

# Développer avec l'ArcGIS Maps SDK for JavaScript

Pauline Louis, Esri France  
*plouis@esrifrance.fr*

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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 ?

# Les 3 langages du développement web



Contenu / Structure



Style / Présentation

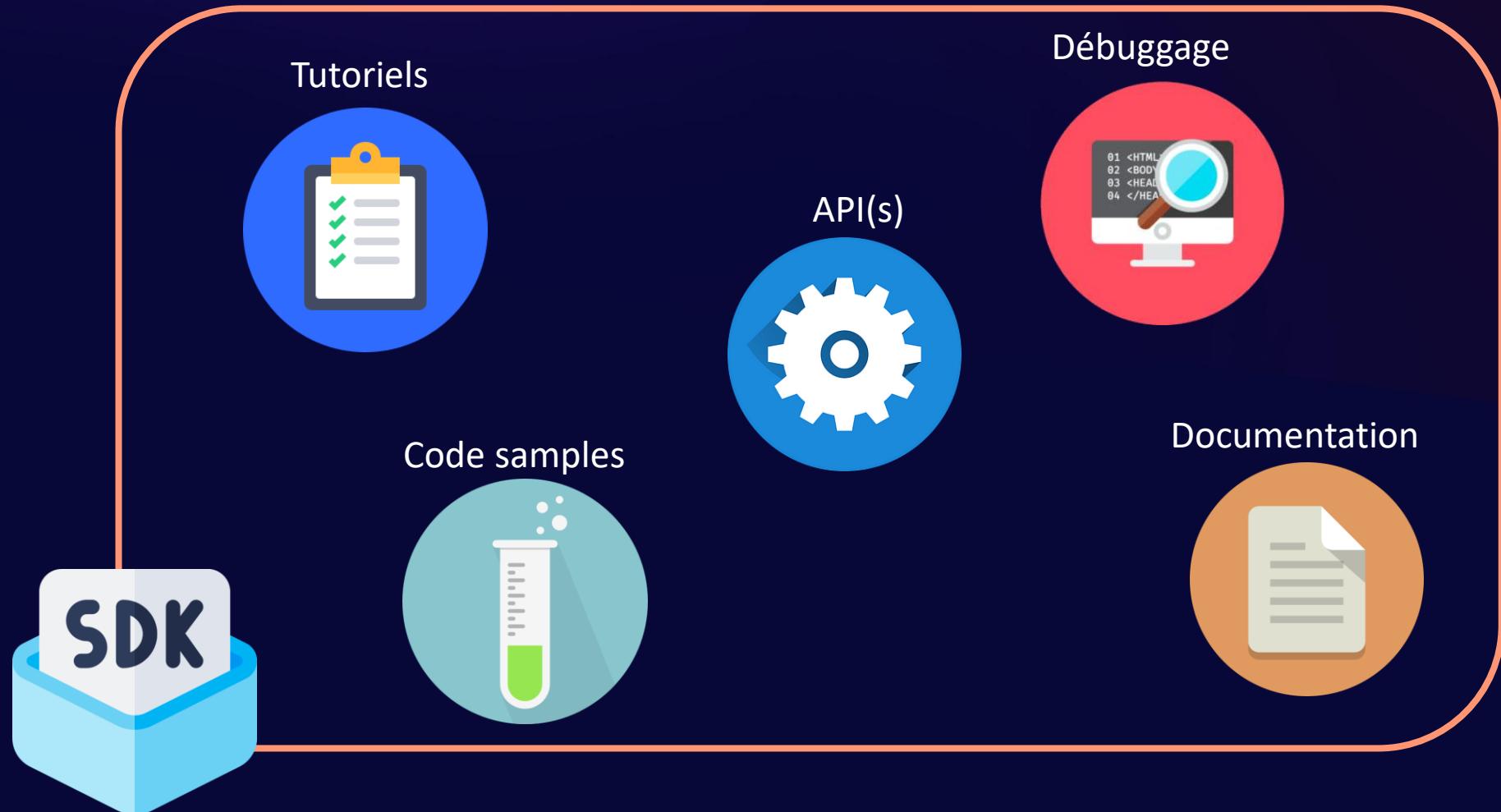


Comportement / Actions

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



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

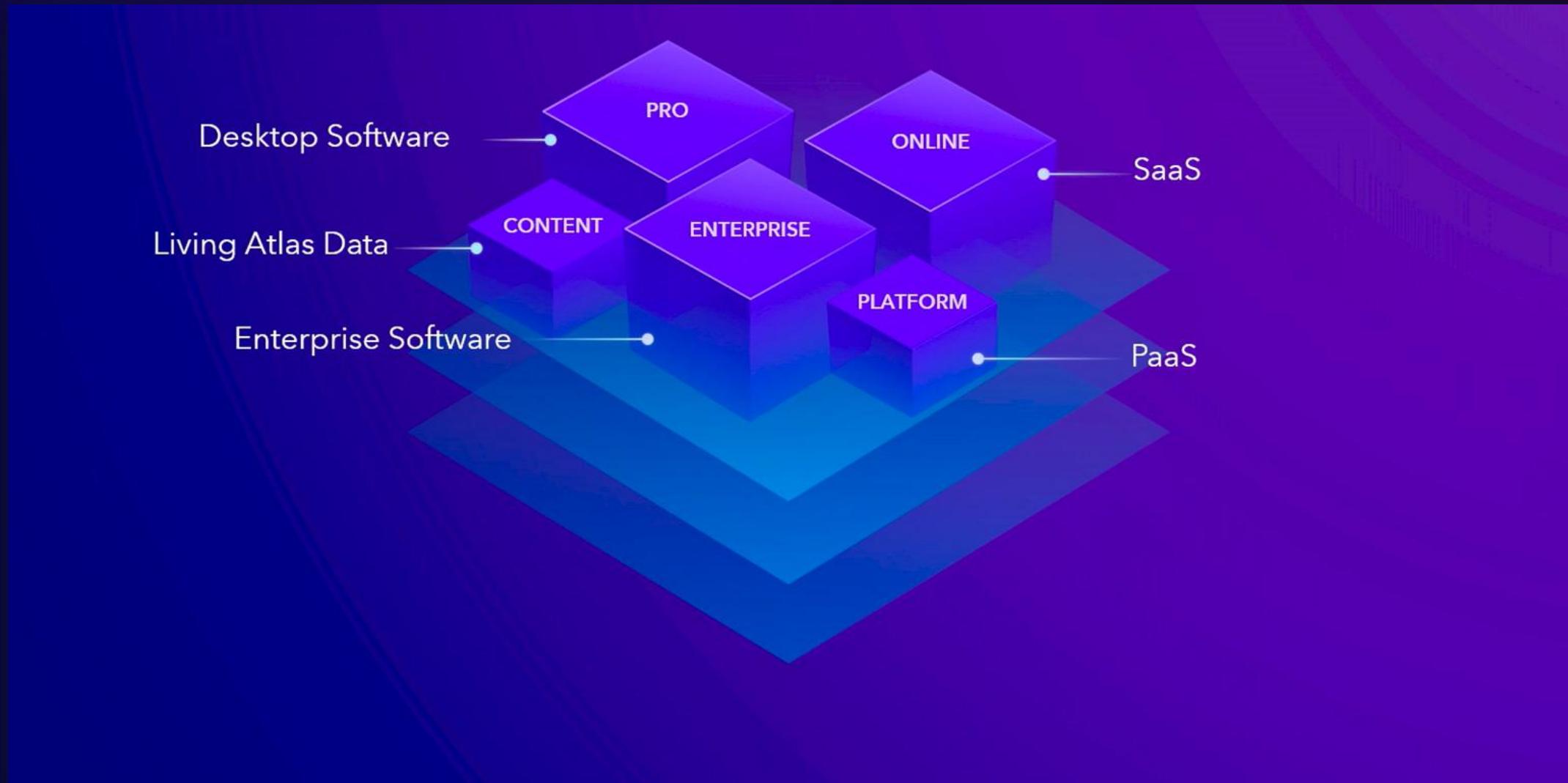




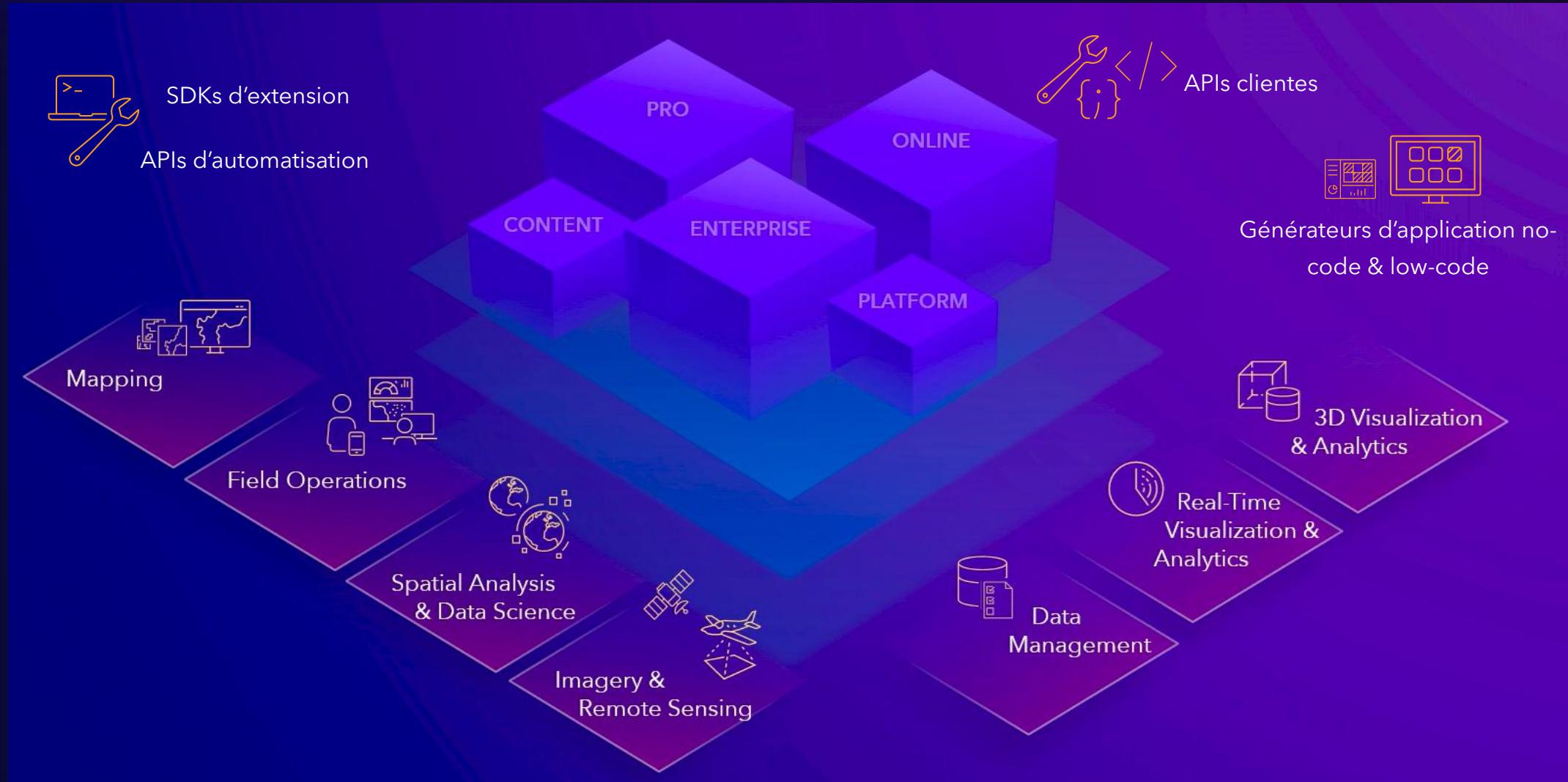
# Les APIs clientes d'ArcGIS

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



# Deux familles de développement dans ArcGIS

*Etendre et automatiser le système ArcGIS*

## SDKs d'extension

- SDK ArcGIS Pro
- SDK ArcGIS Enterprise
- Experience Builder Developer Edition

## Bibliothèques d'automatisation et d'analyse spatiale

- API Python
- ArcPy
- Arcade
- R-ArcGIS Bridge
- REST JS



*Développer des applications pour toutes les plateformes avec les APIs clientes*

## SDKs natifs

- .NET
- Swift
- Kotlin
- Qt
- Flutter (avril 2024)

## SDKs pour moteurs de jeu

- Unity
- Unreal Engine

## SDK JavaScript

### APIs Open Source

- Esri Leaflet
- OpenLayers
- MapLibre
- CesiumJS

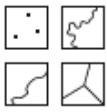
### Calcite Design System



**API REST**

# 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.

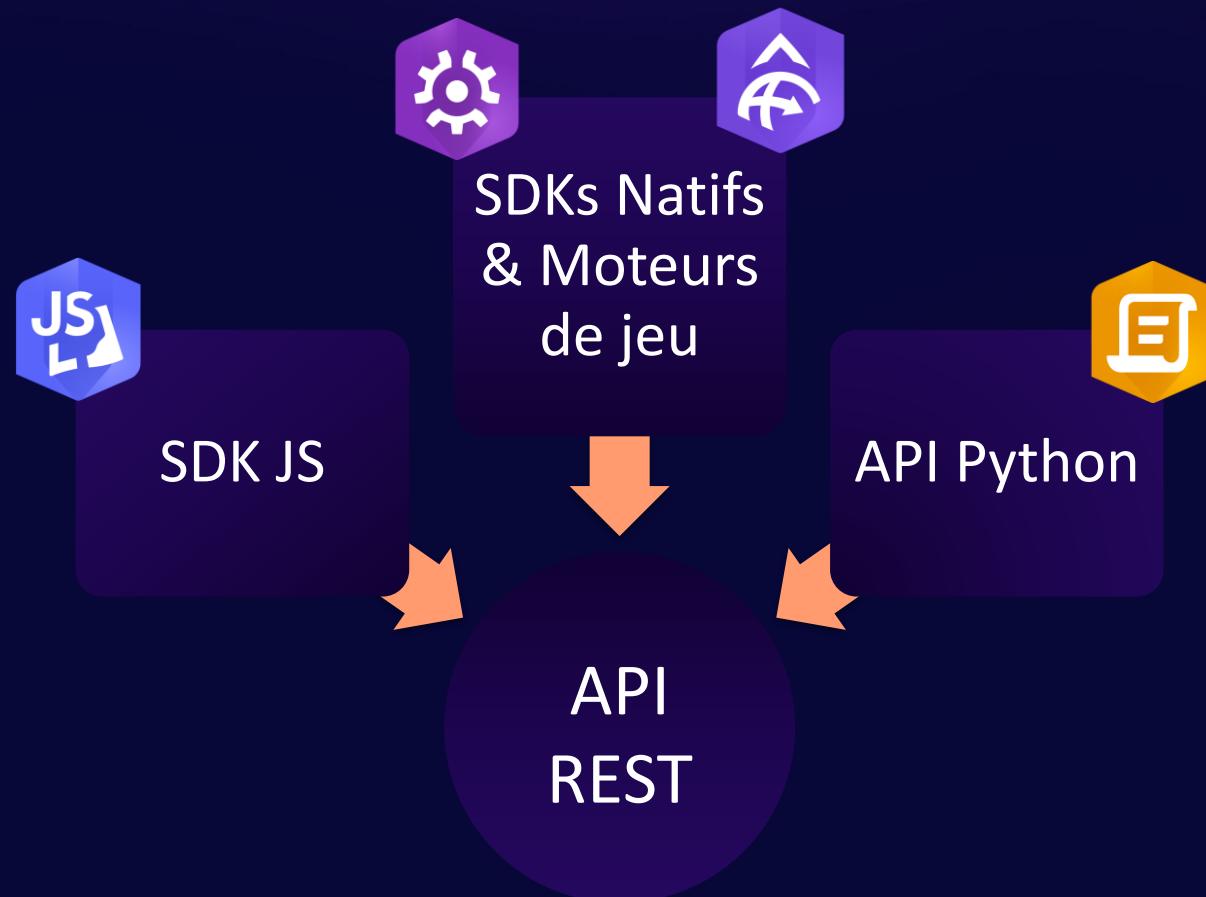


### Enterprise administration

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 : 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",  
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        "supportedImageReturnTypes": "URL",  
        "maxSampleSize": "100000",  
        "clientCachingAllowed": "true",  
        "textAntialiasingMode": "Force",  
        "maxExportTilesCount": "100000",  
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        "maxBufferCount": "100",  
        "disableIdentifyRelates": "false"  

```



# L'ArcGIS Maps SDK for JavaScript

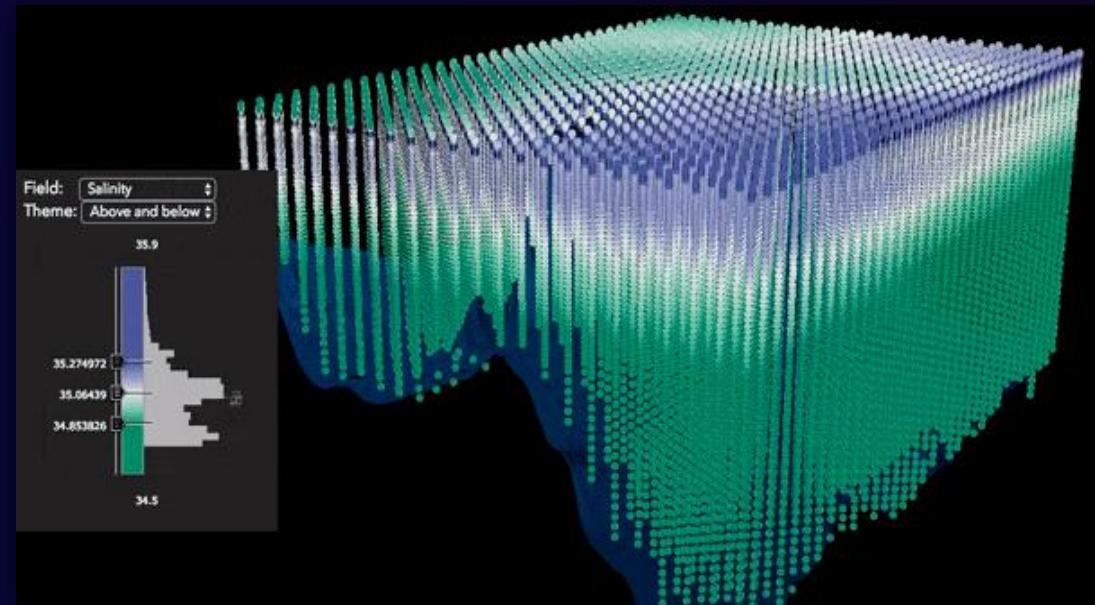
Capacités, fonctionnement et démonstrations



# Capacités



# Une API pour le web



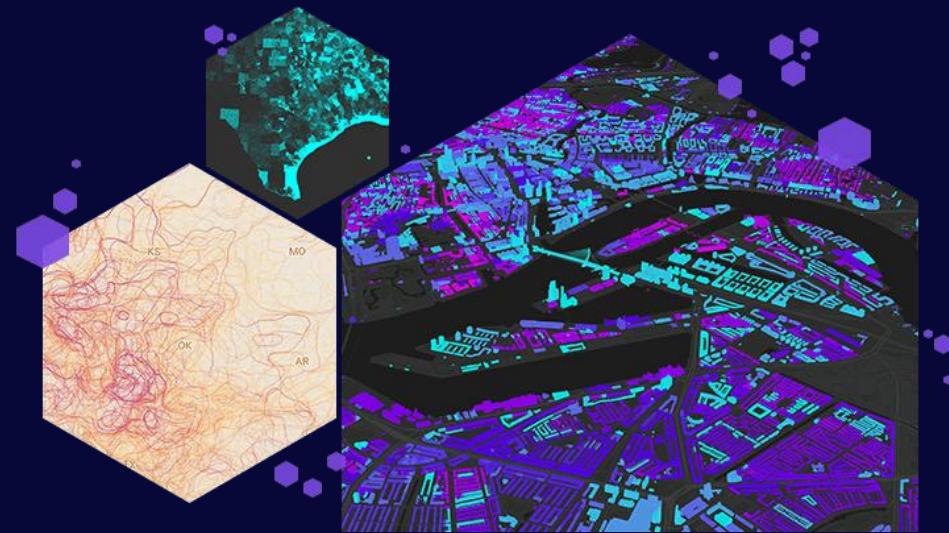
ArcGIS API for JavaScript (3.x) / ArcGIS Maps SDK for JavaScript (4.x)

# 2D & 3D

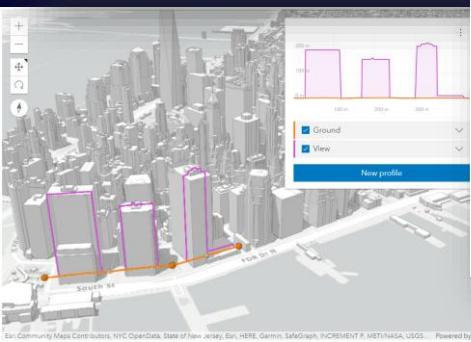
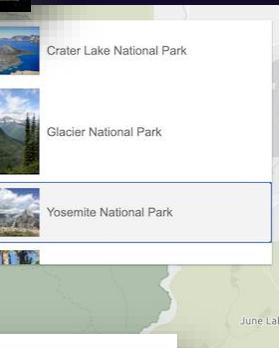
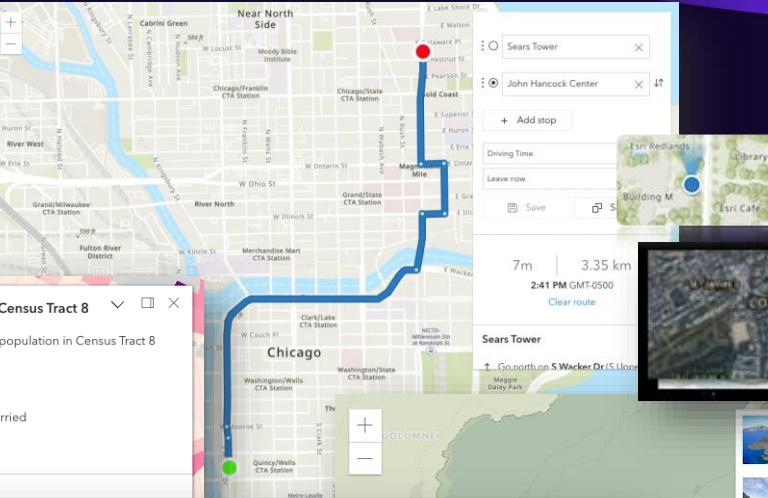
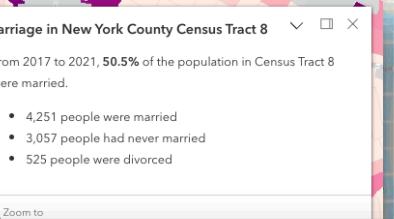
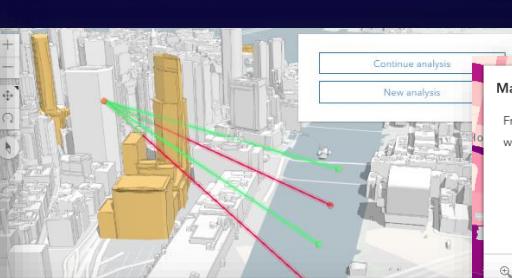
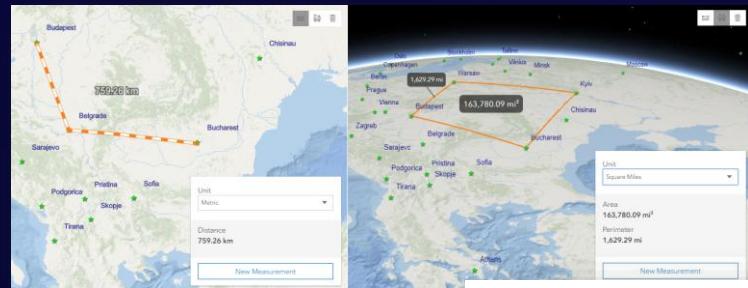


# De nombreuses sources de données

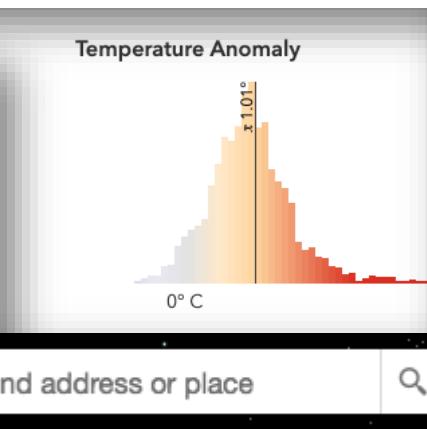
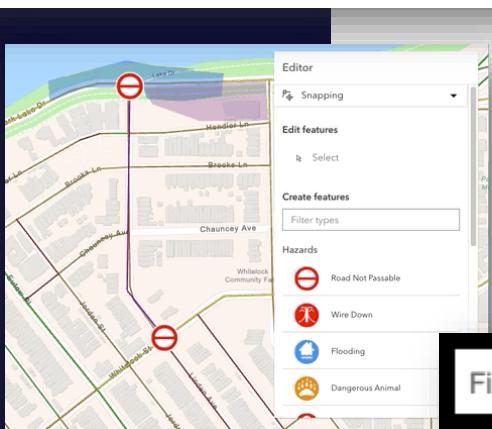
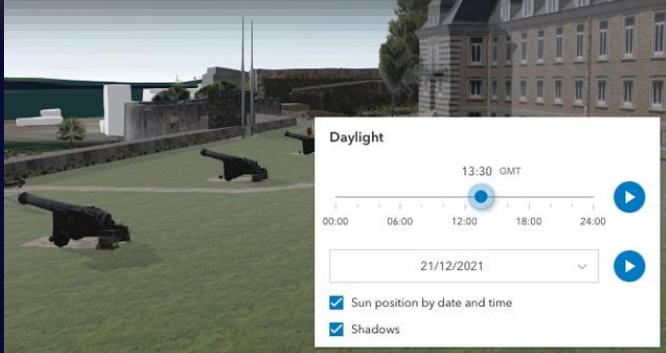
- Tous les items issus d'un portail ArcGIS Online ou ArcGIS Enterprise (couche d'entités, couche de graphique, couche d'image de carte, couche de scène, couche d'imagerie (tuilée ou non), couche de graphe de connaissance (knowledge), couche voxel, couche d'élévation, couche de nuage de points, couche 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)



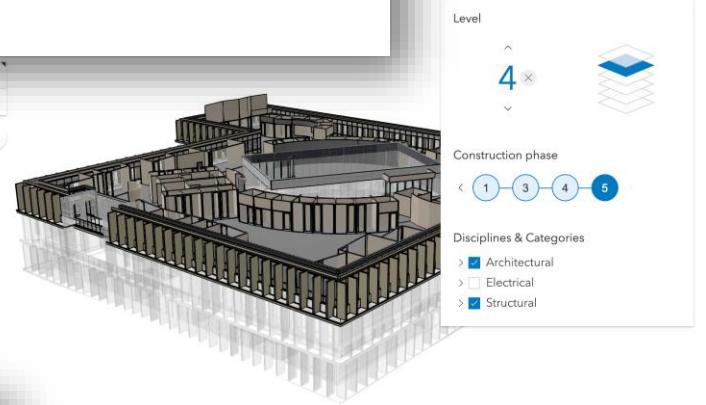
# Des widgets pour enrichir les applications



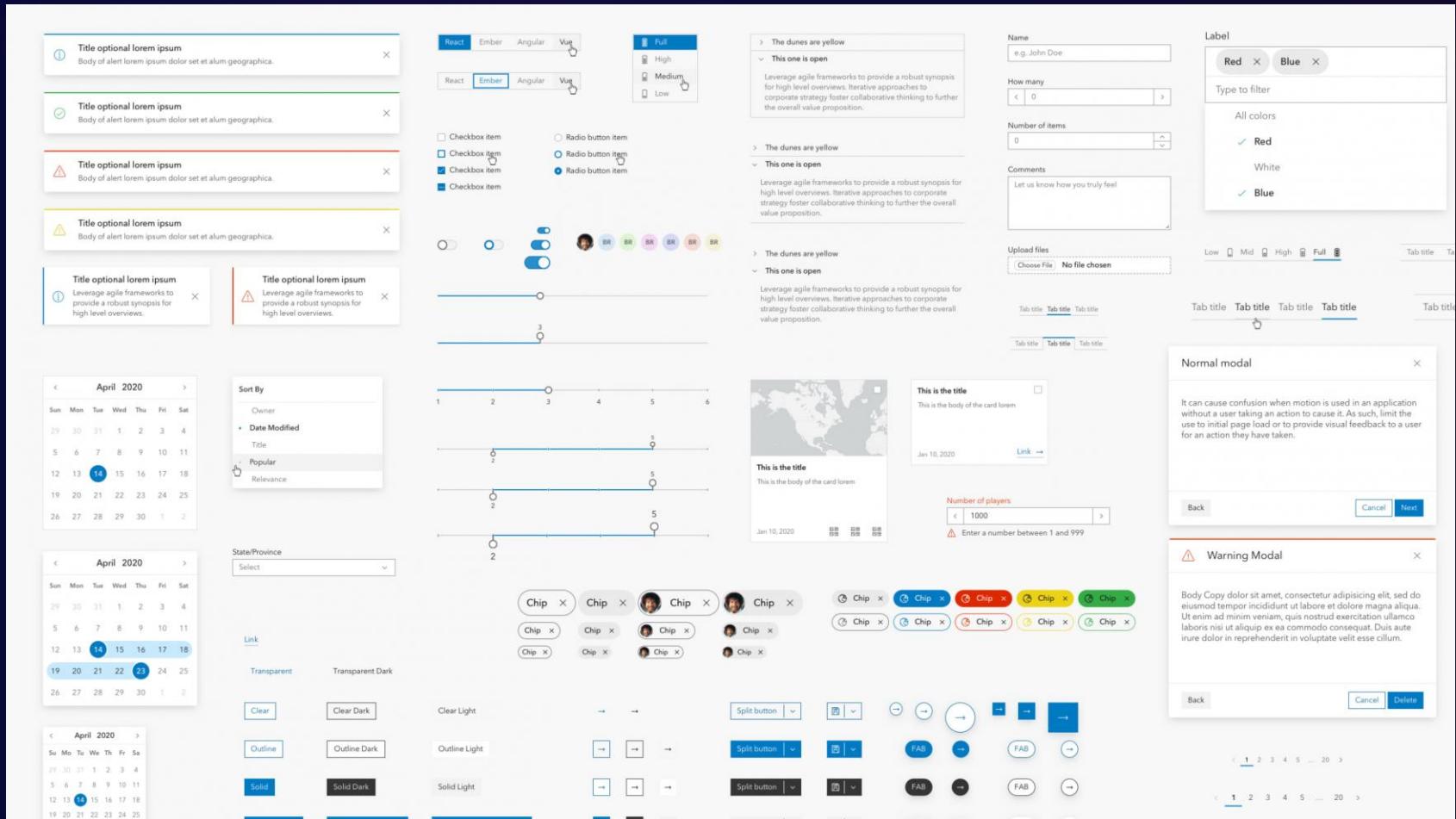
[AreaMeasurement2D](#) - [AreaMeasurement3D](#) - [Attribution](#) - [BasemapGallery](#) - [BasemapLayerList](#) - [BasemapToggle](#) - [Bookmarks](#) -  
[BuildingExplorer](#) - [Compass](#) - [CoordinateConversion](#) - [Daylight](#) - [Directions](#) - [DirectLineMeasurement3D](#) - [DistanceMeasurement2D](#)  
- [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](#)



Find address or place



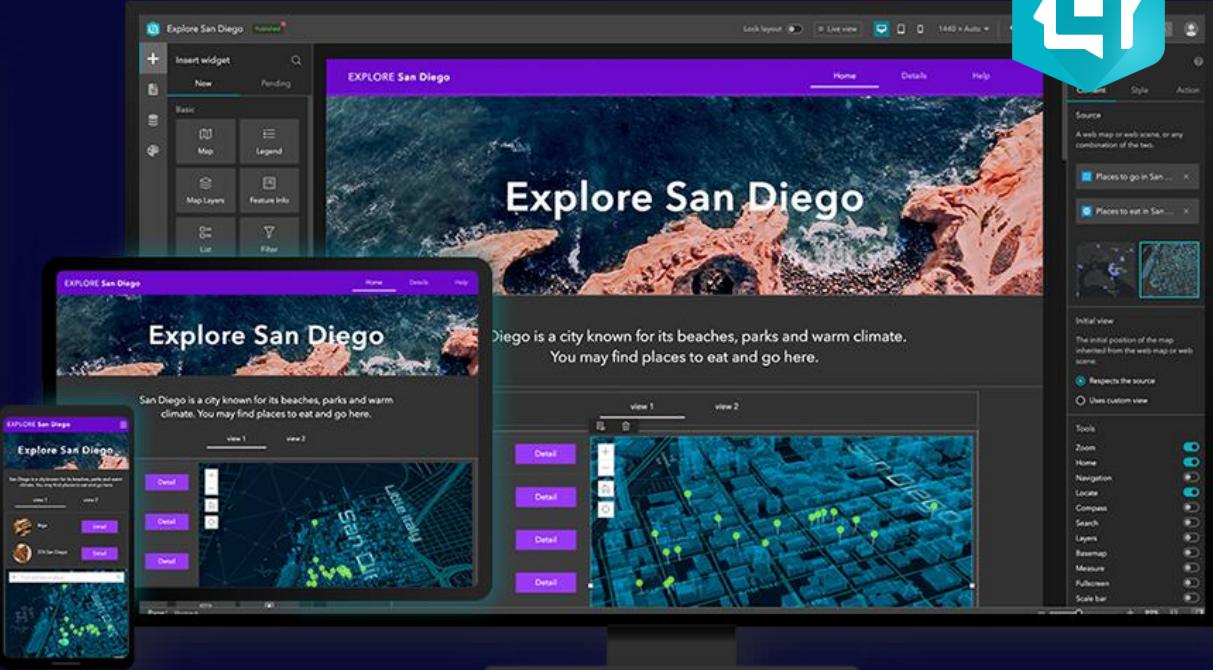
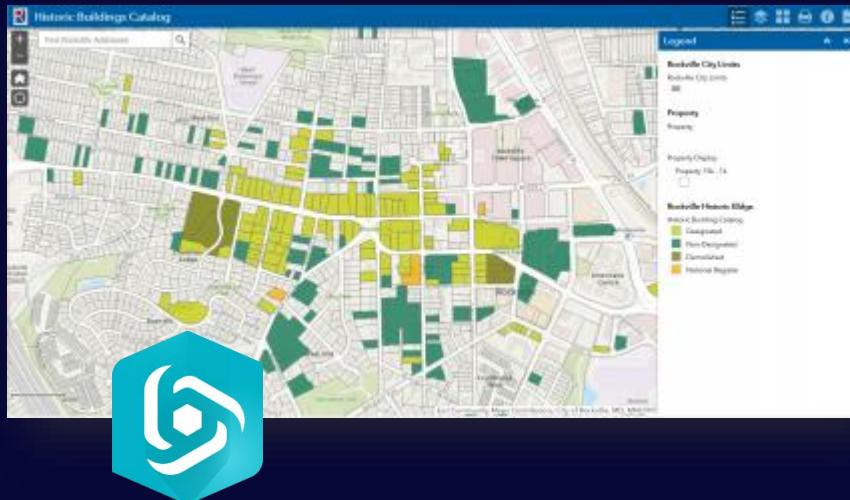
# Un style cohérent et personnalisable



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

- Cards:** Multiple cards with titles like "Title optional lorem ipsum" and descriptions.
- Checkboxes and Radio Buttons:** Groups of checkboxes and radio buttons with labels like "Checkbox item", "Radio button item", etc.
- Sliders:** Three horizontal sliders with numerical scales from 1 to 6.
- Image:** A small map of the world with the title "This is the title".
- Text Input:** A text input field with placeholder "Name: e.g. John Doe".
- Number Input:** An input field for "How many" with a range from 0 to 10.
- Comments:** A text area for comments with placeholder "Let us know how you truly feel".
- File Upload:** A file upload input with placeholder "Upload files: No file chosen".
- Color Selection:** A color palette with "Red" and "Blue" selected.
- Labels:** A section for filtering by color, showing "All colors", "Red", "White", and "Blue".
- Tab Navigation:** Tabs labeled "Tab title" with tabs for "Low", "Mid", "High", and "Full".
- Modals:**
  - Normal modal:** A modal with a title "Normal modal" and a message about motion causing confusion.
  - Warning Modal:** A modal with a title "Warning Modal" and a message about copy paste issues.
  - Cancel/Next:** Buttons for "Back", "Cancel", and "Next".
- Date Pickers:** Three separate date pickers for April 2020, each with different styling options.
- Sort By:** A dropdown menu for sorting with options like "Date Modified", "Title", "Popular", and "Relevance".
- State/Province:** A dropdown menu for selecting a state/province.
- Link:** Buttons for "Transparent" and "Transparent Dark" link styles.
- Chip:** A grid of "Chip" components with various icons and states.
- Buttons:** A grid of "Split button", "FAB" (Floating Action Button), and other standard buttons.
- Progress Bars:** Three horizontal progress bars with values ranging from 1 to 1000.
- Number Input:** An input field for "Number of players" with a range from 1000 to 10000, with a warning message about entering a number between 1 and 999.
- Text Input:** An input field with placeholder "Enter a number between 1 and 999".
- Page Navigation:** A page navigation bar with a total of 20 pages, currently on page 1.

# Le socle d'autres applications bien connues du système ArcGIS



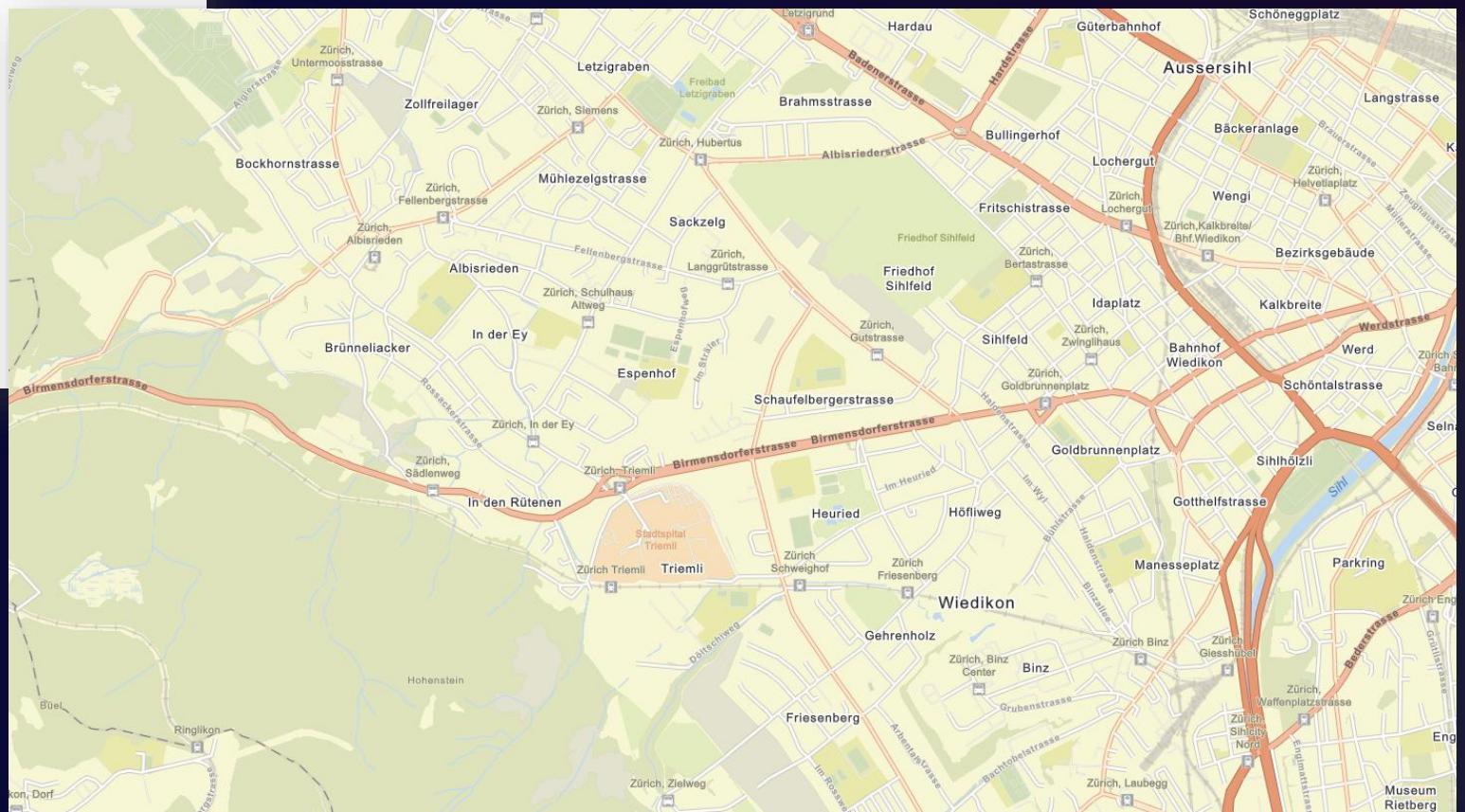
# Les composants : nouveau paradigme de développement

```
require(["esri/Map", "esri/views/MapView"], (Map, MapView) => {
  const map = new Map({
    basemap: "streets-vector"
  });

  const view = new MapView({
    container: "viewDiv",
    map: map,
    zoom: 14,
    center: [8.5, 47.37]
  );
});
```

NOUVEAU

```
<arcgis-map zoom="14" center="8.5,47.37" basemap="streets-vector"></arcgis-map>
```



# Calcite Design System



Faciliter le développement et la cohérence visuelle de vos applications

https://developers.arcgis.com/calcite-design-system/components/

ArcGIS Developers Documentation Features Pricing Support Search Dashboard Pauline Louis plouis\_esrifrance

Calcite Design System / Components Home Foundations Components Resources Icons

Overview

- Accordion
- Actions
- Alert
- Avatar
- Block
- Buttons
- Card
- Checkbox
- Chips
- Combobox
- Dropdown
- Filter
- Flow
- Icon
- Inline Editable
- Inputs
- Label
- Link
- Lists

## Components

Calcite components are a distributed set of composable, purpose-built web components for building great web experiences.

Was this page helpful?

Yes No

|           |        |            |            |          |
|-----------|--------|------------|------------|----------|
| Accordion | Action | Action Bar | Action Pad | Alert    |
| Avatar    | Block  | Button     | Card       | Checkbox |



## Quelques exemples





The City of Lights  
Public Lighting of Paris

Item About

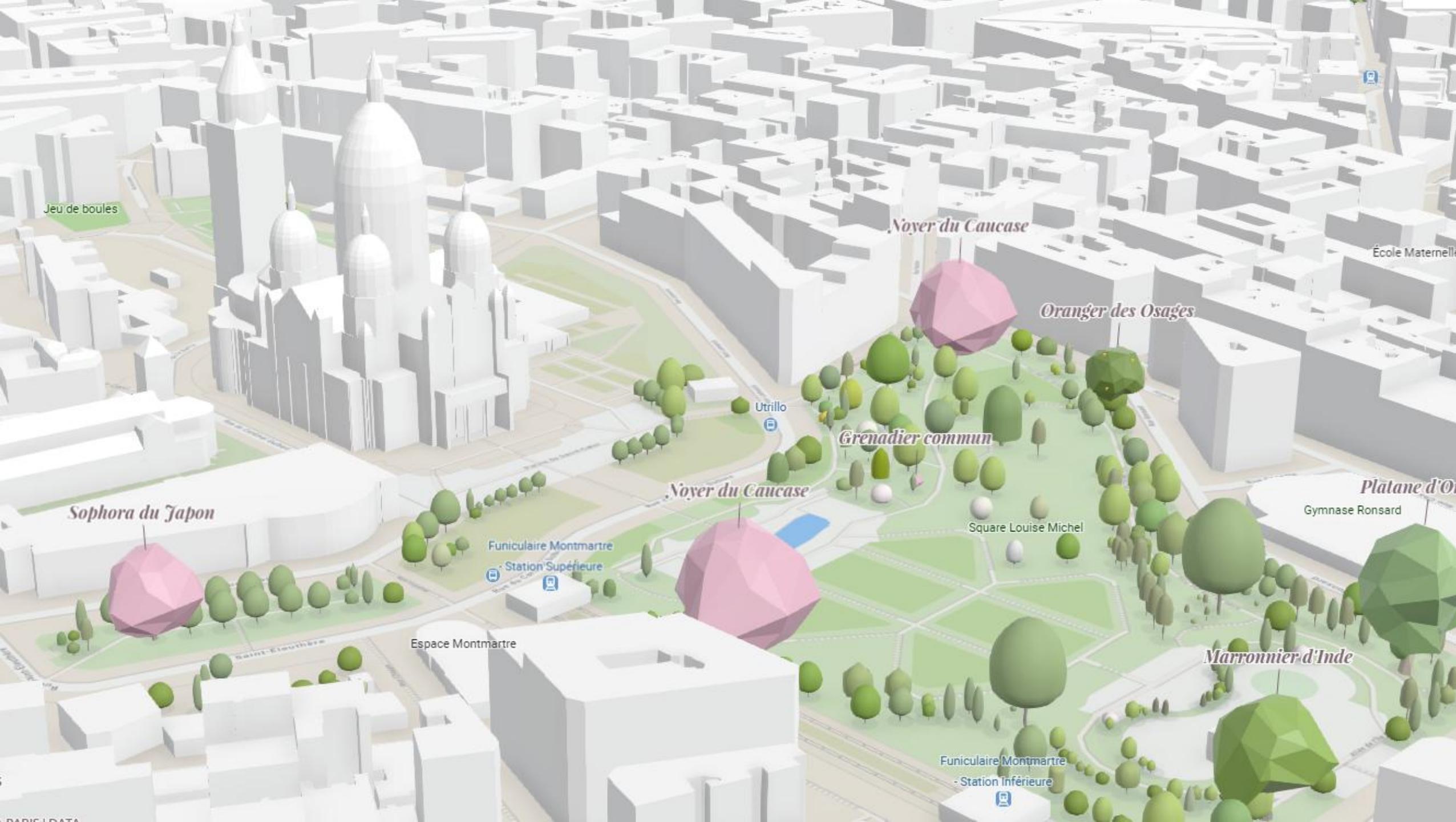


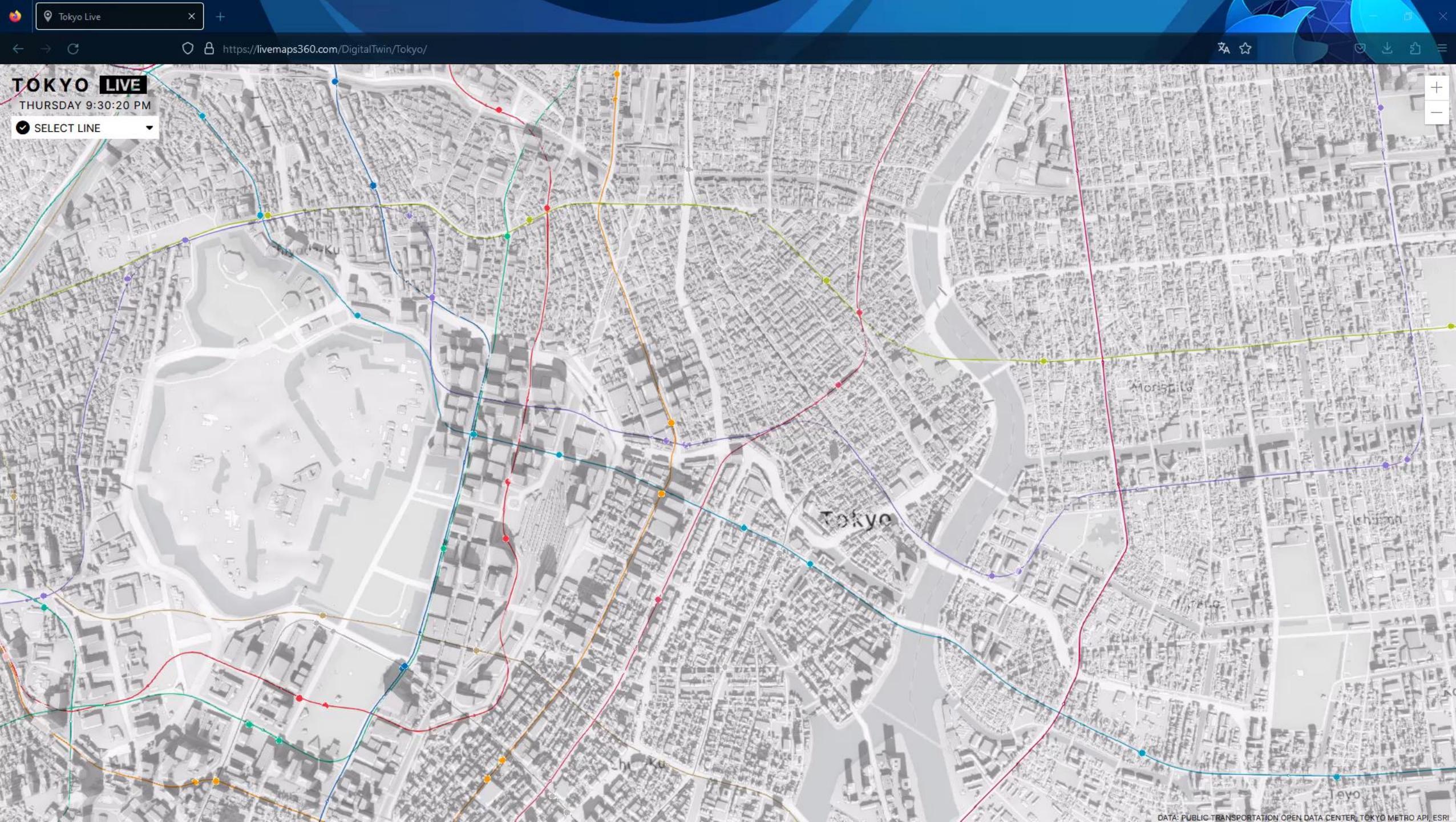
## HTML

```
1 <html>
2
3   <head>
4     <meta charset="utf-8" />
5     <meta name="viewport" content="initial-scale=1,
maximum-scale=1, user-scalable=no" />
6   <title>ArcGIS JS SDK map components X Calcite
components.</title>
7
8   <link rel="stylesheet" href="https://
js.arcgis.com/4.28/esri/themes/dark/main.css">
9   <script src="https://js.arcgis.com/4.28/"></
script>
10  <script type="module" src="https://js.arcgis.com/
calcite-components/2.1.0/calcite.esm.js"></script>
11  <link rel="stylesheet" type="text/css"
href="https://js.arcgis.com/calcite-
components/2.1.0/calcite.css" />
12  <script type="module" src="https://js.arcgis.com/
map-components/4.28/arcgis-map-
components.esm.js"></script>
13  <style>
14    html,
15    body,
16    arcgis-map {
17      padding: 0;
18      margin: 0;
19      height: 100%;
20      width: 100%;
21    }
22
23  #contener {
24    display: flex;
25  }
26
27  #desc {
28    padding-left: 30px;
29  }
30
```

## JS

## JS





# 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

Overview

Sample Code

API Reference

Showcase

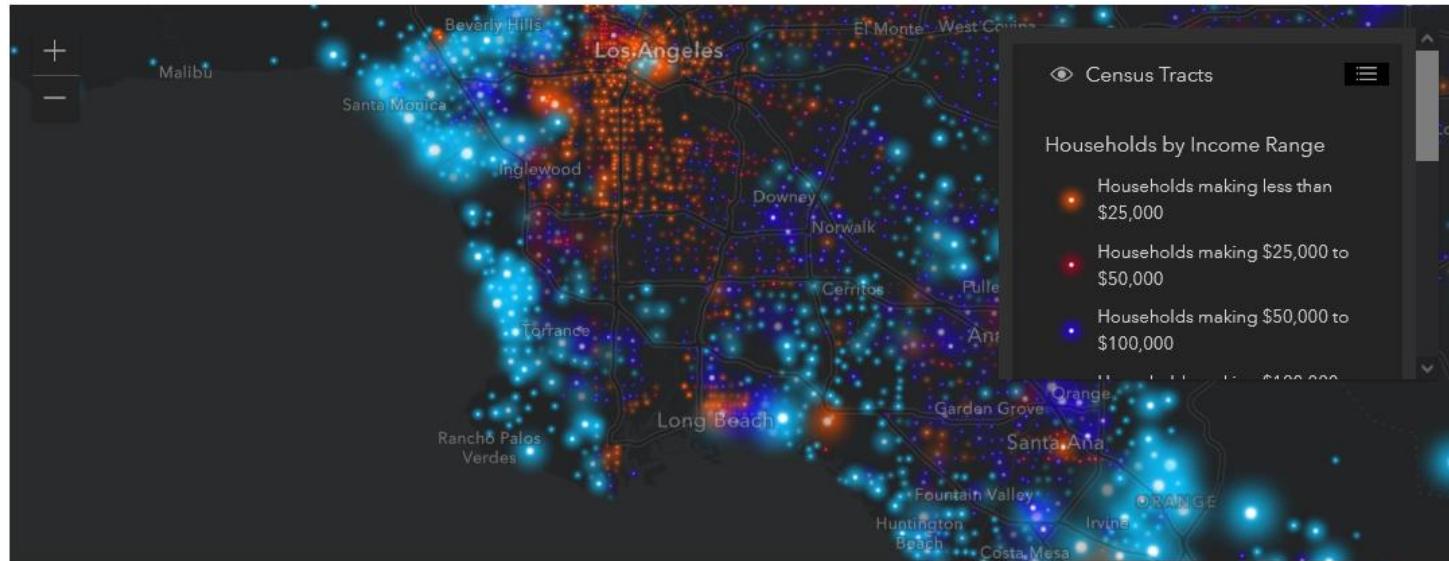
Blogs

## Overview

- Overview
- Key features
- Get started
- Install and set up
- > Release notes
- FAQ
- Community
- > Tutorials
- > Core concepts
- > Visualization
- > Building your UI
- > Working with ArcGIS Online and Enterprise
- > Developer tooling
- > Migrating from 3.x
- > Reference

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

Documentation

Features

Pricing

Support

 Search

 Dashboard



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ArcGIS API for JavaScript

Overview

Sample Code

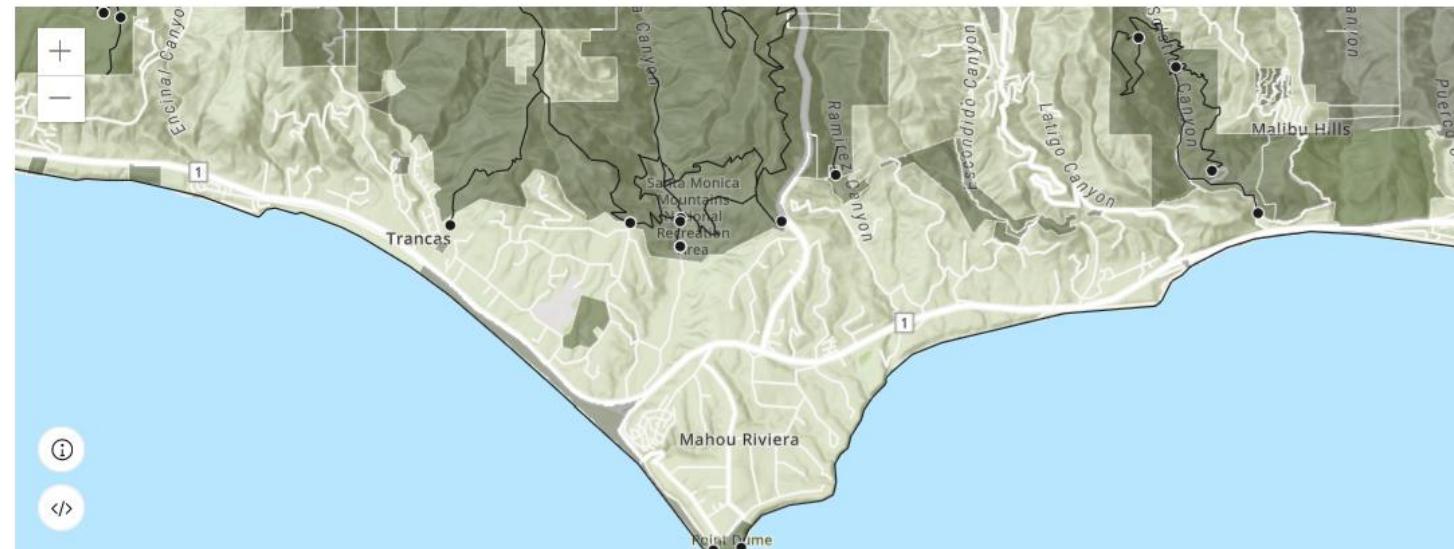
API Reference

Showcase

Blogs

## 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...

Powered by Esri

Overview  
Key features  
Get started  
Install and set up

> Release notes

FAQ

Community

▼ Tutorials

▼ 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

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

# API Reference

 ArcGIS Developers

Documentation

Features

Pricing

Support

 Search

 Dashboard



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ArcGIS API for JavaScript / API Reference

Overview

Sample Code

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Find page...

▼ esri

arcade

Basemap

Camera

Color

config

geometry

Graphic

Ground

intl

kernel

• Map

pointCloudRenderers

PopupTemplate

rasterRenderers

renderers

## Map

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

- ▼ 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

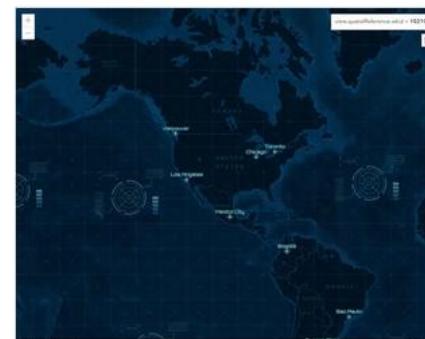
➤ Labels

➤ Draw

➤ Visualization

➤ Popups

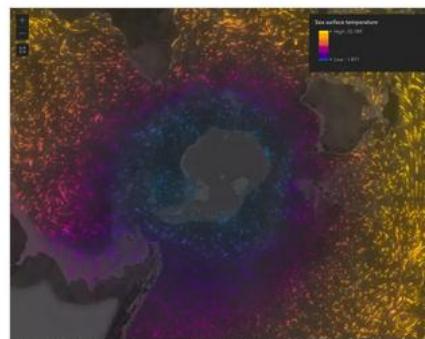
## Featured samples



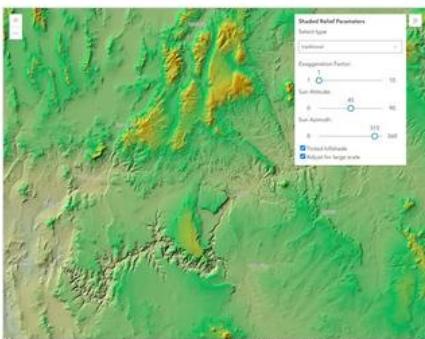
Basemaps with different projections



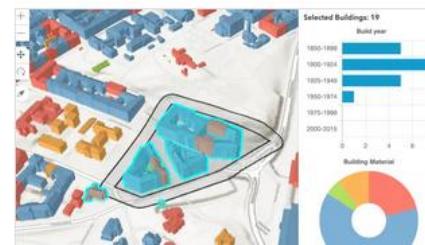
Point clustering - advanced configuration



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



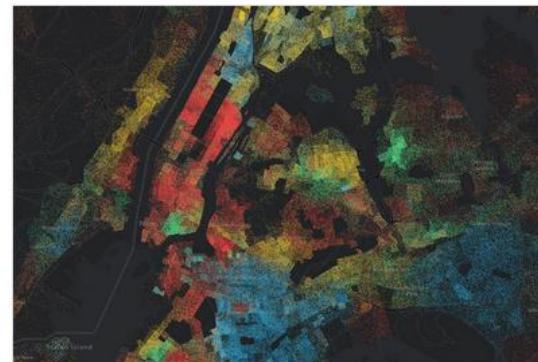
### Visualize Arctic and Antarctic Sea Ice

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

# 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**

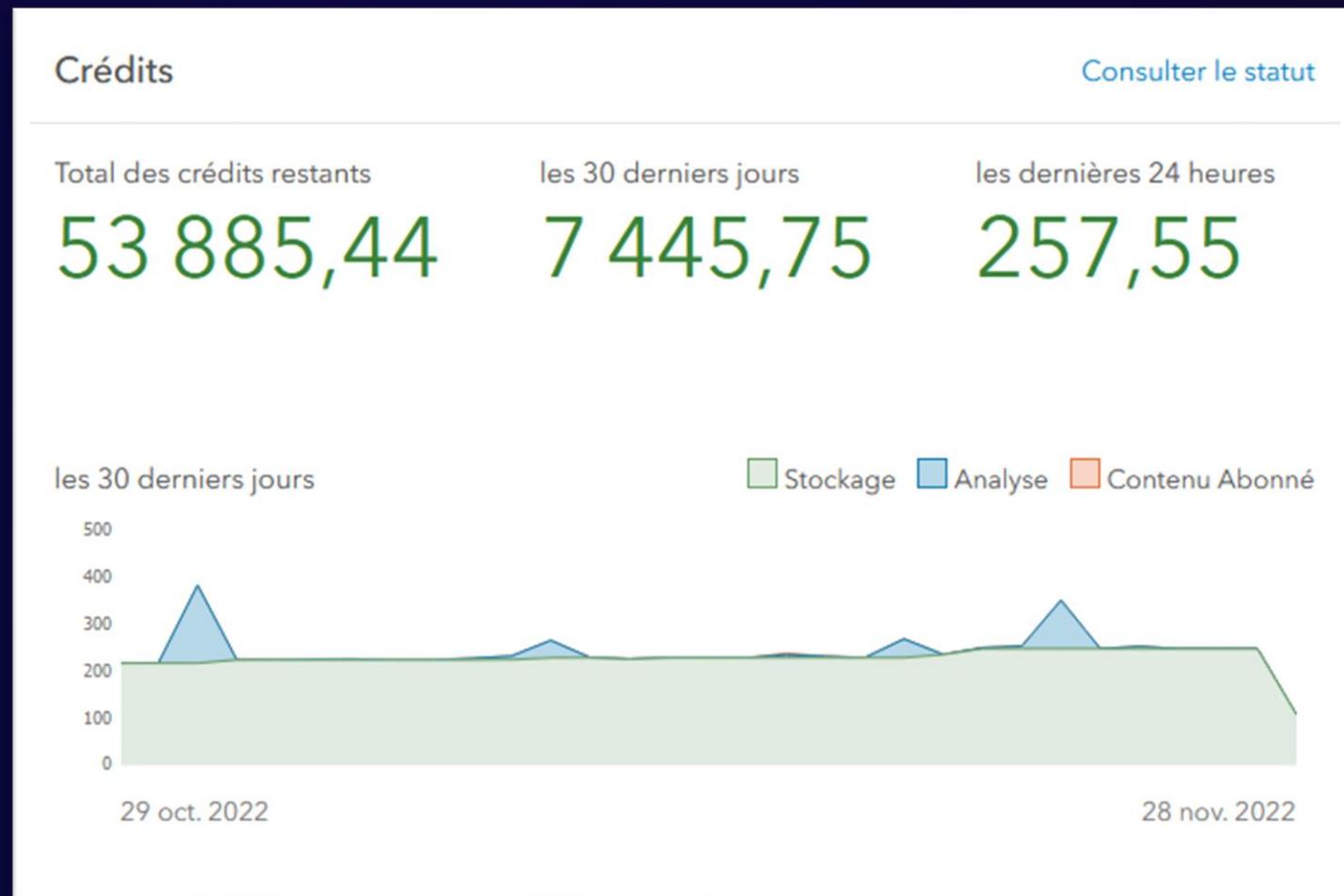
|                                |          |
|--------------------------------|----------|
| 2,000,000 Basemap Tiles        | \$0.00   |
| 432,000 Non-stored Geocodes    | \$206.00 |
| 64,000 Simple Routes           | \$22.00  |
| 5,000 Drive Time Service Areas | \$0.00   |
| 5 GB Tile and Data Storage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

**Pay as you go**

|                        |                              |
|------------------------|------------------------------|
| Status                 | ON                           |
| Next Billing Date      | 10/31/2019                   |
| Current Balance        | \$0.00                       |
| <b>Services Used</b>   |                              |
| 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

# Démo commentée : création d'une clé d'API et consommation d'un service de localisation dans une application





# 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

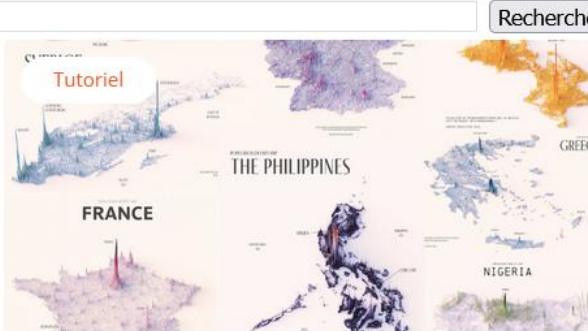
Rechercher dans le blog



**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 }
```





**esri**

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