

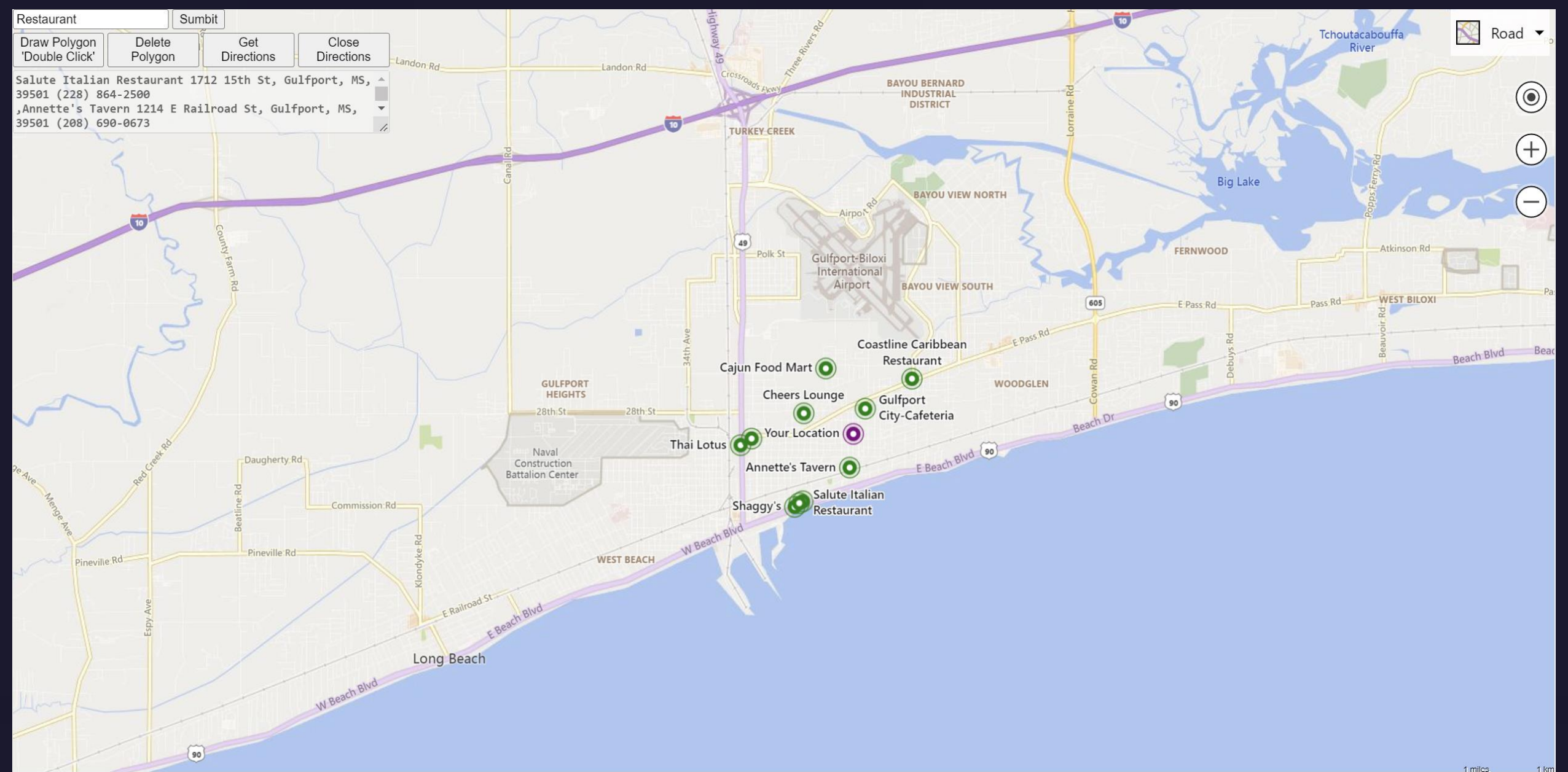


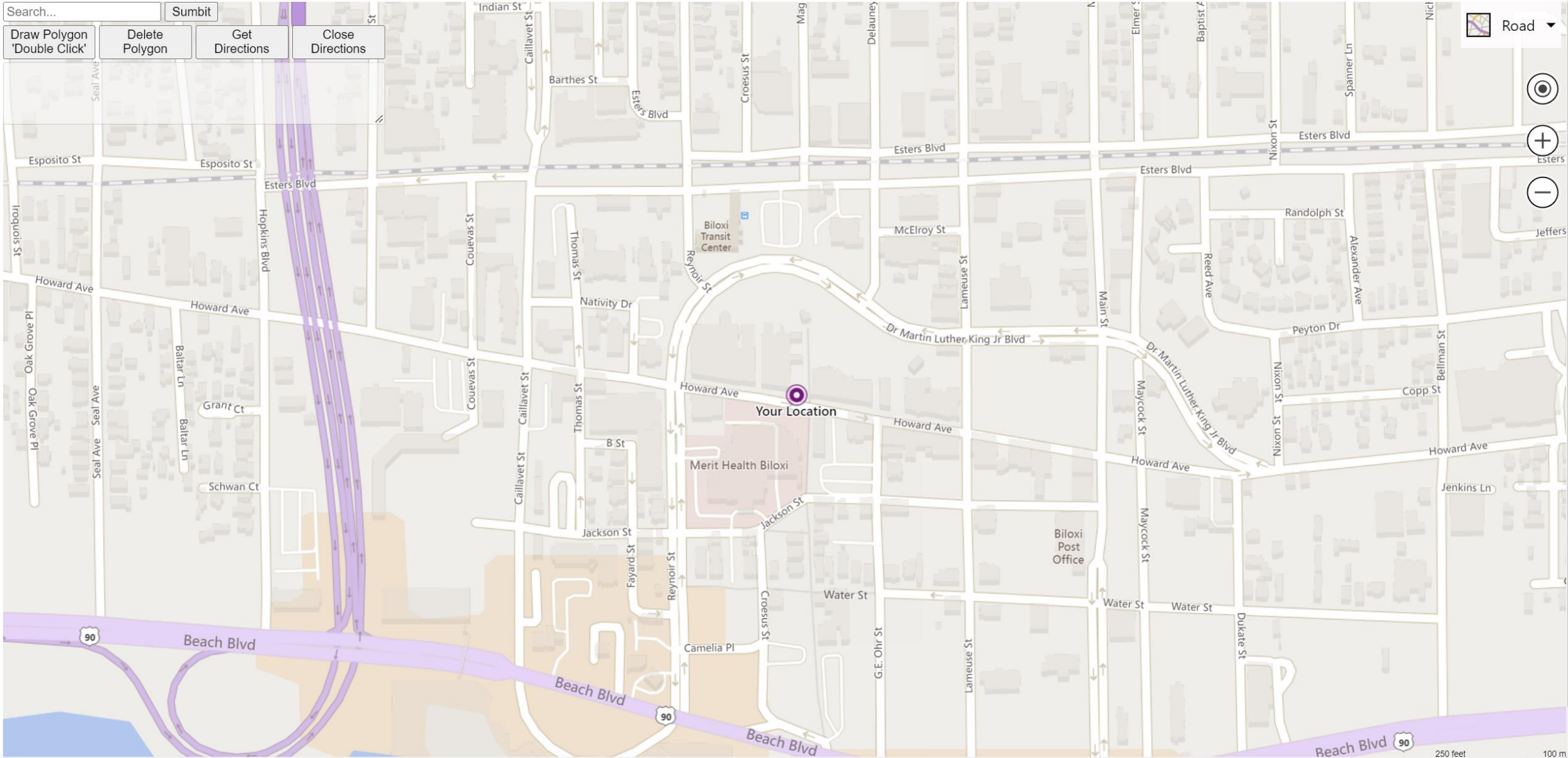
# Bing Map Api

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# What the program should do



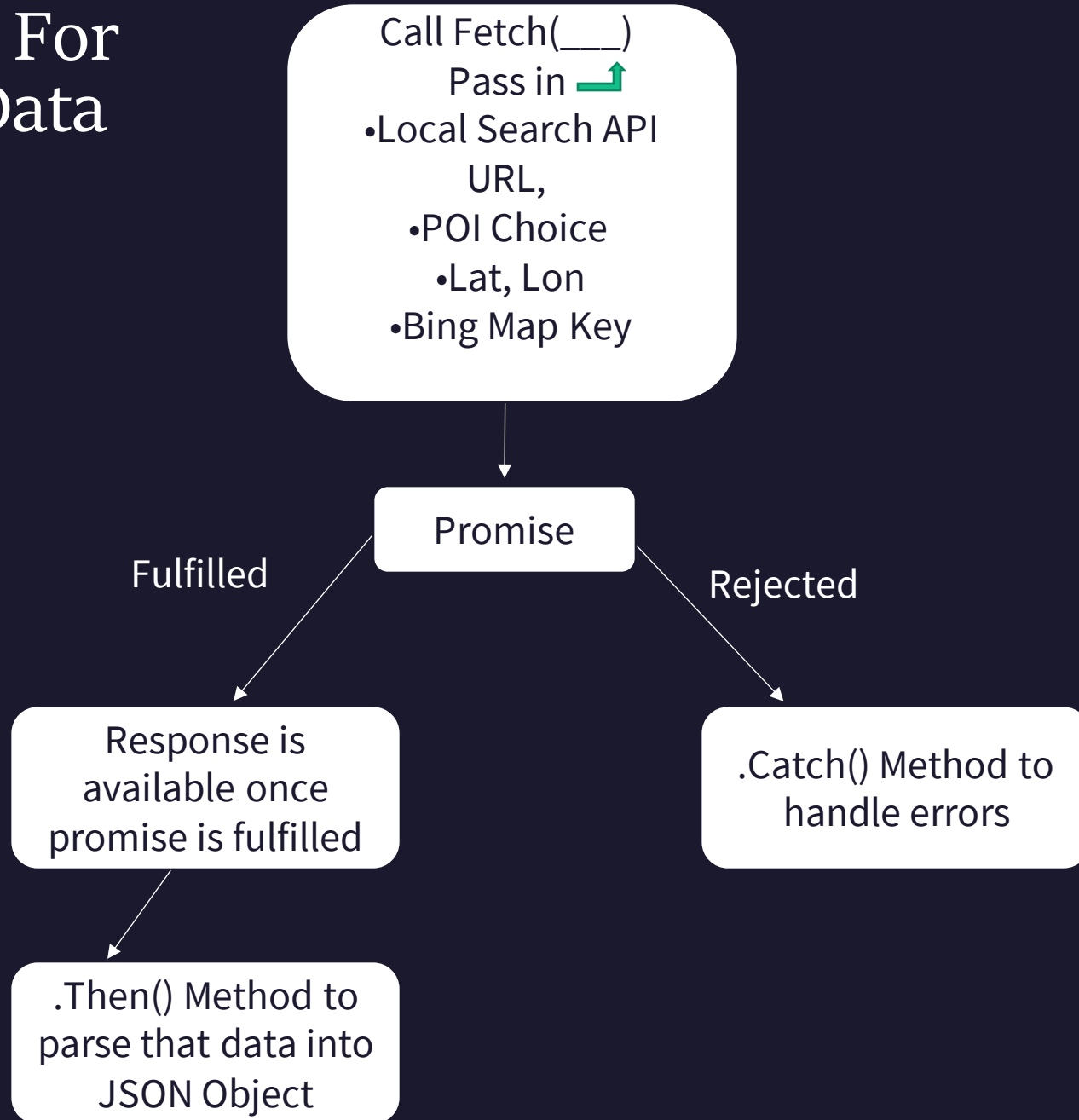




# Retrieve Users location

```
11 function GeoLocate() {
12     //get users current location
13     //nav.geo returns a geolocation object that gives access to the location of a device
14     //getCurrentPosition is used to then query the devices hardware to get the current position of that device
15     if (navigator.geolocation) {
16         navigator.geolocation.getCurrentPosition(GetUserLoc);
17     } //end if
18 } //end function
19
20 function GetUserLoc(position) {
21     //set the devices location to the lat and lon variables
22     //the geoLocationPosition instance contains the coords property,
23     //the coords prop. contains a GeoLocationCoordinates object instance (inside is lat and lon properties)
24     lat = position.coords.latitude;
25     lon = position.coords.longitude;
26
27     //store the lat and lon values into html element
28     document.getElementById('lattitude').value = lat;
29     document.getElementById('longitude').value = lon;
30
31     //call function
32     UpdateMapUserLoc();
33 } //end function
```

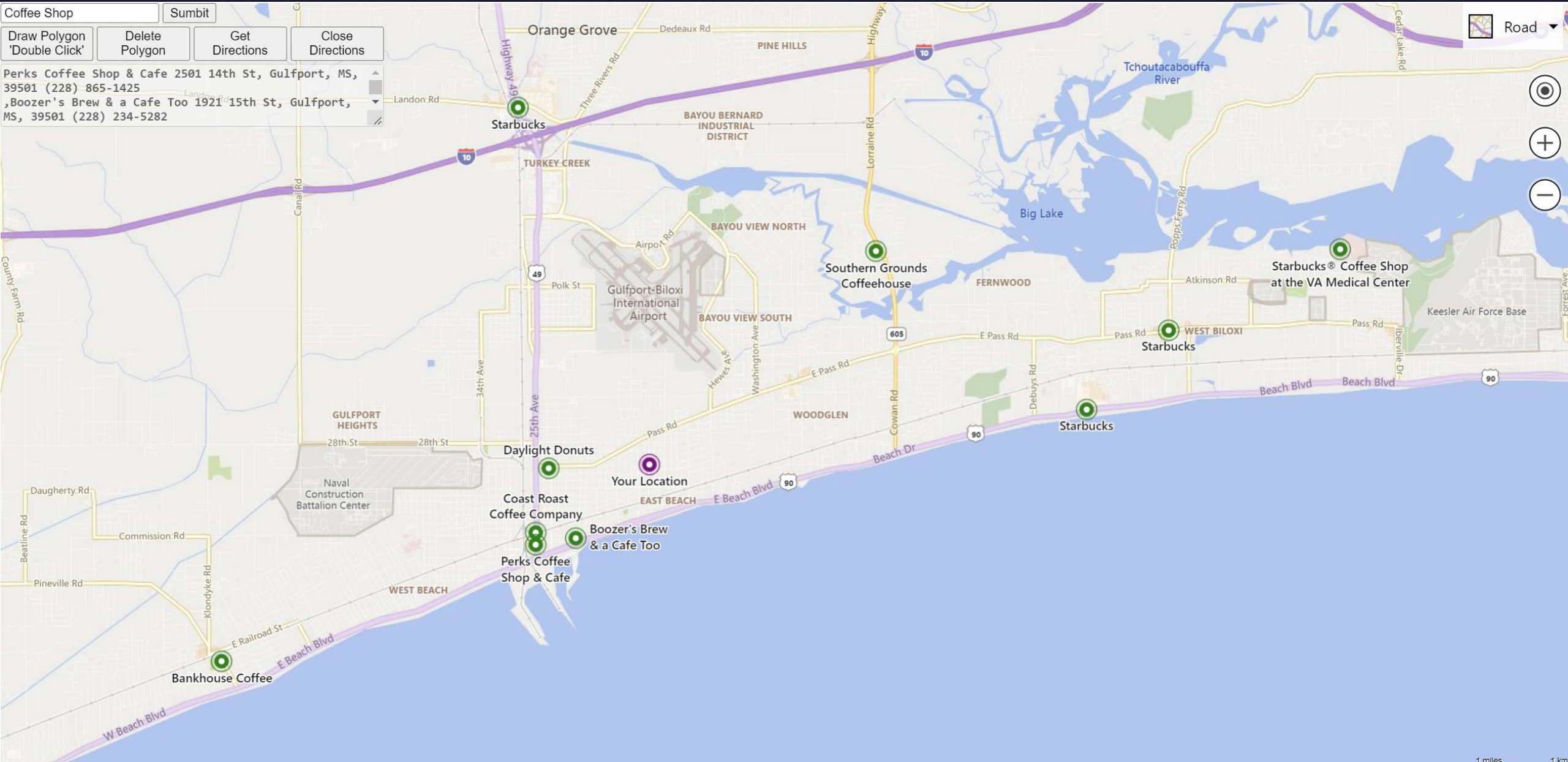
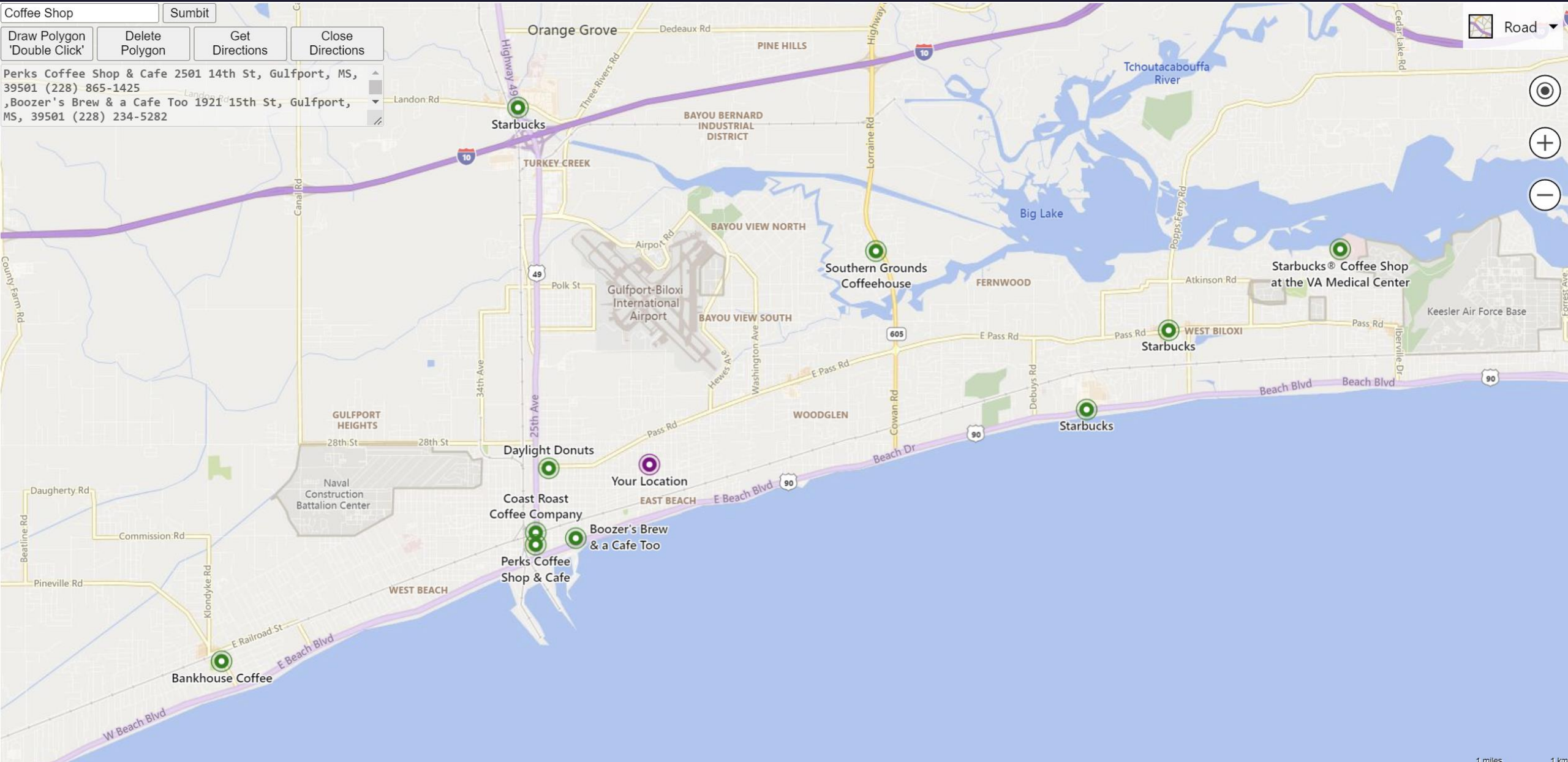
# Query API For Location Data





# Retrieve/Store POI Data

```
103 //for loop to run through the variable resourceSet (from the json object)
104 for (let i=0; i < resourceSet.length; i++) {
105
106     //grabs the name of each POI from the json data
107     poiName = resourceSet[i].name;
108     //grabs the formatted address of each POI from the json data
109     poiAddress = resourceSet[i].Address.formattedAddress;
110     //grabs the phone number of each POI from the json data
111     poiPhoneNumber = resourceSet[i].PhoneNumber;
112     //grab the geocodepoints of each POI from the json data
113     poiGeocodePoints = resourceSet[i].geocodePoints[0];
114     //from geocodepoints we get the coordinates from the POI from the json data
115     poiCoordinates = poiGeocodePoints.coordinates;
116     //from the coordinates we get the lat and lon for each POI
117     poiLat = poiCoordinates[0];
118     poiLon = poiCoordinates[1];
```



# Add Pins To Map

```
122 //on the map instance we use the setView method to change the view of the map based on given settings
123 map.setView({
124     mapTypeID: Microsoft.Maps.MapTypeId.aerial,
125     //this determines the location of the pushpin
126     center: new Microsoft.Maps.Location(poiLat, poiLon),
127     zoom: 13,
128 });
129
130 //returns the location of the center of the current map view (in the setView method)
131 let center = map.getCenter();
132
133 //access the pushpin class and pass in the center of the map view as arg (so pin is set to that location)
134 pin = new Microsoft.Maps.Pushpin(center, {
135     title: poiName,
136     color: 'green',
137     enableHoverStyle: true
138 });
139
140 //Add the pushpin to the map
141 map.entities.push(pin);
```



Restaurant

Submit

Draw Polygon

Double Click

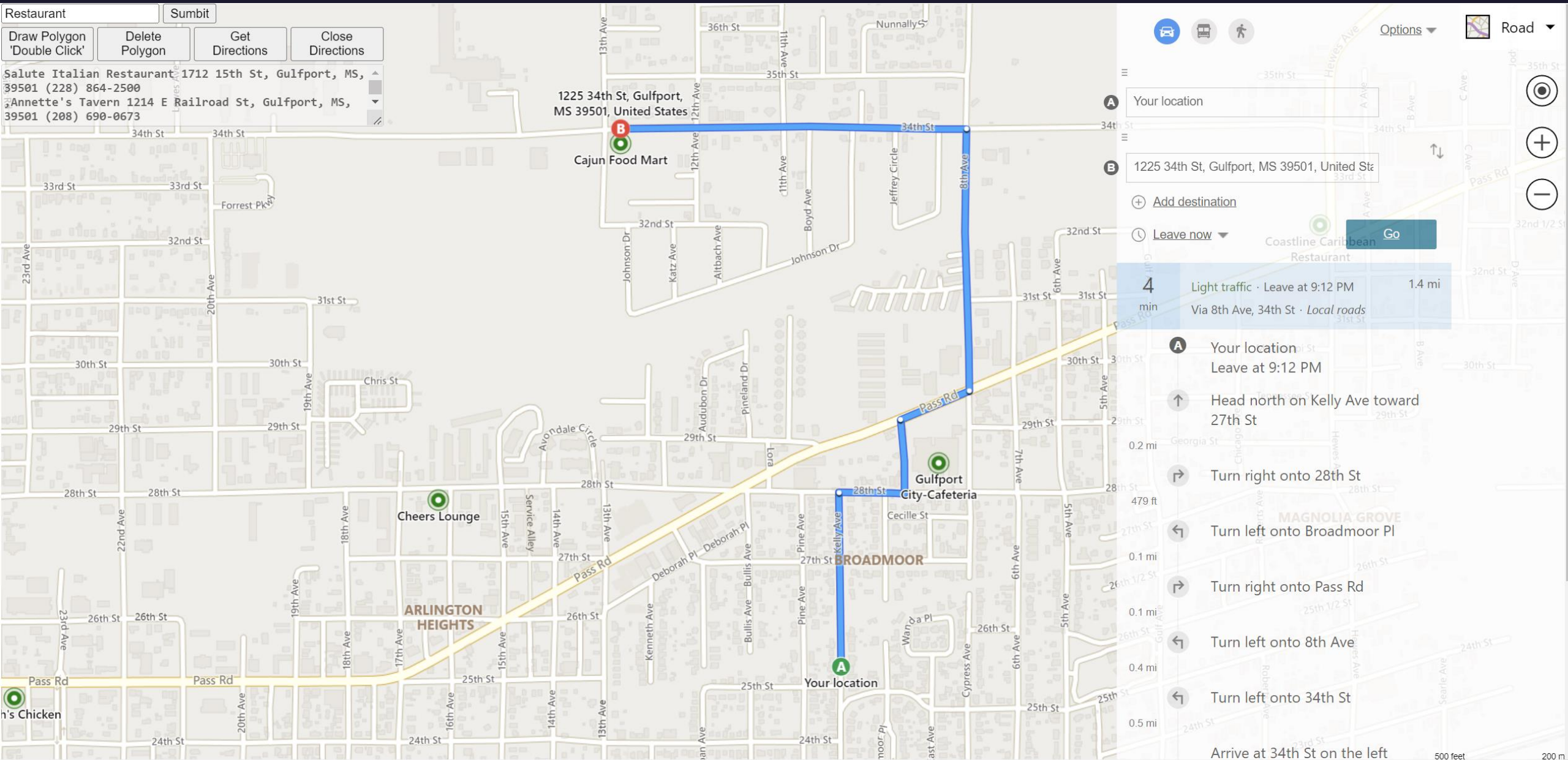
Delete Polygon

Get Directions

Close Directions

Salute Italian Restaurant 1712 15th St, Gulfport, MS, 39501 (228) 864-2500

Annette's Tavern 1214 E Railroad St, Gulfport, MS, 39501 (208) 690-0673



Options

Road

Your location

1225 34th St, Gulfport, MS 39501, United States

Add destination

Leave now

Go

4 min

Light traffic · Leave at 9:12 PM

Via 8th Ave, 34th St · Local roads

1.4 mi

A

Your location

Leave at 9:12 PM

Head north on Kelly Ave toward 27th St

Turn right onto 28th St

Turn left onto Broadmoor Pl

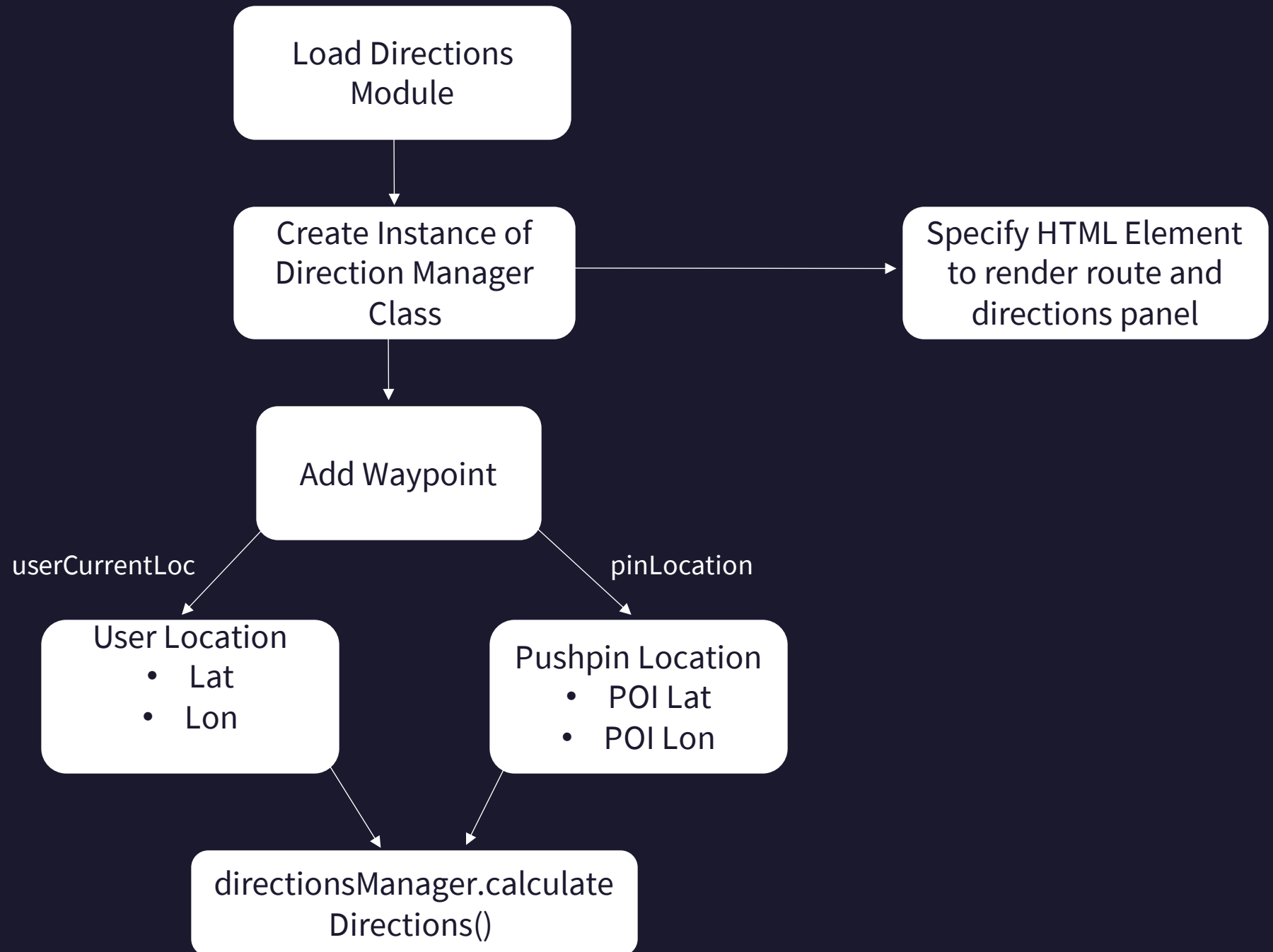
Turn right onto Pass Rd

Turn left onto 8th Ave

Turn left onto 34th St

Arrive at 34th St on the left

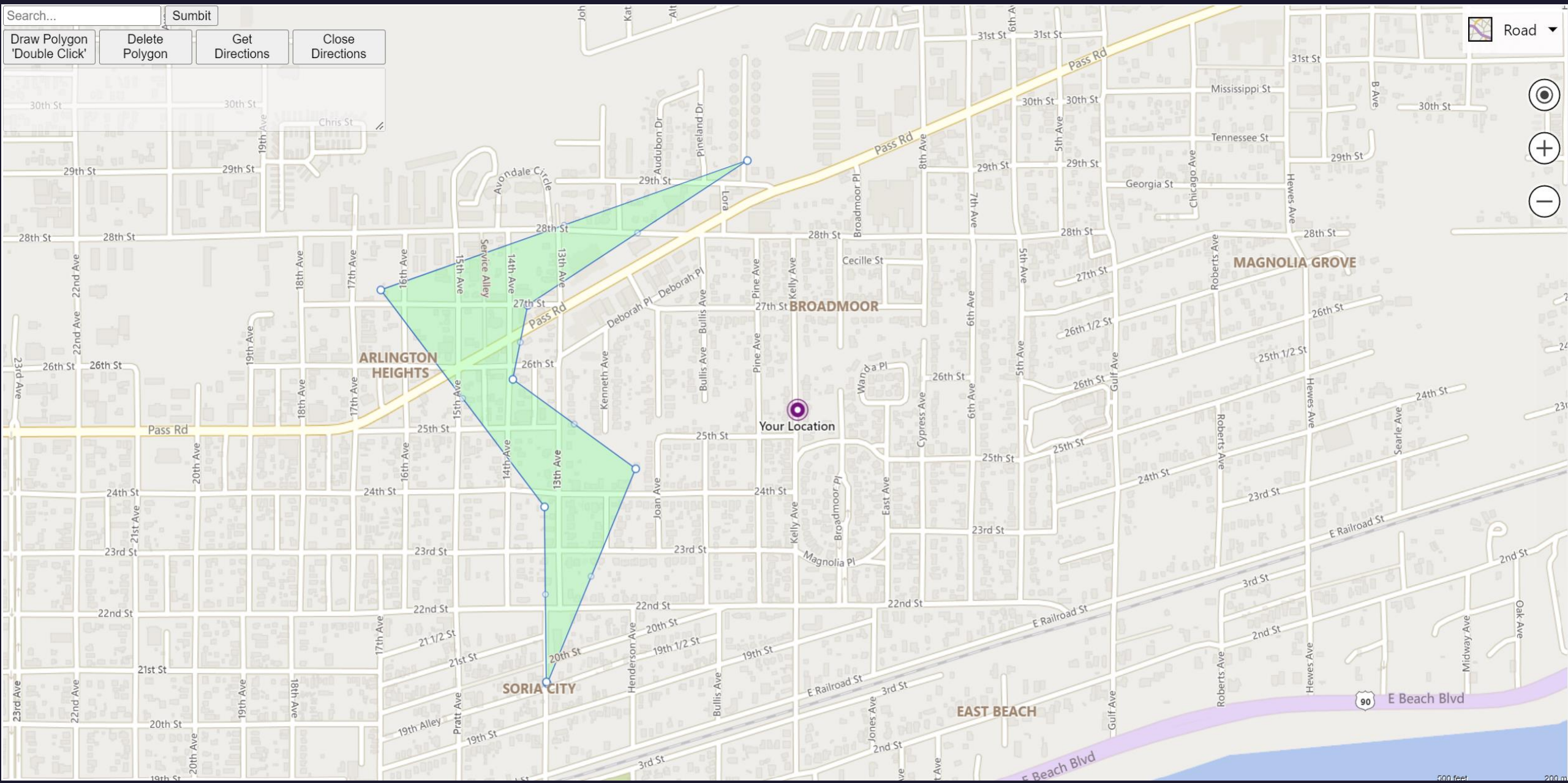
# Retrieve Directions To POI







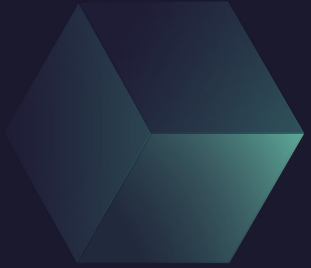






# Draw Polygon

```
191 function DrawPolygon() {
192
193     let tools;
194     let shape;
195
196     //Load the DrawingTools module.
197     Microsoft.Maps.loadModule('Microsoft.Maps.DrawingTools', function () {
198         //Create an instance of the DrawingTools class and bind it to the map.
199         tools = new Microsoft.Maps.DrawingTools(map);
200     });
201
202     //Create a new polygon.
203     tools.create(Microsoft.Maps.DrawingTools.ShapeType.polygon, function (shape) {});
204
205     //add our shape to the map
206     map.entities.push(shape);
207
208     //add a click event to the delete polygon button
209     document.getElementById('deletePolygon').addEventListener("click", function() {
210
211         //disposes the instance of the drawing tools class
212         tools.dispose(Microsoft.Maps.DrawingTools.ShapeType.polygon)
213     });
214
215 } //end function
```



Closing  
Thoughts,  
Questions?