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Développer avec la webmap et les composants

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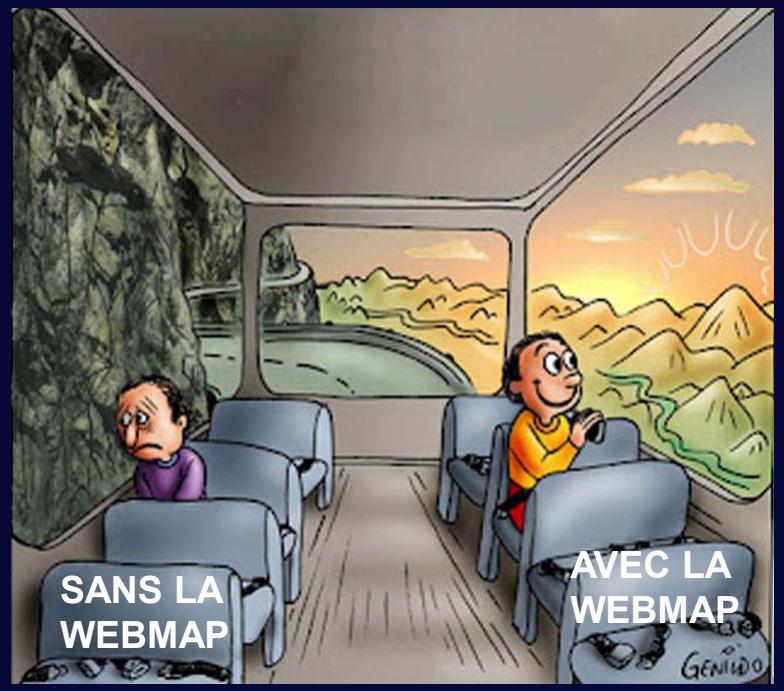
SANS LA WEBMAP
AVEC LA WEBMAP
GENIUDO

Sommaire

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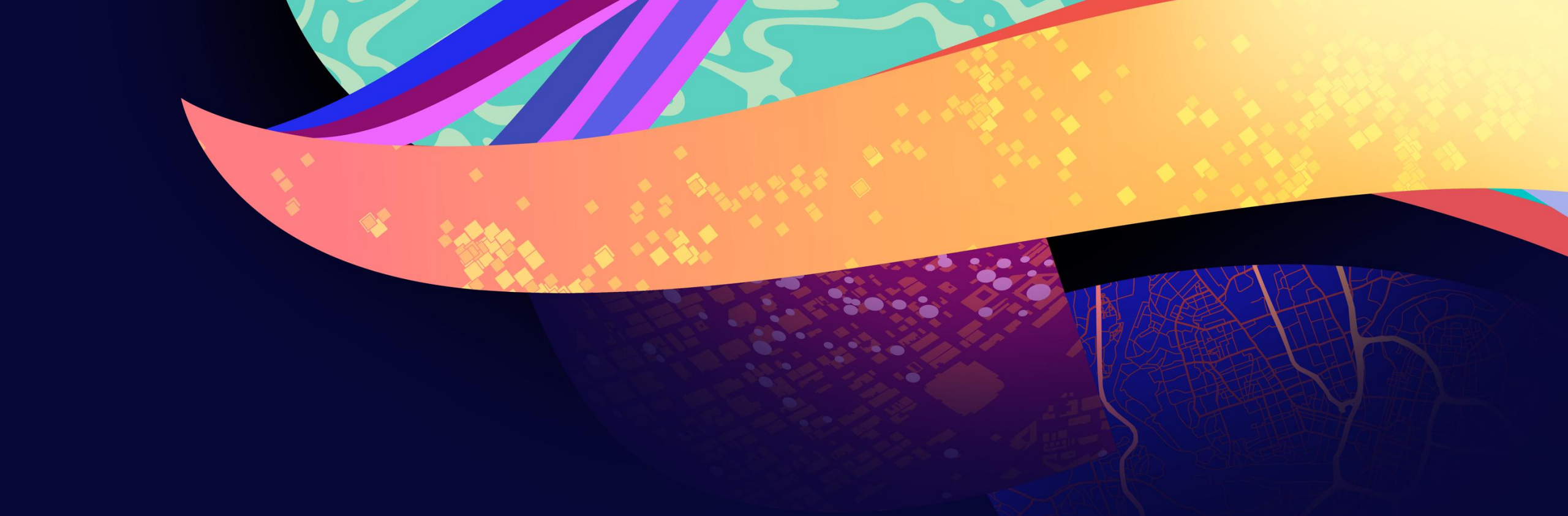
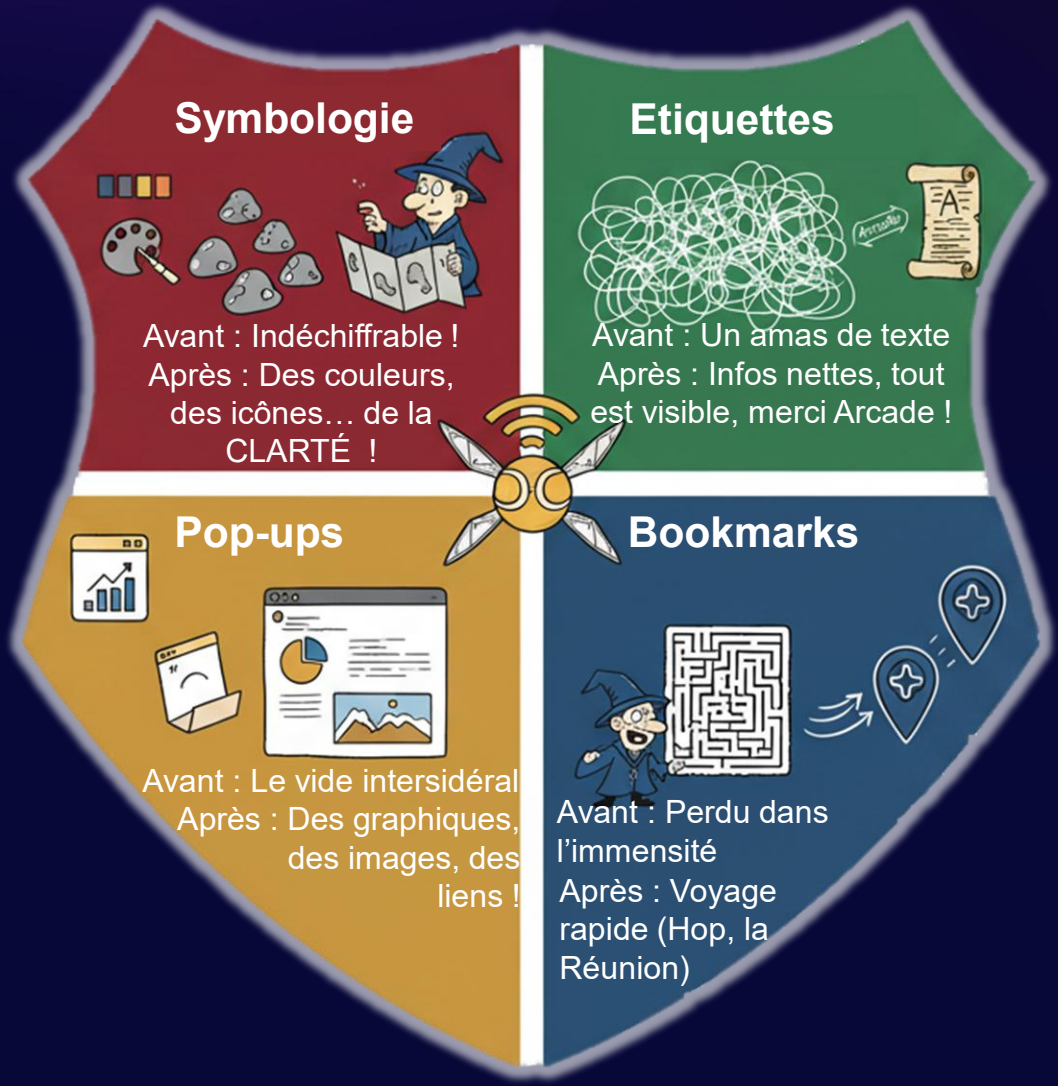
02 Quels avantages pour les développeurs ?
(en + décrire – de code)

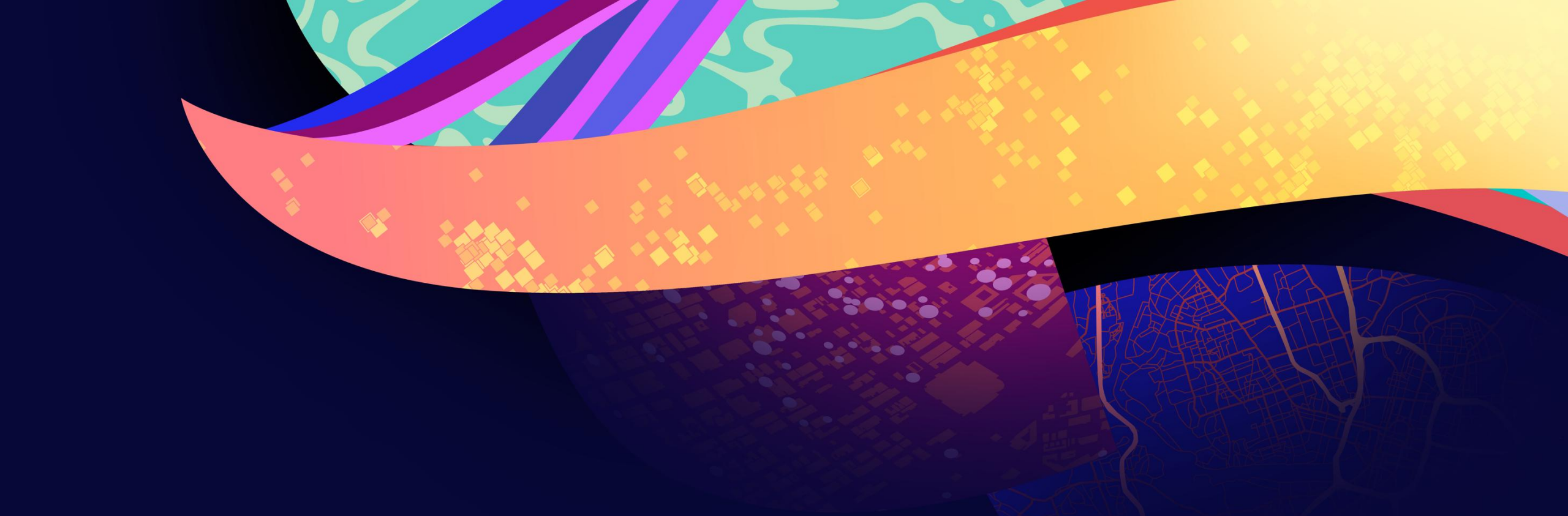
03 Intégration de la webmap avec les composants
et extension avec le SDK JavaScript d'ArcGIS



Que configurer dans la webmap ?

Configuration de la webmap





Quels avantages pour les développeurs ?

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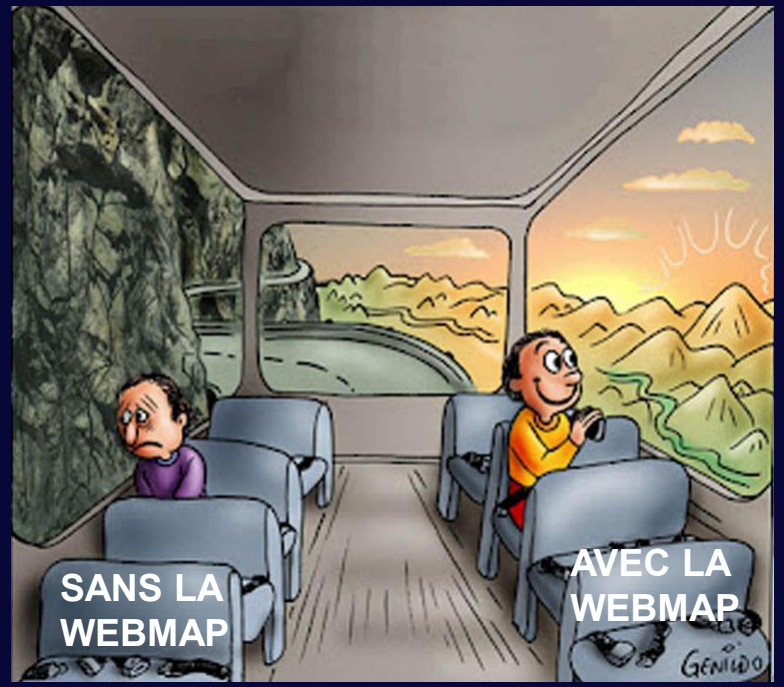
Intégration

```
<script type="module" src="https://js.arcgis.com/calcite-components/3.0.2/calcite.esm.js"></script>

  <link rel="stylesheet" href="https://js.arcgis.com/4.32/esri/themes/light/main.css" />
  <script src="https://js.arcgis.com/4.32/"></script>

  <script type="module" src="https://js.arcgis.com/map-components/4.32/arcgis-map-components.esm.js"></script>
</head>

<body>
  <arcgis-map item-id="55496d29650f4e11b53b4c9d724519cc">
    <arcgis-zoom position="top-left"></arcgis-zoom>
    <arcgis-expand expanded position="top-left">
      <arcgis-bookmarks ></arcgis-bookmarks>
    </arcgis-expand>
    <arcgis-legend></arcgis-legend>
  </arcgis-map>
</body>

</html>
```

Moins de code



Moins de code – les composants

ArcGIS Maps SDK for JavaScript / References

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Map components

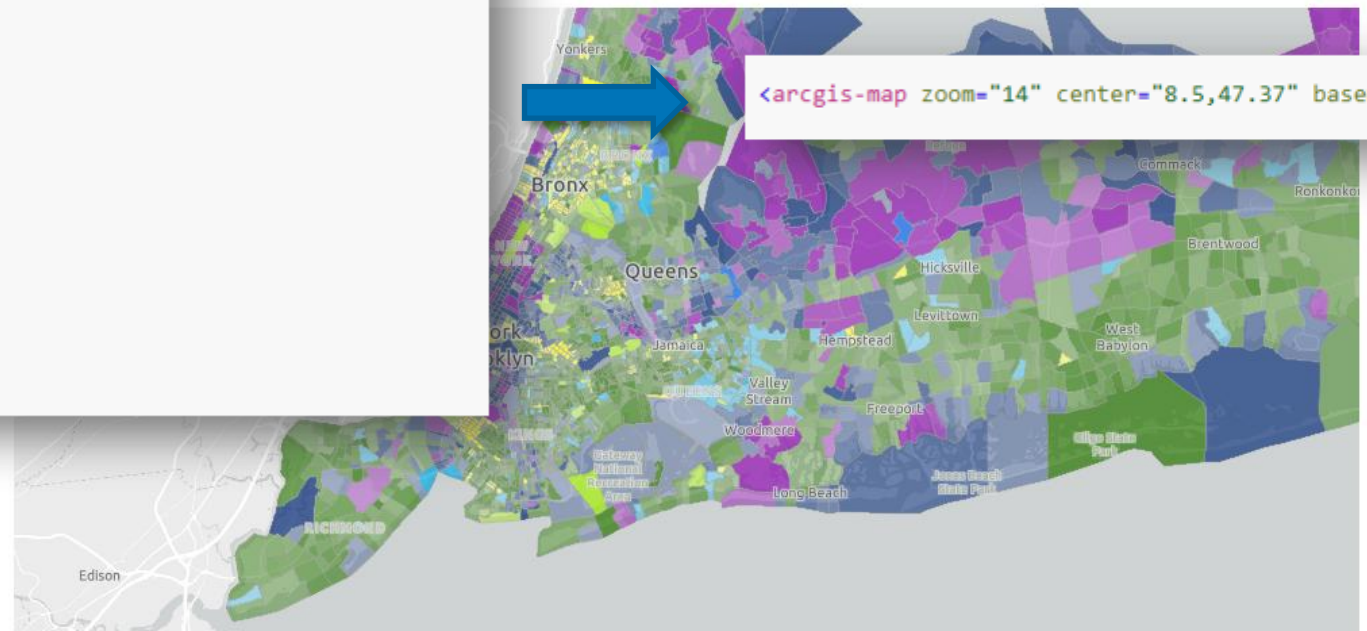
The ArcGIS Maps SDK for JavaScript's Map components are a collection of pre-built UI components for building web mapping applications with minimal code. This package contains the Map component (2D), the Scene component (3D), and other components that encapsulate functionality from the core API into UI.

On this page

- Get started
  - CDN
  - npm

```
b46cb37eca"></arcgis-map>
```

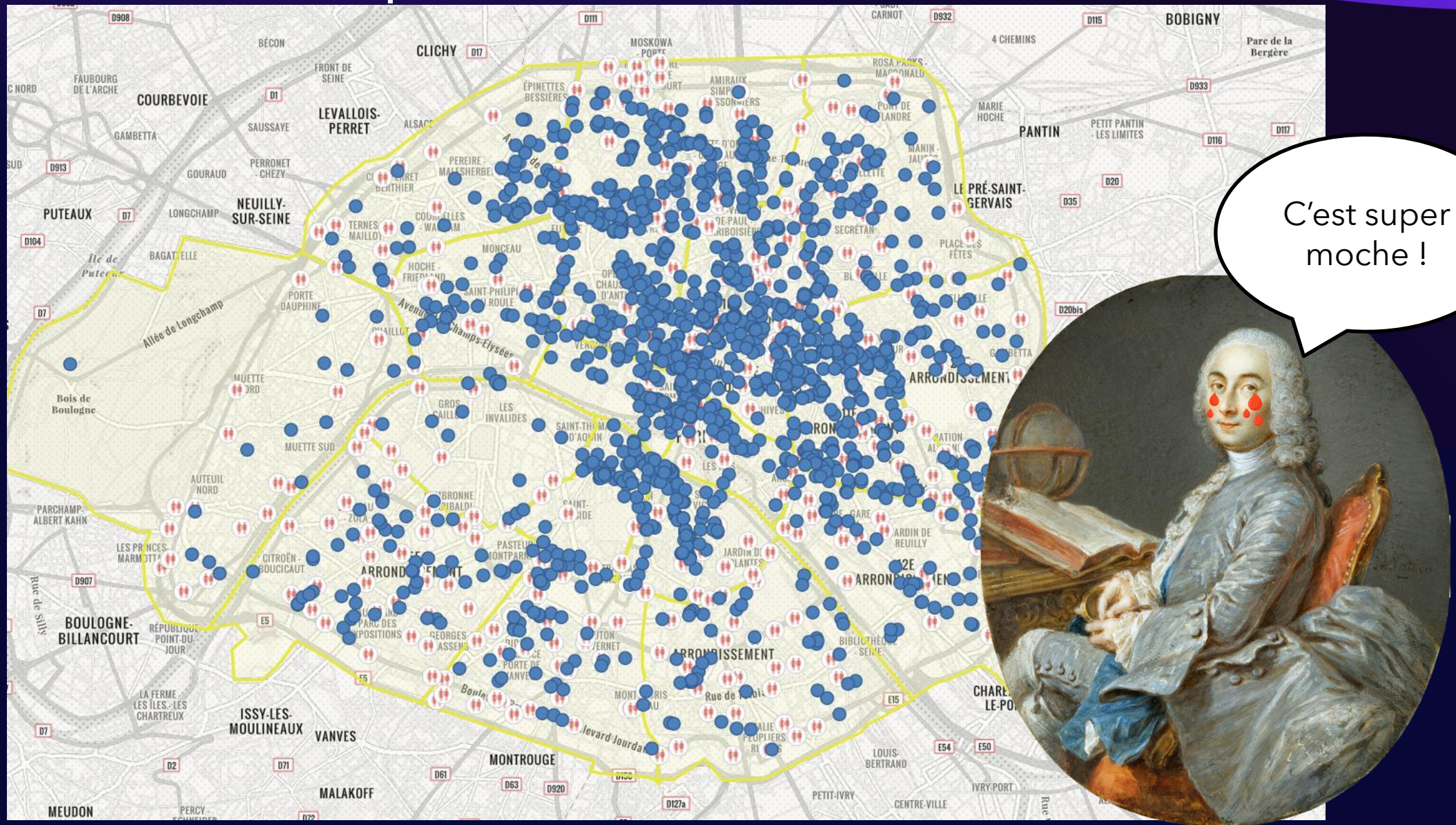
```
require(["esri/Map", "esri/views/MapView"], (Map, MapView) => {
  const map = new Map({
    basemap: "streets-vector"
  });

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




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

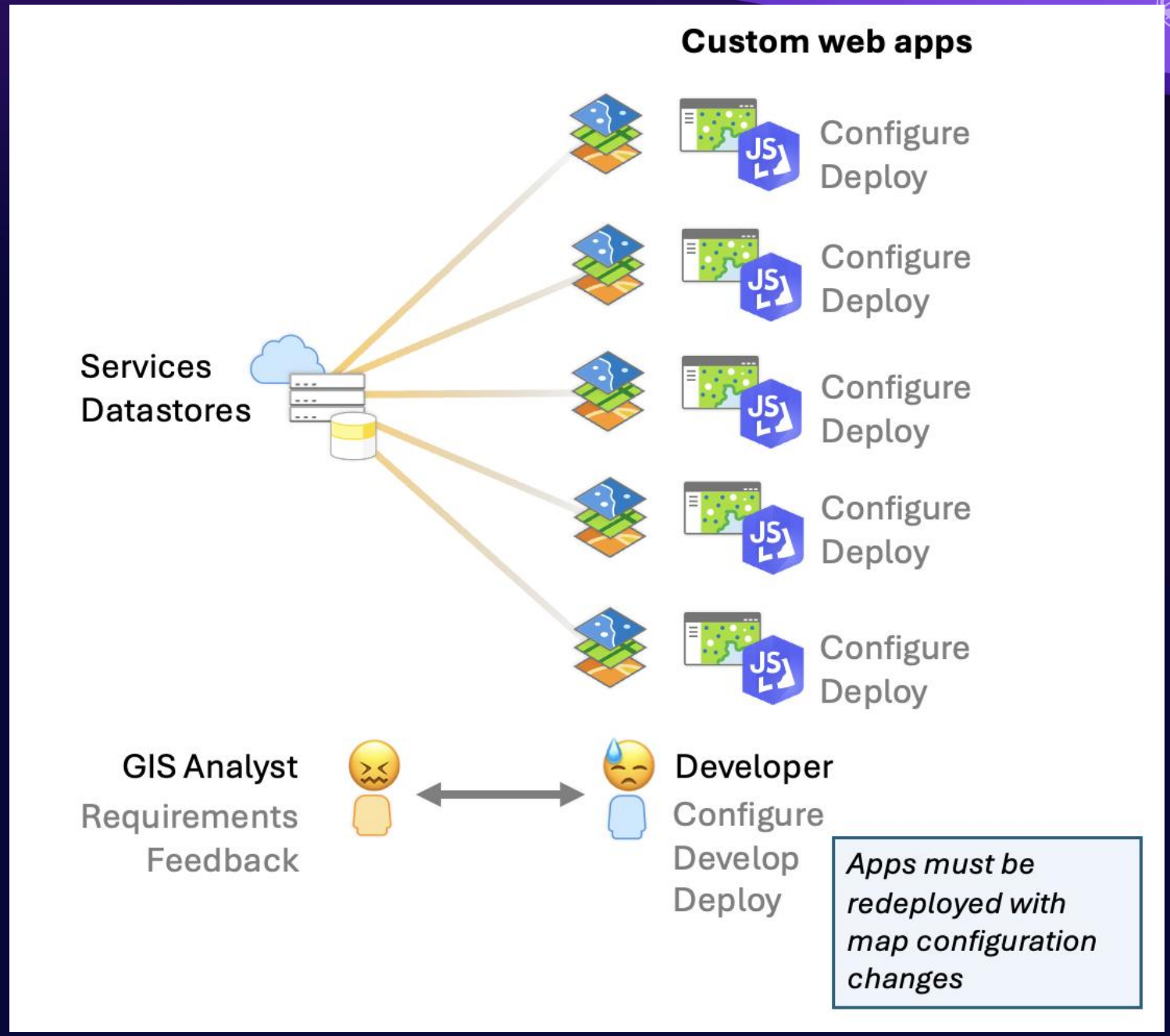
Was this page helpful?
Yes No

Amélioration de la répartition du travail



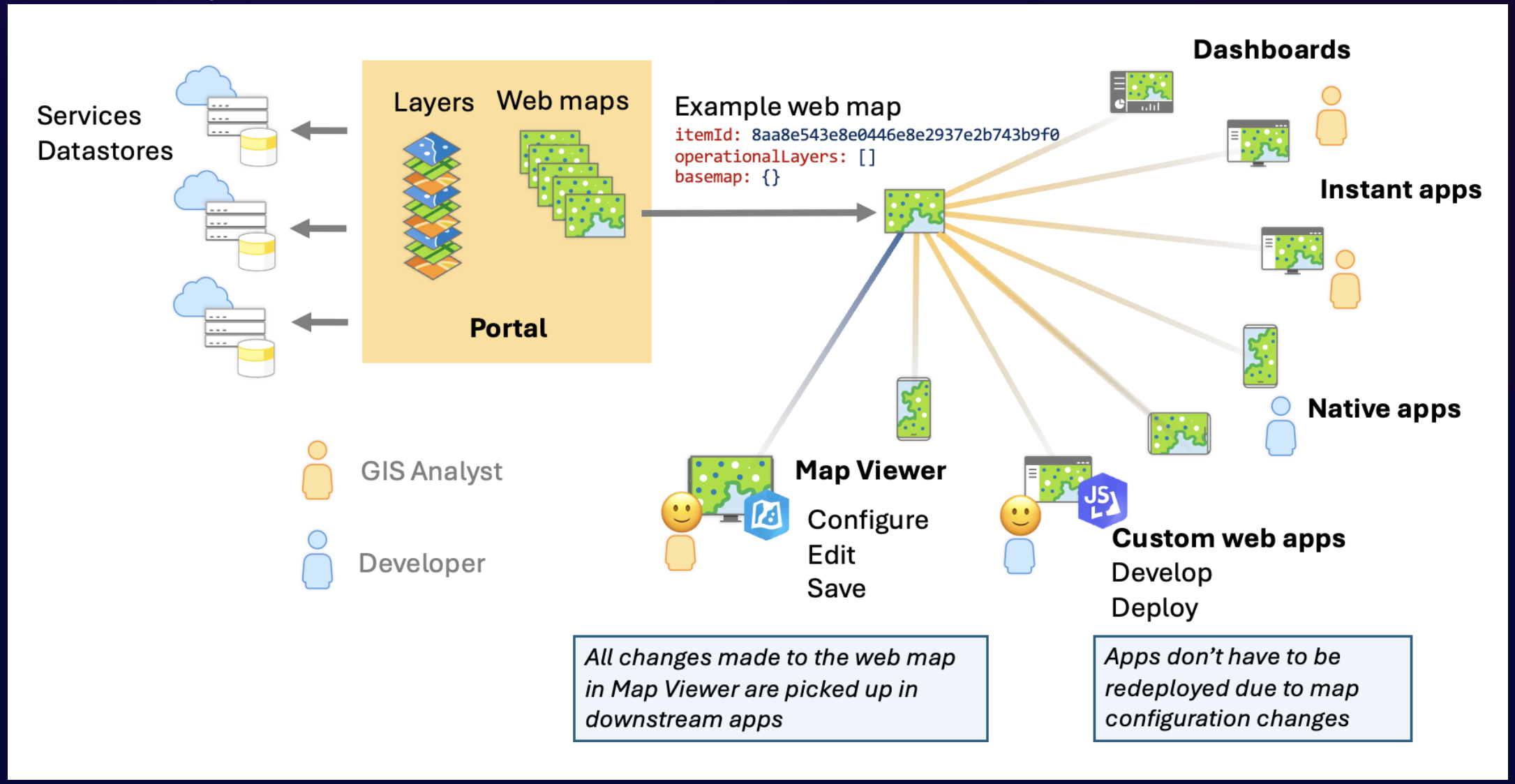
Maintenabilité

Sans la webmap



Maintenabilité

Avec la webmap



Réutilisation

```
<arcgis-map item-id="3ecc498e68cd4022a882363424794422">
```

Intégration de la webmap avec les composants et extension avec le SDK JavaScript d’ArcGIS et Calcite

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Intégration

```
<script type="module" src="https://js.arcgis.com/calcite-components/3.0.2/calcite.esm.js"></script>

  <link rel="stylesheet" href="https://js.arcgis.com/4.32/esri/themes/light/main.css" />
  <script src="https://js.arcgis.com/4.32/"></script>

  <script type="module" src="https://js.arcgis.com/map-components/4.32/arcgis-map-components.esm.js"></script>
</head>

<body>
  <arcgis-map item-id="55496d29650f4e11b53b4c9d724519cc">
    <arcgis-zoom position="top-left"></arcgis-zoom>
    <arcgis-expand expanded position="top-left">
      <arcgis-bookmarks ></arcgis-bookmarks>
    </arcgis-expand>
    <arcgis-legend></arcgis-legend>
  </arcgis-map>
</body>

</html>
```

widget 1

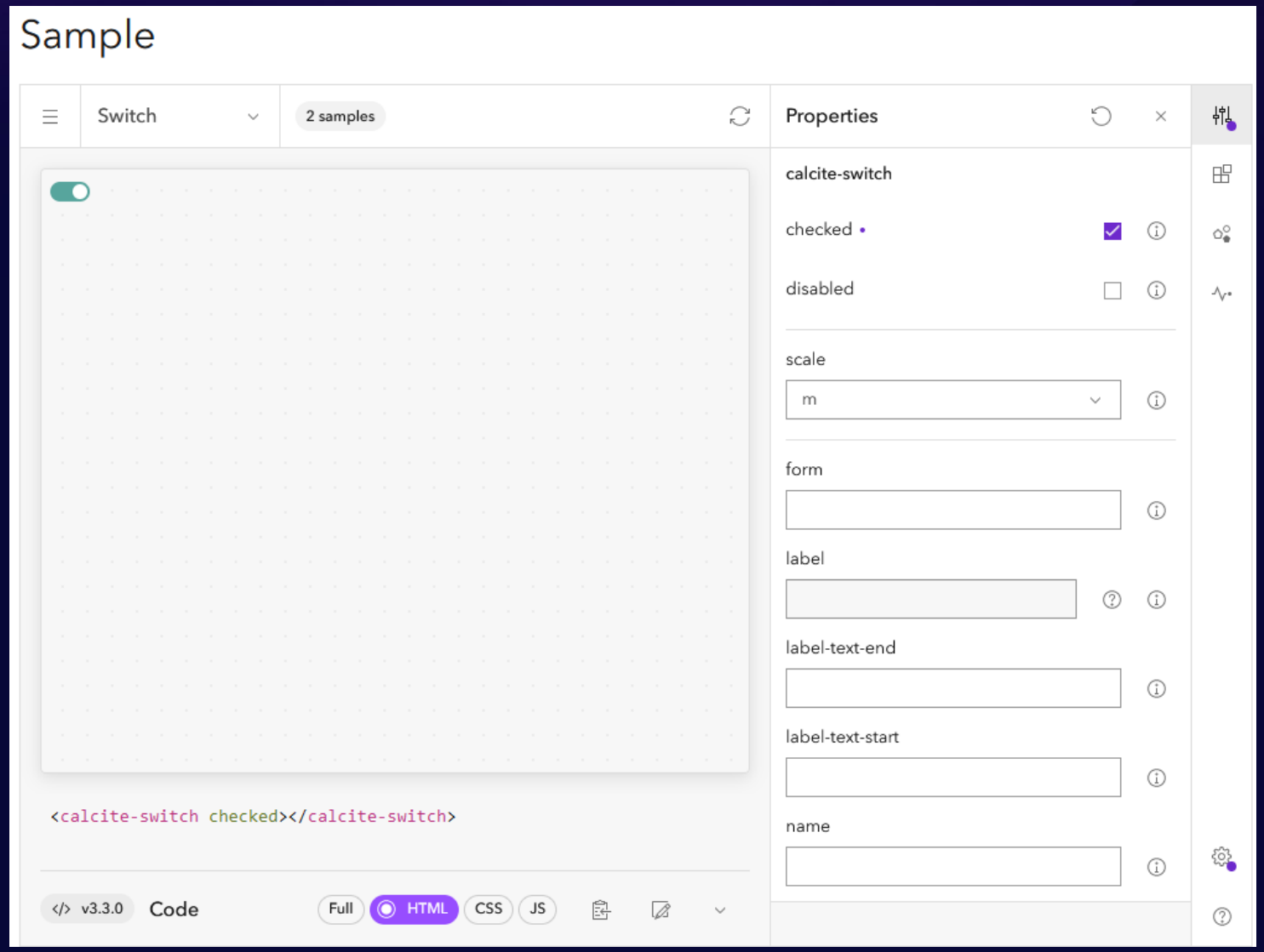
widget 2

widget 3

widgets

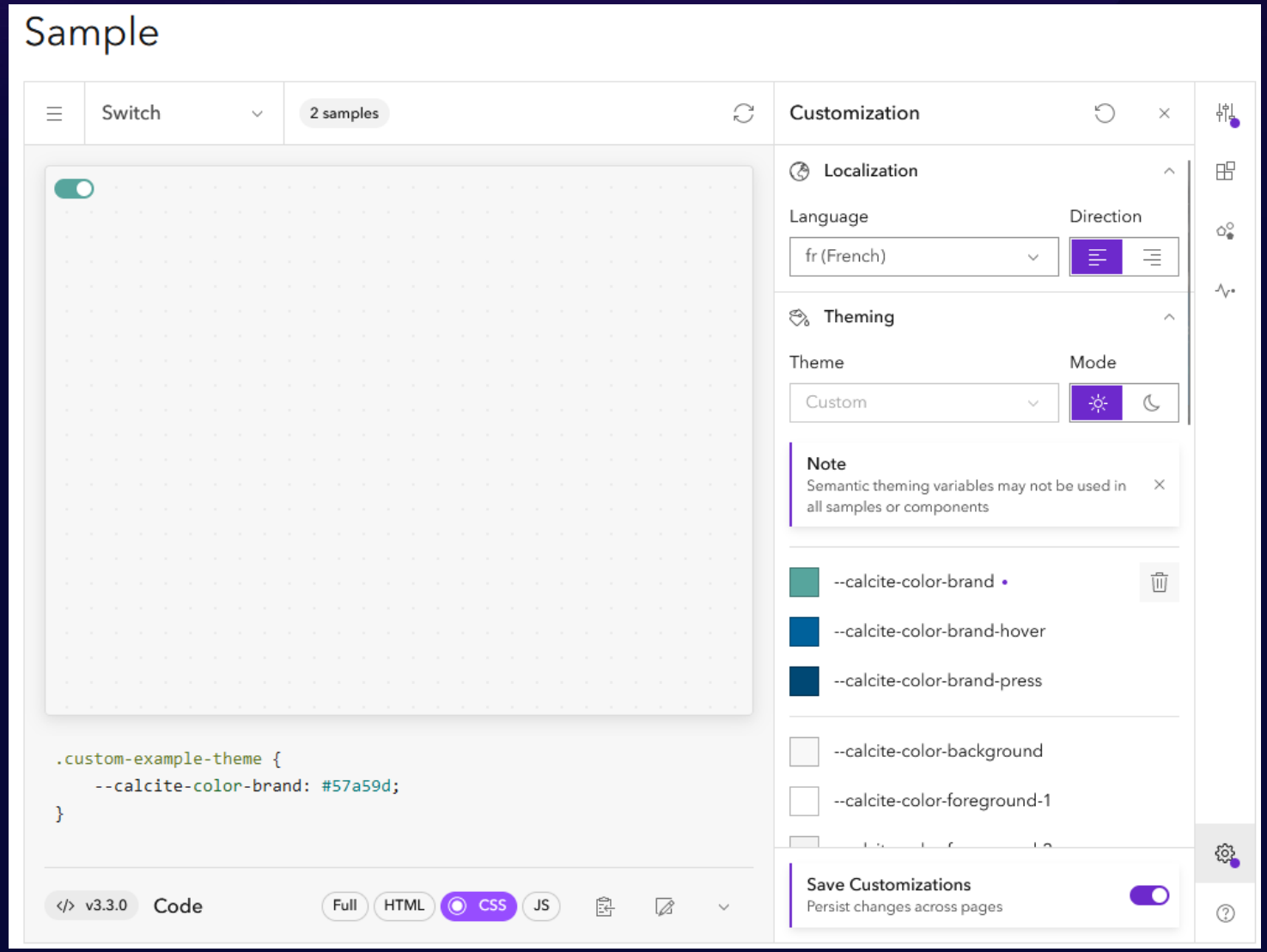
webmap

Rajouter des éléments d'UI avec Calcite




```
<div id="switch-container">
  <h4>
  Afficher la fréquentation
  <calcite-switch id="switchbutton" checked></calcite-switch>
  </h4>
</div>
```

Rajouter des éléments d'UI avec Calcite – avec style




```
calcite-shell {
  --calcite-color-brand: #57a59d;
}
```

Rajouter des comportements personnalisés avec JavaScript

Ouverture du script et attente du chargement complet

```
<script>
  customElements.whenDefined("arcgis-map").then(() => {
    const arcgisMap = document.querySelector("arcgis-map");
    arcgisMap.addEventListener("arcgisViewReadyChange", async (event) => {
```

Ouverture de la balise script => on écrit maintenant en JS

Attend que le composant map soit chargé et prêt à être manipulé

Sélectionne la webmap dans le DOM

Attend que la vue associée à la carte soit prête avant d'exécuter la suite du code

Rajouter des comportements personnalisés avec JavaScript

querySelector – sélection du composant dans le DOM

```
const switchbutton = document.querySelector("calcite-switch");
```

Rajouter des comportements personnalisés avec JavaScript

```
const layer_location = arcgisMap.map.layers.at(0);
const layer_frequentation = arcgisMap.map.layers.at(1);
const legendExpand = document.querySelector("arcgis-expand arcgis-legend")?.closest("arcgis-expand");
```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- Camera
- CameraLayout

Map

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

CDN: `const Map = await $arcgis.import("@arcgis/core/Map.js");`

Class: `@arcgis/core/Map`

Inheritance: Map → Accessor

Subclasses: WebDocument2D , WebScene

Since: ArcGIS Maps SDK for JavaScript 4.0

On this page

- Constructors
- Properties
- Methods

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.

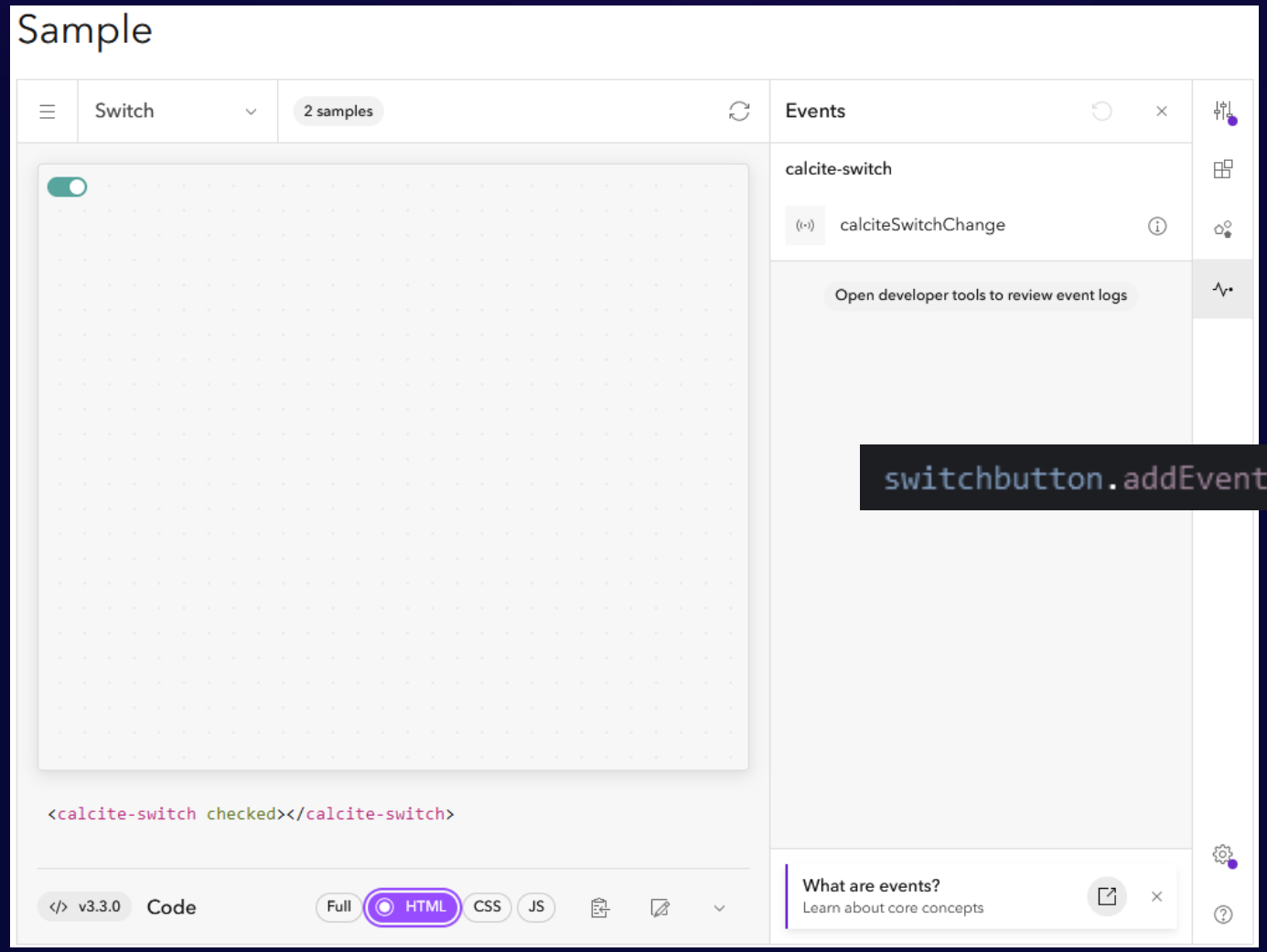
Rajouter des comportements personnalisés avec JavaScript

Carte blanche, c'est vous les dévs

```
const changeVisibility = () => {
    const isShowingFrequentation = layer_frequentation.visible;
    layer_location.visible = isShowingFrequentation;
    layer_frequentation.visible = !isShowingFrequentation;
  legendExpand.expanded = !isShowingFrequentation;
  };
```

Rajouter des comportements personnalisés avec JavaScript

Event




```
switchbutton.addEventListener("calciteSwitchChange", changeVisibility);
```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