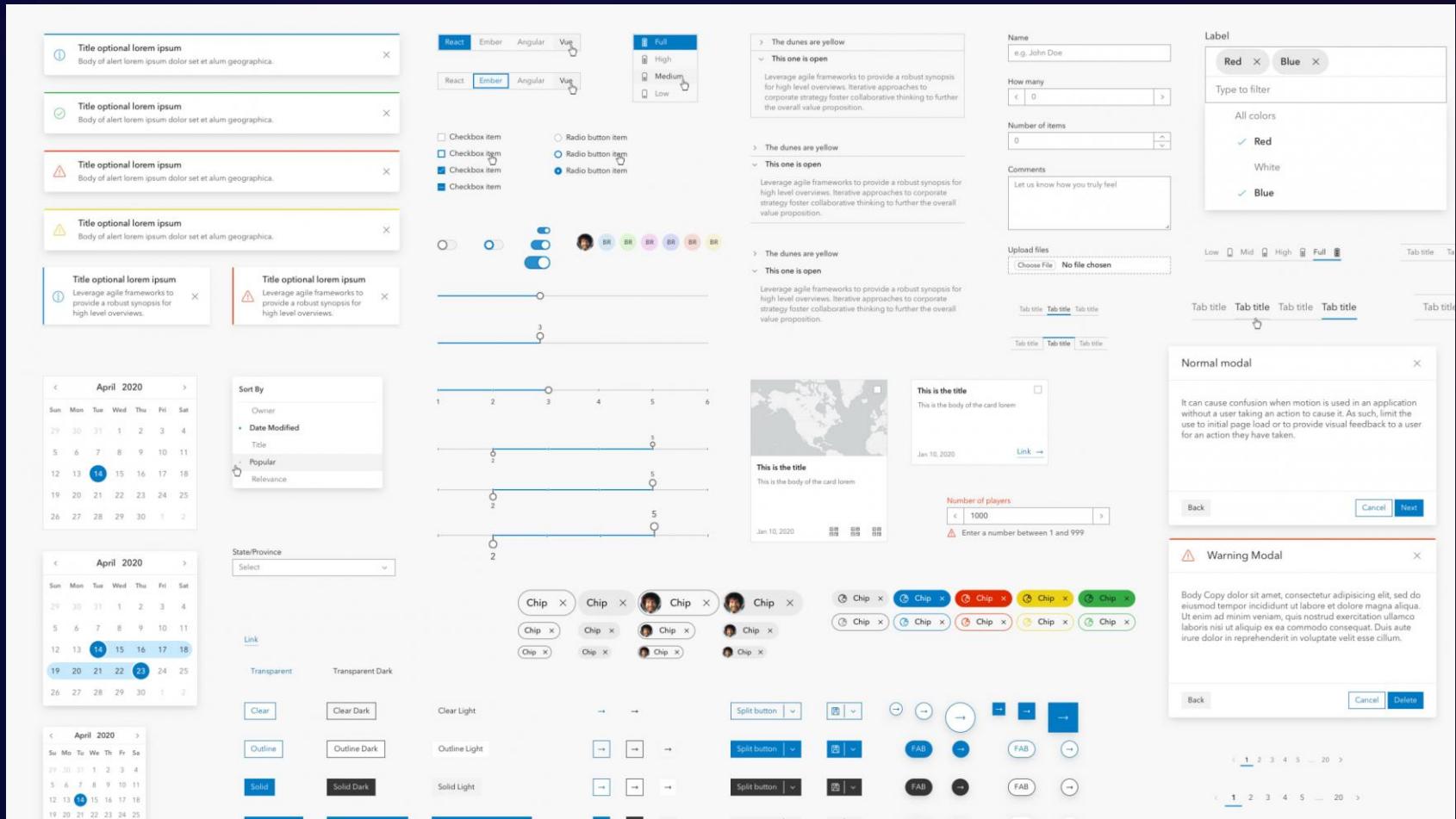
Des widgets pour enrichir les applications



[AreaMeasurement2D](#) - [AreaMeasurement3D](#) - [Attribution](#) - [BasemapGallery](#) - [BasemapLayerList](#) - [BasemapToggle](#) - [Bookmarks](#) -
[BuildingExplorer](#) - [Compass](#) - [CoordinateConversion](#) - [Daylight](#) - [Directions](#) - [DirectLineMeasurement3D](#) - [DistanceMeasurement2D](#)
- [Editor](#) - [ElevationProfile](#) - [Feature](#) - [FeatureForm](#) - [FeatureTable](#) - [FeatureTemplates](#) - [FloorFilter](#) - [Home](#) - [LayerList](#) - [Legend](#) -
[LineOfSight](#) - [Locate](#) - [Measurement](#) - [NavigationToggle](#) - [Popup](#) - [Print](#) - [ScaleBar](#) - [ScaleRangeSlider](#) - [Search](#) - [ShadowCast](#) -
[Sketch](#) - [Slice](#) - [Swipe](#) - [TimeSlider](#) - [Track](#) - [UtilityNetworkTrace](#) - [ValuePicker](#) - [Zoom](#)

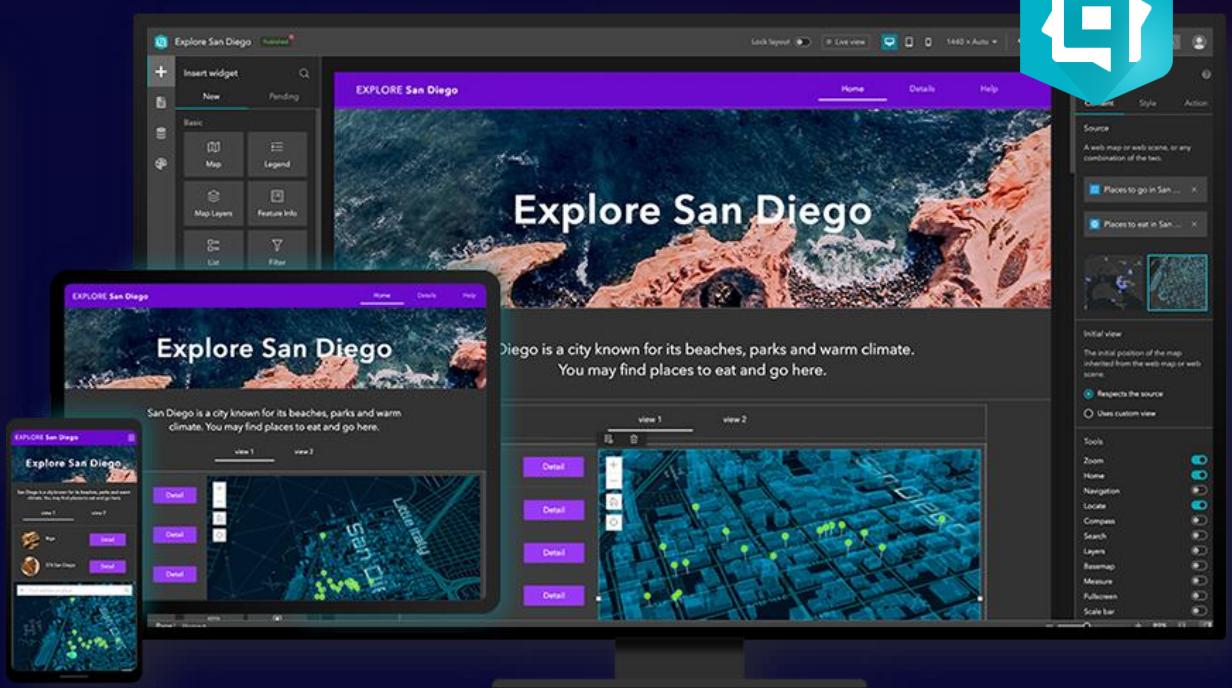
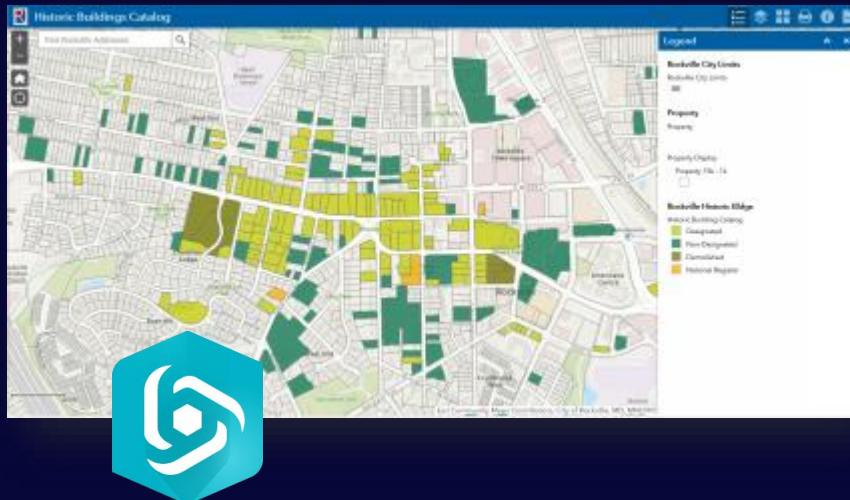
Un style cohérent et personnalisable



The image displays a collection of user interface (UI) design components from the Material Design system, showcasing a consistent and customizable visual language. The components include:

- Card Components:** Multiple cards with titles like "Title optional lorem ipsum" and descriptions. Some cards have icons (info, checkmark, warning, yellow), while others have a person icon.
- Tab Components:** Tabs for React, Ember, Angular, and Vue. A tab for "React" is selected. Other tabs include "Ember", "Angular", and "Vue".
- Form Components:**
 - A dropdown menu with options: "Full", "High", "Medium", and "Low".
 - A checkbox group with "Checkbox item" and "Radio button item" sections. Under "Radio button item", there are two radio buttons: "Radio button item" and "Radio button item".
 - A switch component with a blue track bar and a white switch handle.
 - A color palette showing various shades of blue, green, red, and yellow.
 - A text input field with placeholder "Name: e.g. John Doe".
 - A numeric input field with placeholder "How many: < 0 >".
 - A dropdown menu for "Number of items" with value "0".
 - A text area for "Comments" with placeholder "Let us know how you truly feel".
 - A file upload field with placeholder "Upload files: Choose File No file chosen".
 - A tab navigation bar with tabs labeled "Tab title", "Tab title", "Tab title", and "Tab title".
 - A modal dialog titled "Normal modal" with a message about motion causing confusion.
 - A modal dialog titled "Warning Modal" with a message about copy paste behavior.
- Calendar Components:** Three separate calendar views for April 2020. The first shows a standard grid with days numbered 1-30. The second shows a grid with days numbered 1-25. The third shows a grid with days numbered 1-25, where the 14th is highlighted in blue.
- Sort By Component:** A dropdown menu titled "Sort By" with options: "Owner", "Date Modified", "Title", "Popular", and "Relevance".
- Slider Components:** Three horizontal sliders with numerical scales from 1 to 6, 1 to 5, and 1 to 5 respectively.
- Image Component:** A small image of a world map with the caption "This is the title" and "This is the body of the card lorem".
- Text Input Components:** A numeric input field with placeholder "Number of players: < 1000 >" and a warning message "Enter a number between 1 and 999".
- Link Components:** Buttons for "Link", "Transparent", and "Transparent Dark". Below these are buttons for "Clear", "Clear Dark", "Clear Light", "Outline", "Outline Dark", "Outline Light", "Solid", and "Solid Dark".
- Button Components:** Buttons for "Split button", "FAB" (Floating Action Button), and "Fab" (Fabric Action Button).
- Page Navigation Components:** A page navigation bar with a "Back" button, a "Cancel" button, and a "Next" button. Below it is a page footer with a "Back" button, a "Cancel" button, and a "Delete" button.

Le socle d'autres applications bien connues du système ArcGIS



Quelques exemples

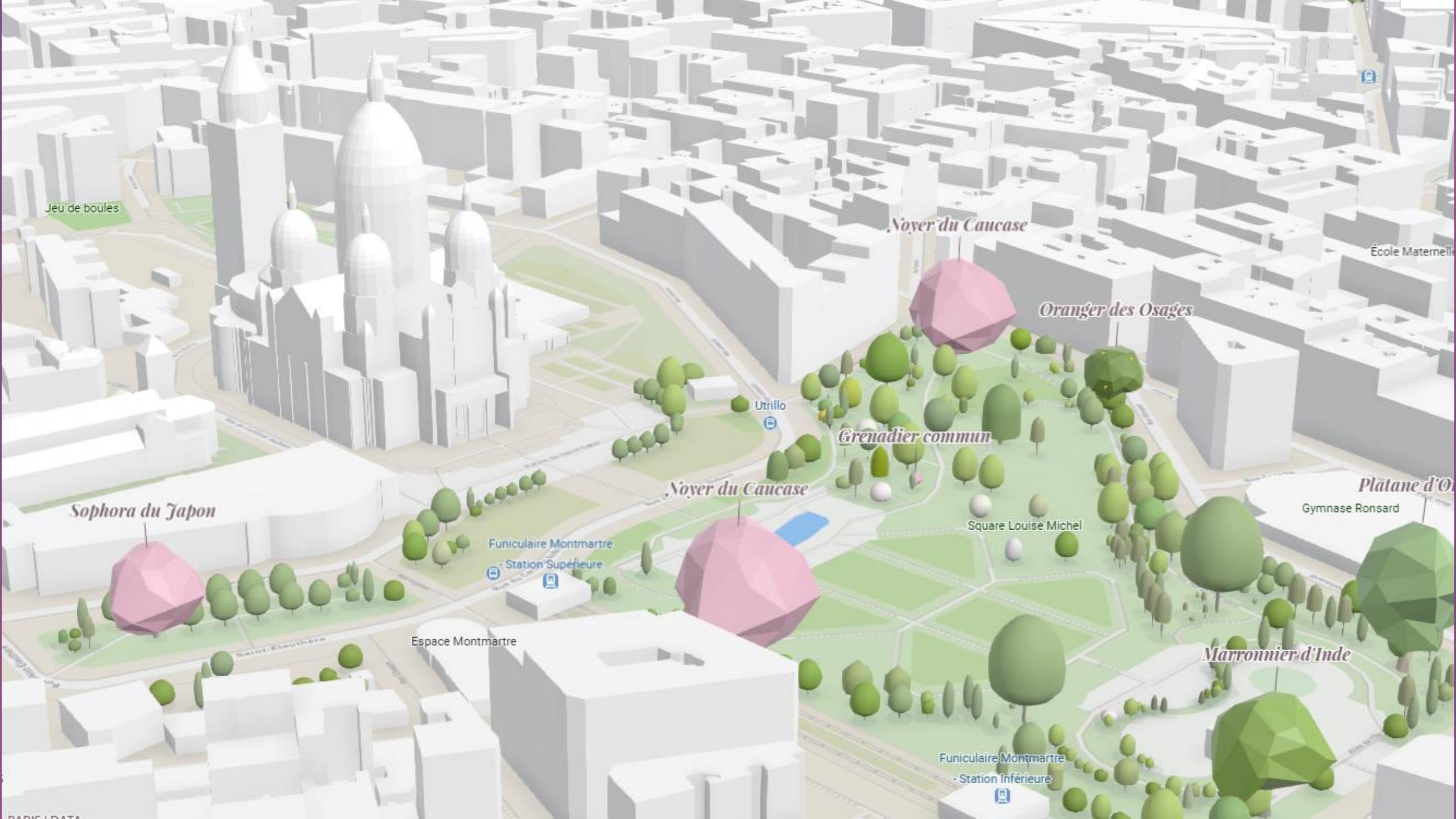


Hurricanes

[Download Hurricanes.csv](#)

[Explore hurricanes](#)







Fonctionnement



Appel à l'API, directive require et ouverture de la fonction

```
<html>
<head>
    <title>Visiter Strasbourg</title>

    <link rel="stylesheet" href="style/style.css"/>

    <!--Référencer l'API-->
    <link rel="stylesheet" href="https://js.arcgis.com/4.18/esri/themes/light/main.css">
    <script src="https://js.arcgis.com/4.24/"></script>

    <script>

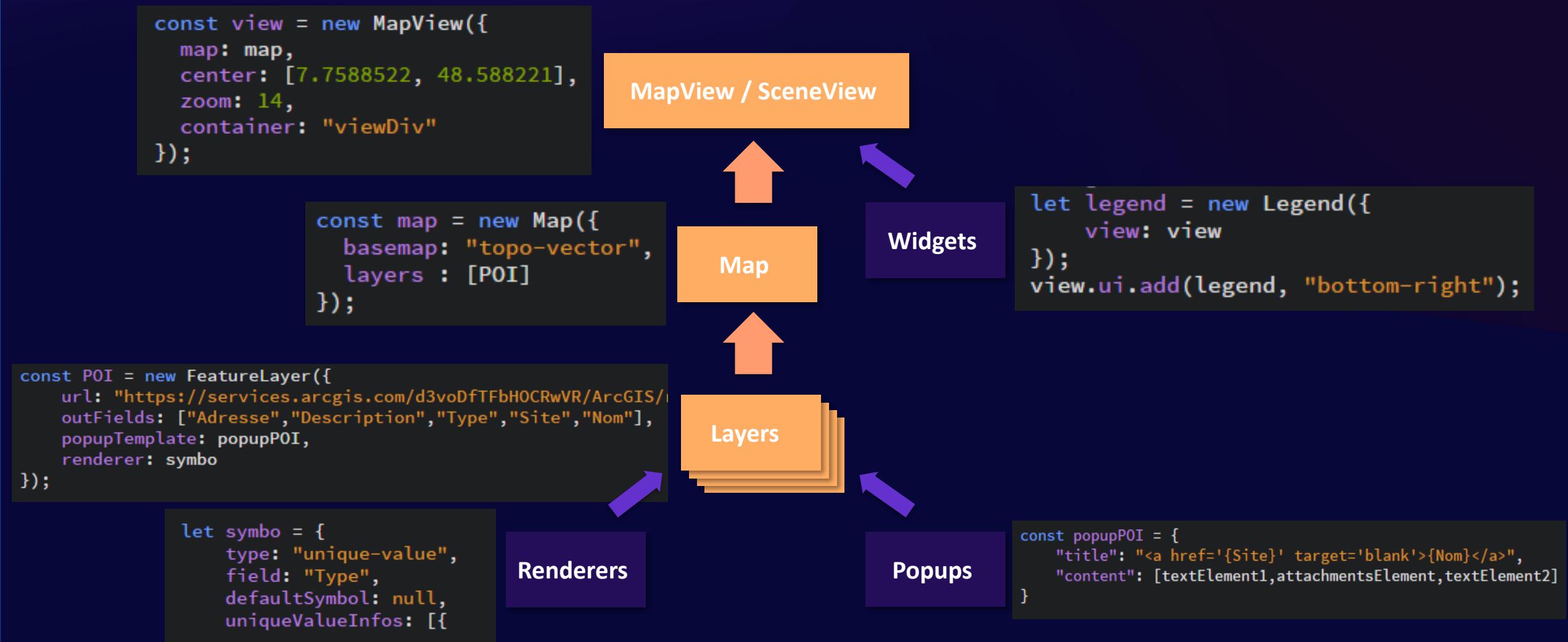
        require(["esri/config", "esri/Map", "esri/views/MapView", "esri/layers/FeatureLayer",
        "esri/popup/content/AttachmentsContent", "esri/popup/content/TextContent",
        "esri/renderers/UniqueValueRenderer", "esri/widgets/Legend", "esri/widgets/BasemapGallery", "esri/widgets/Expand"],

        function (esriConfig, Map, MapView, FeatureLayer, AttachmentsContent, TextContent,
        UniqueValueRenderer, Legend, BasemapGallery, Expand) {

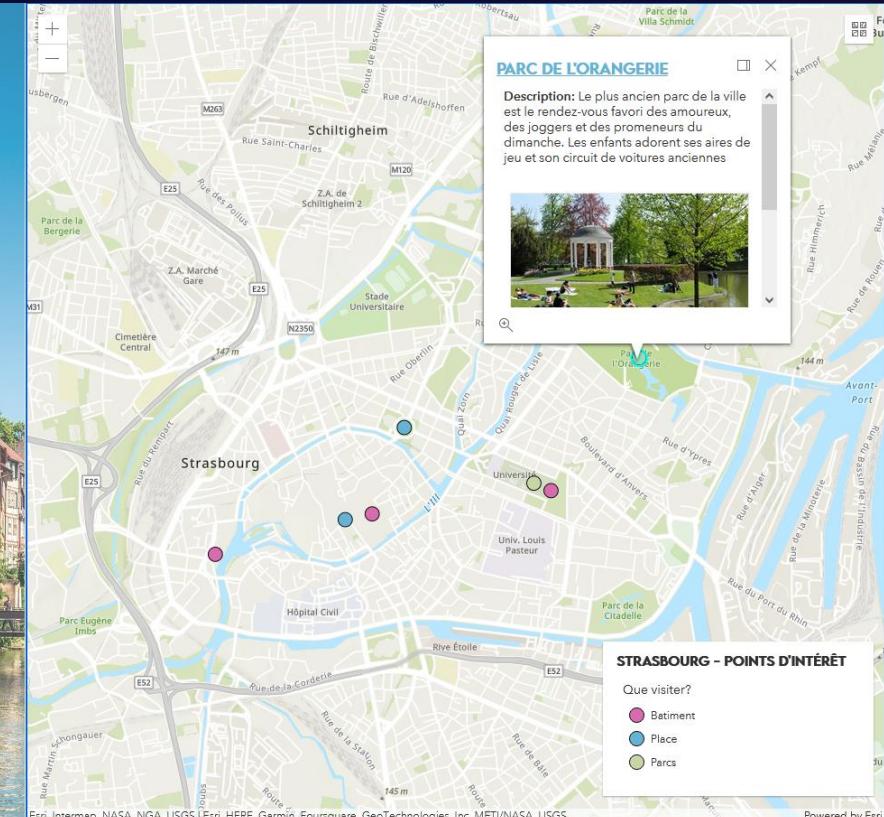
            });

        </script>
    </head>
    <body>
        <div id="viewDiv"></div>
    </body>
</html>
```

L'architecture du code en poupées russes



Démo commentée : création d'une application cartographique basique pour un site web



Utiliser la documentation

Site développeurs : Overview/Tutorials, Sample Code, API Reference, Showcase

APIs, Tools, and Location Services

Making it easy to build mapping apps and solutions

[Start building for free >](#)

Overview

 ArcGIS Developers

Documentation

Features

Pricing

Support

 Search

 Dashboard



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plouis_esfrance

ArcGIS API for JavaScript

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- > Visualization
- > Building your UI
- > Working with ArcGIS Online and Enterprise
- > Developer tooling
- > Migrating from 3.x
- > Reference

Overview

Current version: [4.25](#) (November 2022)

This guide describes how to use ArcGIS API for JavaScript to build compelling web apps that unlock your data's potential with interactive user experiences and stunning 2D and 3D visualizations.



On this page

- Where to start
- Sample code
- Showcase
- Tutorials
- Blog

Looking for 3.x ?

Was this page helpful?

 Yes  No

Overview – Tutoriels de prise en main

ArcGIS Developers

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Dashboard



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ArcGIS API for JavaScript

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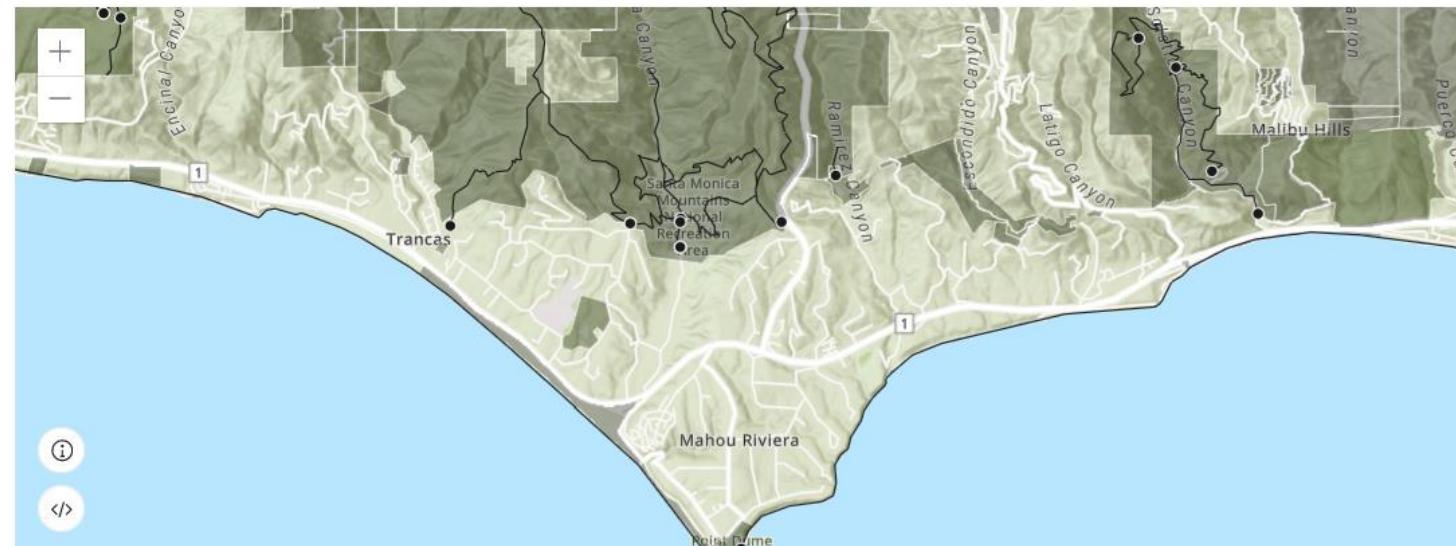
Find page...

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Key features
Get started
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Maps and scenes
Display a map
Display a scene (3D)
Change the basemap layer
Display a custom basemap style
Add a point, line, and polygon
• Add a feature layer
Style a feature layer

Add a feature layer

Learn how to access and display point, line, and polygon features in feature layers.



Esri, NASA, NGA, USGS, FEMA | County of Los Angeles, California State Parks, Esri, HERE, Garmin, SafeGraph, GeoTechnologies, Inc, METI/NASA, USGS, Bureau...

On this page

Prerequisites
Steps
Create a new pen
Set the API key
Add modules
Add a point feature layer
Add a line feature layer
Add a polygon feature layer
Run the app

What's next?

Solution

[View in CodePen](#)

Estimated time

⌚ 10 minutes

A feature layer is a dataset in a hosted feature service. Each feature layer contains features with a single geometry type (point, line, or

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ArcGIS API for JavaScript / API Reference

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Map

▼ esri

arcade

Basemap

Camera

Color

config

geometry

Graphic

Ground

intl

kernel

• Map

pointCloudRenderers

PopupTemplate

rasterRenderers

renderers

AMD: `require(["esri/Map"], (Map) => { /* code goes here */});`

ESM: `import Map from "@arcgis/core/Map";`

Class: `esri/Map`

Inheritance: `Map` > [Accessor](#)

Subclasses: [WebMap](#), [WebScene](#)

Since: ArcGIS API for JavaScript 4.0

On this page

Constructors

Properties

Methods

Was this page helpful?

 Yes  No

The `Map` class contains properties and methods for storing, managing, and overlaying [layers](#) common to both 2D and 3D viewing. Layers can be added and removed from the map, but are rendered via a [MapView](#) (for viewing data in 2D) or a [SceneView](#) (for viewing data in 3D). Thus a map instance is a simple container that holds the layers, while the [View](#) is the means of displaying and interacting with a map's layers and basemap.

A single map may be referenced by multiple views. [This sample](#) for example, contains a single Map that is visible in two separate views - one in [2D](#) and the other in [3D](#). Because one map may be accessed by multiple views in the same application, all user interaction with a map's layers is handled on the [View](#), not the Map.

An instance of `Map` is an essential component of the [MapView](#) and [SceneView](#). A `Map` object should be created prior to a view so it

Sample Code

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▼ Get started

- Featured samples

Intro to MapView (2D)

Intro to SceneView (3D)

Intro to layers

Intro to popups

Intro to widgets

➤ Latest samples

➤ Mapping and views

➤ Layers

➤ Query

➤ Editing

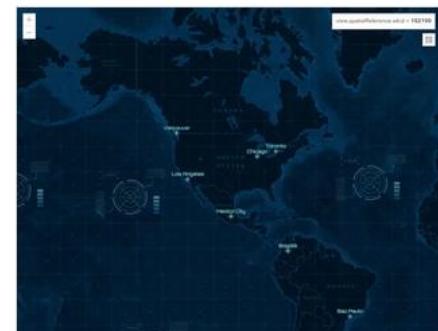
➤ Labels

➤ Draw

➤ Visualization

➤ Popups

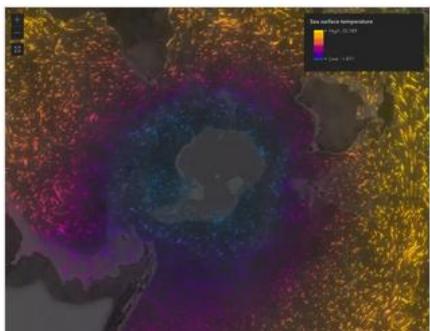
Featured samples



Basemaps with different projections



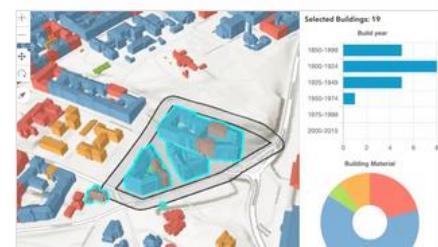
Point clustering - advanced configuration



FlowRenderer with effects and blending



ImageryTileLayer - shaded relief renderer



Showcase

 ArcGIS Developers

Documentation

Features

Pricing

Support

 Search

 Dashboard



Pauline Louis
plouis_esfrance

ArcGIS API for JavaScript / Showcase

Overview

Sample Code

API Reference

Showcase

Blogs

Showcase



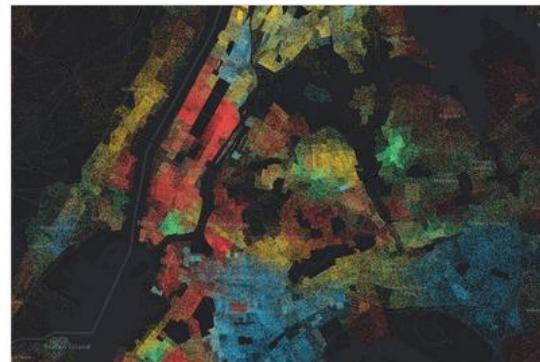
Visualize Arctic and Antarctic Sea Ice

Visualize and explore monthly and historical sea ice extents.



Building Viewer

Create a website that showcases your BIM data



Population Density by Race in the United States

This app visualizes population density by race in the U.S. based on current population estimates as determined by the American Community Survey (ACS).



Hurricane Explorer

Visualize and query hurricanes using powerful client-side processing



La consommation de services

Services à disposition, Pay as you Go, Crédits, Authentification

Pourquoi Esri fait ça?

Les services disponibles

Une offre de services basés sur l'intelligence géographique d'ArcGIS

Fonds de cartes et couches

Géocodage

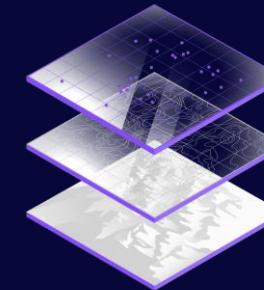
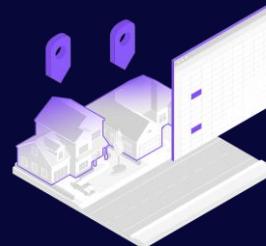
Places (POI) - *beta*

Itinéraires & directions

Géo-enrichissement

Analyse spatiale

Hébergement de données



Comment consommer ces services ?

Pay as you go

Basemap layers

Use the [basemap layer service](#) to display layers such as streets, satellite imagery, OpenStreetMap, and your own custom basemap layer styles. Calculate consumption with the [tile estimator](#).

Basemaps	
Free	Additional
2 000 000	\$0.15 per 1,000 Tiles
2,000,000 Tiles - Free	

Geocode and search

Use the [geocoding service](#) to search for addresses, businesses, and places or convert geographic coordinates to addresses.

Geocodes (non-stored)	
Free	Additional
20 000	\$0.5 per 1,000 Geocodes
432,000 Geocodes	

Estimated Monthly Costs

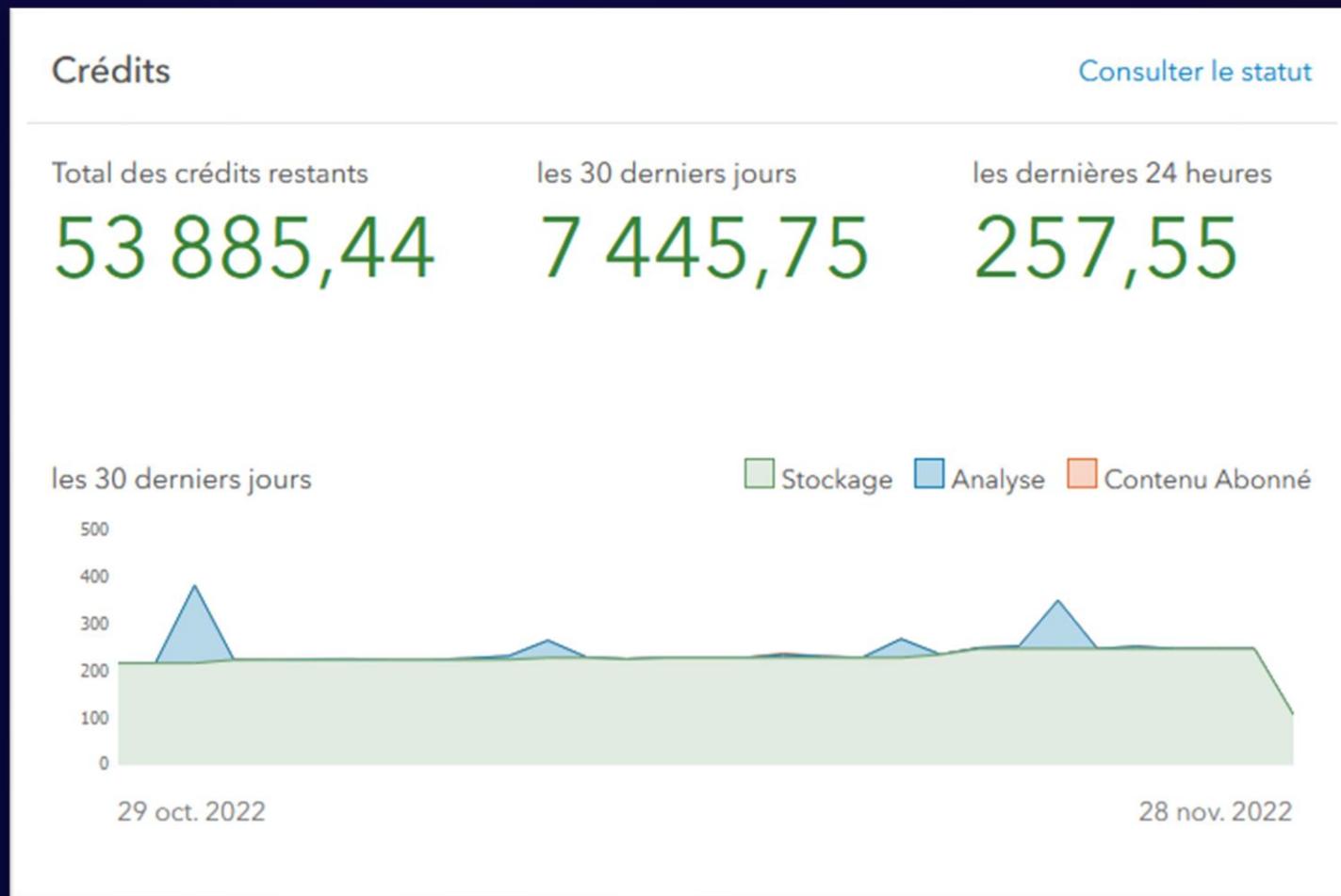
2,000,000 Basemap Tiles	\$0.00
432,000 Non-stored Geocodes	\$206.00
64,000 Simple Routes	\$22.00
5,000 Drive Time Service Areas	\$0.00
5 GB Tile and Data Storage	\$0.00
100 MB Feature Service Storage	\$0.00
Monthly Total \$228.00	

Pay as you go

Status	ON
Next Billing Date	10/31/2019
Current Balance	\$0.00
Services Used	
Basemaps	\$33.30 551k tiles used
Geocode	Free up to 30k (Temporary)
Routing (Route)	\$33.30 200k tiles used
Routing (Service Area)	\$33.30 200k tiles used

Comment consommer ces services ?

Abonnement ArcGIS Online et consommation de crédits



Comment consommer ces services ?

Authentification

API Key

- **Méthode d'authentification standard de l'industrie** permettant de s'authentifier avec une **clé d'accès préconfigurée**
- Donne accès aux services de localisation ArcGIS et au contenu développeurs
- Token permanent



Application credentials

- **Méthode d'authentification basée sur OAuth 2.0** permettant de s'authentifier avec les informations d'authentification **délivrées à l'application**
 - Donne accès aux services de localisation ArcGIS et au contenu premium
 - Token temporaire

ArcGIS Identity

- **Méthode d'authentification basée sur OAuth 2.0** permettant de s'authentifier avec les informations d'authentification **délivrées à l'utilisateur**
 - Donne accès aux ressources et aux capacités attribuées à l'utilisateur
 - Token permanent

Comment consommer ces services ?

Authentification

	API keys	ArcGIS identity	Application credentials
Permanent tokens	✓	✗	✗
Short-lived tokens	✗	✓	✓
Serverless authentication	✓	✓	✗
Server-based authentication	✓	✗	✓
Restrict to specific services	✓	✗	✗
Restrict to specific referrers	✓	✗	✗
Ready-to-use services	✓	✓	✓
Data hosting services	1	✓	✗
Content management	2	✓	✗

1. ArcGIS Developer subscriptions only

2. ArcGIS Developer subscriptions only, limited

 Full support
  Partial support
  No support

Comment consommer ces services ?

Authentification

	API keys	Application credentials	ArcGIS identity
ArcGIS API for JavaScript	✓	● ¹	✓
ArcGIS Runtime API for Android	✓	✓	✓
ArcGIS Runtime API for iOS	✓	✓	✓
ArcGIS Runtime API for Java	✓	✓	✓
ArcGIS Runtime API for .NET	✓	✓	✓
ArcGIS Runtime API for Qt	✓	✓	✓
ArcGIS API for Python	✓	✓	✓
Esri Leaflet	✓	● ¹	● ²
MapLibre GL JS	✓	● ¹	● ²
OpenLayers	✓	● ¹	● ²
ArcGIS REST JS	✓	✓	✓

✓ Full support ● Partial support ✗ No support

1. Requires use of a server component to access and manage token and/or user session.

2. Supports using a token obtained from OAuth 2.0 but lacks advanced identity management features.



Conseils et ressources

developers.arcgis.com, codethemap.fr, GitHub

APIs, Tools, and Location Services

Making it easy to build mapping apps and solutions

[Start building for free >](#)

Codethemap.fr

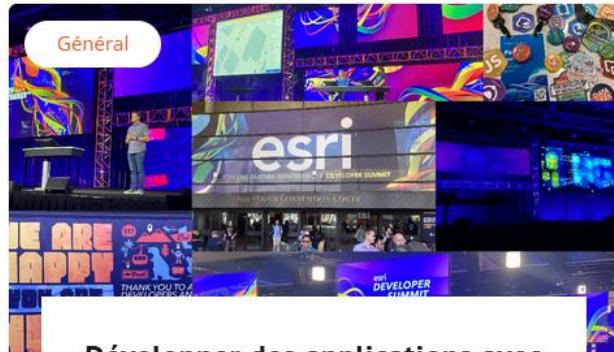
```
<link
  rel="stylesheet"
  href="https://js.arcgis.com/4.26/esri/themes/dark/main.css">
<script src="https://js.arcgis.com/4.26/"></script>
<script>
require(["esri/Map", "esri/views/MapView"], function(Map, MapView)
{
  const map = new Map({basemap: "streets"});
  const view = new MapView({
    container: "ViewDiv",
    map: map,
    zoom: 6,
    center: [2,48] //longitude, latitude
  });
});
</script>
```

{ CodeTheMap }



ACCUEIL TUTORIELS JAVASCRIPT PYTHON RUNTIME LEXIQUE

Rechercher dans le blog



Développer des applications avec ArcGIS : la session plénière du 2023 Developer Summit d'Esri

mercredi, mars 08, 2023  0

Le 2023 Developer Summit , plus grosse conférence mondiale des développeurs géospatiaux, a débuté ce mardi 7 mars, avec une...



Un mardi, une appli #23 : Utiliser des gros volumes de données dans vos cartes web

mardi, février 28, 2023  0

Vous n'êtes peut-être pas passés à côté des magnifiques cartes de Terence Fosstodon (@researchremora sur Twitter) qui re...

S'abonner Au Flux RSS



Articles Les Plus Populaires



Créez facilement une carte pour votre site Web en moins de 5 minutes !



Enrichissez vos cartes Web avec des couches !



ArcGIS API for JavaScript, une formidable alternative à Google Maps



0 - Contexte 1 - Référencer l'API 2 - Afficher sa carte 3 - Ajouter les données 4 - Ajouter des widgets

Étape 2 : Afficher sa carte

2.0 Créer une vue

Nous allons commencer par créer la vue dans laquelle sera affichée la carte par la suite.

Nous travaillons en 2D, nous allons donc utiliser une **MapView**.

Rendez-vous sur la page de documentation de [MapView](#).

Le haut de la page vous indique toujours ce qu'il faut ajouter à require et à la fonction ; nous utiliserons le format AMD.

AMD: `require(["esri/views/MapView"], (MapView) => { /* code goes here */ });`

Mettez à jour votre require avec ces informations. Voici ce à quoi il devrait ressembler :

JavaScript

```
1 <script>
2   require(["esri/config","esri/views/MapView"],
3   function (esriConfig,MapView) {
4
5     //Tout le reste du code ira ici
6   })
```



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