Coding Activity 9.2

Working With The DOM To Add Map Markers

#### **Learning Outcomes Addressed**

 5.Render a map on a web page

 6.Build and manipulate maps on web pages

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### Making maps

mapbox is an open-source platform that allows you to create and display maps on a web page. The mapboxgl JavaScript library is part of the Mapbox ecosystem. It allows you to add all sorts of customizations to the map. For example, you can add a marker at a specific location on the map.

**Your task in this activity is to add a marker to the map.**

You can add your code to the createMapMarker() function in the mapmarker.js file. The marker should be set at the location defined by the following coordinates:

* Longitude: -71.091542
* Latitude: 42.358862

To accomplish this task, you will need to do the following:

* Create a mapbox account and get the access token.
* Add the access token to the mapboxgl instance defined in the mapmarker.js.
* Create a marker then add it to the map using mapboxgl pre-built functions.
* If your code works, you should be able to see a marker on the map.

Hint: You can learn more about how to setup the mapbox access token by reading [*this documentation*](https://docs.mapbox.com/help/tutorials/get-started-tokens-api/)

Task

Use the mapboxgl library to add a marker to the map.

<!DOCTYPE html>

<html>

<head>

    <meta charset="utf-8" />

    <title>Map Marker</title>

    <script src="https://api.mapbox.com/mapbox-gl-js/v1.11.0/mapbox-gl.js"></script>

    <link href="https://api.mapbox.com/mapbox-gl-js/v1.11.0/mapbox-gl.css" rel="stylesheet" />

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

</head>

<body>

    <div id="map"></div>

    <script src="./mapmarker.js"></script>

</body>

</html>

function createMapMarker() {

  // TODO: add your own access token

  mapboxgl.accessToken = '';

  let map = new mapboxgl.Map({

    container: 'map',

    style: 'mapbox://styles/mapbox/streets-v11',

    center: [-71.091542, 42.358862],

    zoom: 12,

  });

  // TODO: add a marker to the map

}

// Do not edit the code below

window.onload = () => {

  createMapMarker();

};

// Do not edit code past this point

if (typeof module !== 'undefined') {

  module.exports = { createMapMarker };

}

body { margin: 0; padding: 0; }

 #map { position: absolute; top: 0; bottom: 0; width: 100%}