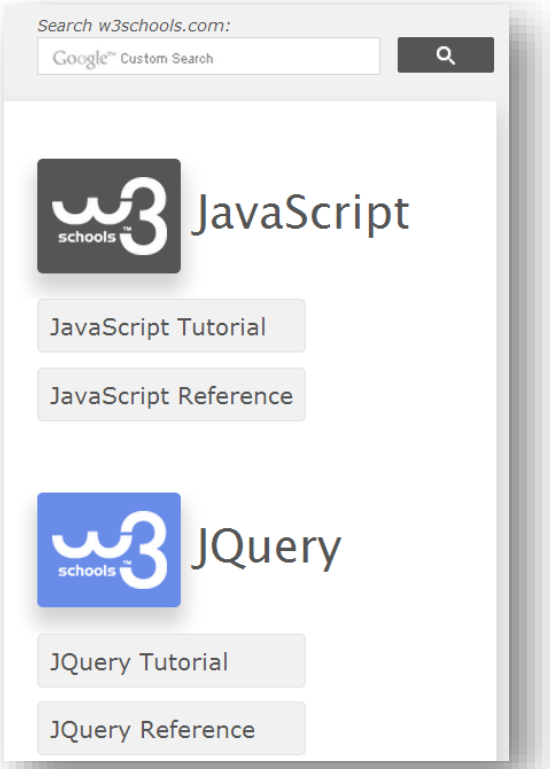
Mobile Simulation

2017-2



Weekly plan (HTML5, 1st semester 2017)

- **wk01 : Introduction to curriculum & current state of HTML5**
- **wk02 : Making HTML5 documents**
- **wk03 : Table, iframe and media**
- **wk04 : Semantic tag and Form**
- **wk05 : CSS3 I. Basic**
- **wk06 : CSS3 II. Advanced**
- **wk07 : CSS3 III. Animation**
- **wk08 : Mid-term Exam.**
- **wk09 : Javascript : Data types & operators**
- **wk10 : Javascript : Loop & functions**
- **wk11 : Javascript : Core objects**
- **wk12 : Javascript : DOM**
- **wk13 : Javascript : Event handling I**
- **wk14 : Javascript : Event handling II**
- **wk15 : Final exam.**

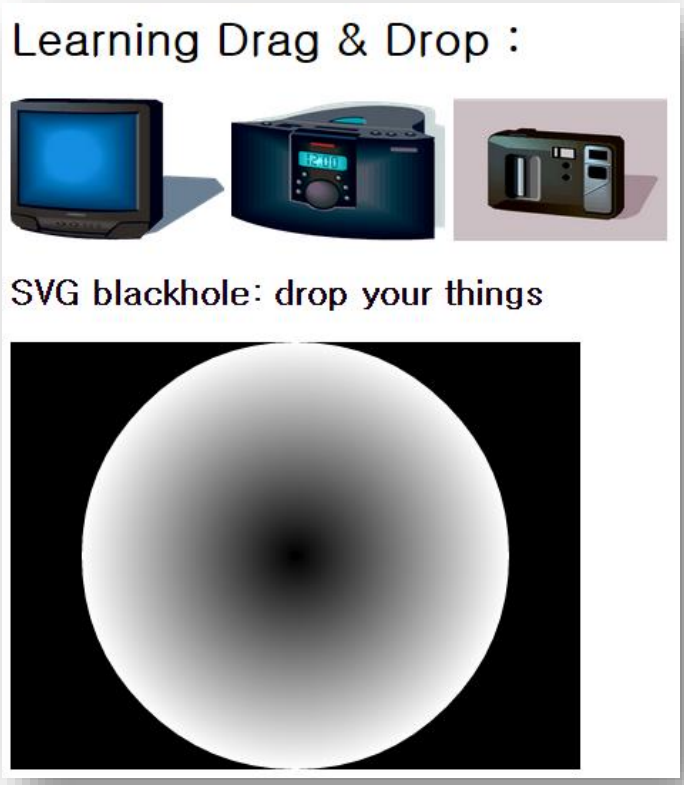
Weekly plan (Mobile Simulation, 2nd semester 2017)

- **wk01 : Introduction to curriculum & current state**
- **wk02 : Browser Object Model (BOM), installing Brackets editor**
- **wk03 : Canvas graphics I. Basic**
- **wk04 : Canvas graphics II. Image & Transformation**
- **wk05 : Canvas graphics III. Animation**
- **wk06 : Canvas graphics IV. Game**
- **wk07 : 보강 기간에 보강 실시**
- **wk08 : Mid-term Exam.**
- **wk09 : jQuery I. Basic**
- **wk10 : jQuery II. Application**
- **wk11 : SVG, Drag & Drop**
- **wk12 : Google Map I: Intro**
- **wk13 : Google Map II: App**
- **wk14 :**
- **wk15 : Final exam.**

도전과제

1. 아래 그림과 같이 애니메이션으로 black hole SVG를 만드시오.
2. Black hole은 그래디언트를 적용해서 제작.
3. Black hole SVG를 드롭 존으로 설정하시오.
4. 여러가지 물건들을 사라지게 프로그래밍하시오.

Html 파일을 **MSnn_SVG_DD.html** 로 저장하시오.



과제08. msnn_rpt08.zip

[실습과제08] black hole SVG with D&D

[1] black hole SVG 제작.
[2] Drag&drop 프로그래밍 추가.
[3] 파일명: MSnn_SVG_DD.html
[4] 가점: SVG 제작 및 javascript 프로그래밍 적용 능력.

****** MSnn_SVG_DD.html 파일 및 관련 파일(image 등..)을**
MSnn_Rpt08.zip 으로 압축해서 제출하시오.

[제출파일] msnn_rpt08.zip (11월7일 오후 6시 마감)

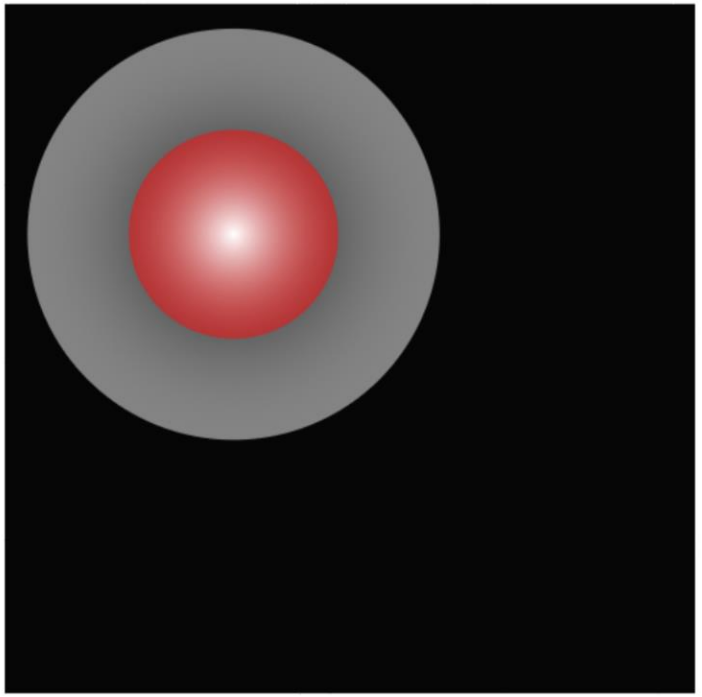
html 파일과 사용된 그림을 압축하여 이메일로 "msnn_rpt08" 제목으로 제출

Email : chaos21c@gmail.com

Best report

휴대폰을 블랙홀 중앙으로 던지세요.

블랙홀에 정확히 물건을 넣으세요



CHAPTER 13

Google Map I. Basic

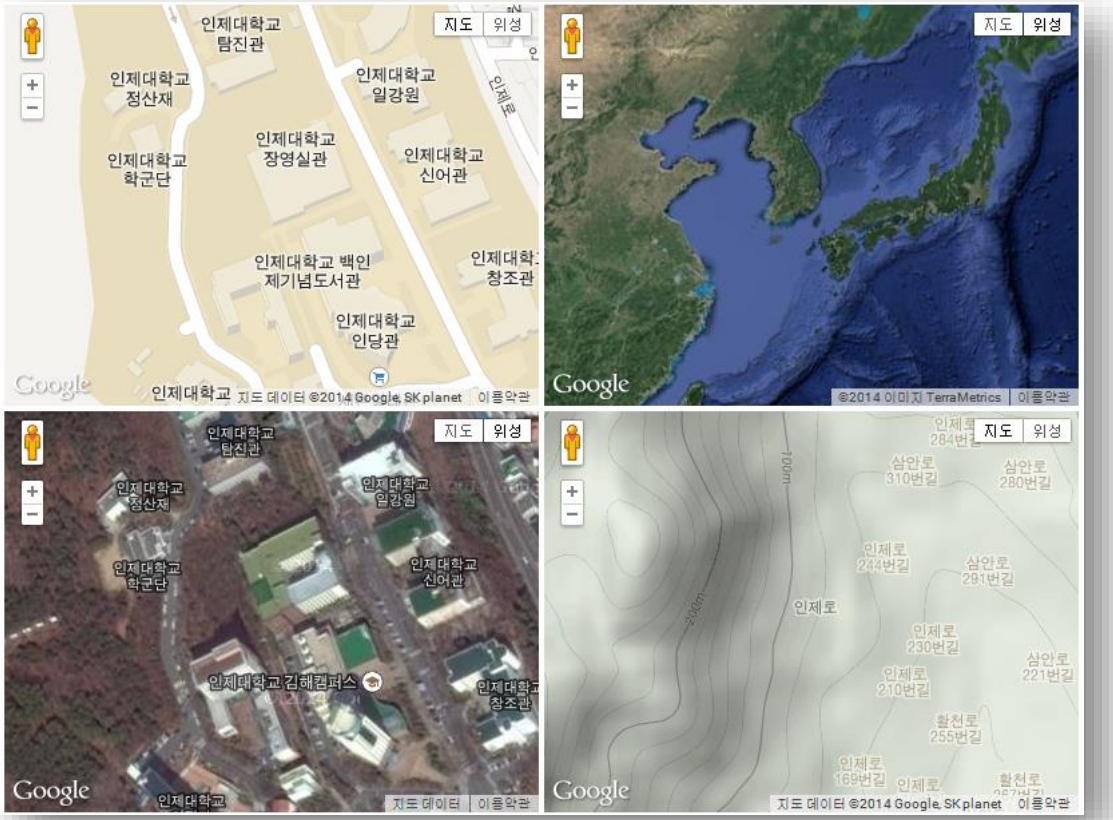
Develop apps using Google Map Api V3 & HTML5 Geolocation.

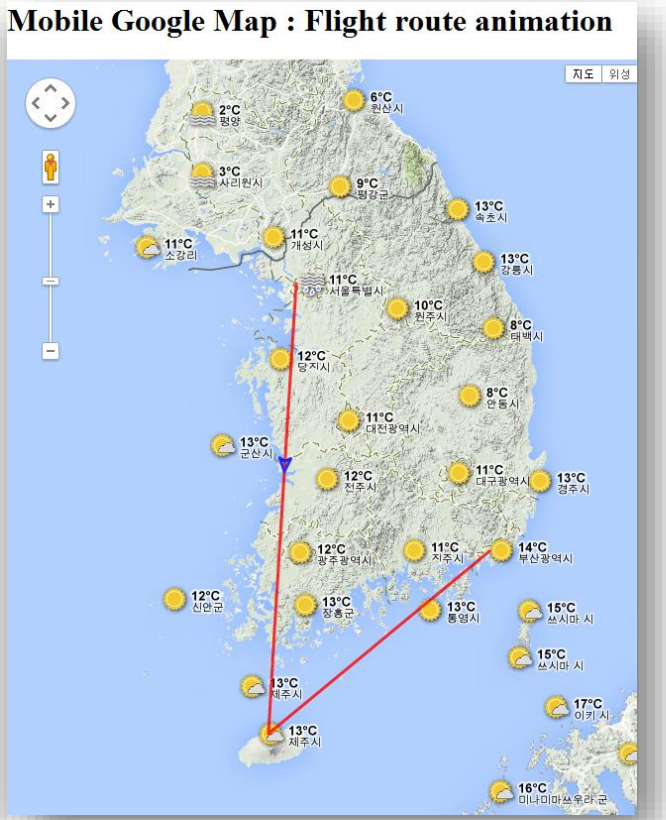
Before you start, you will need a free API key from Google (???).

API = Application programming interface.

Target #1:

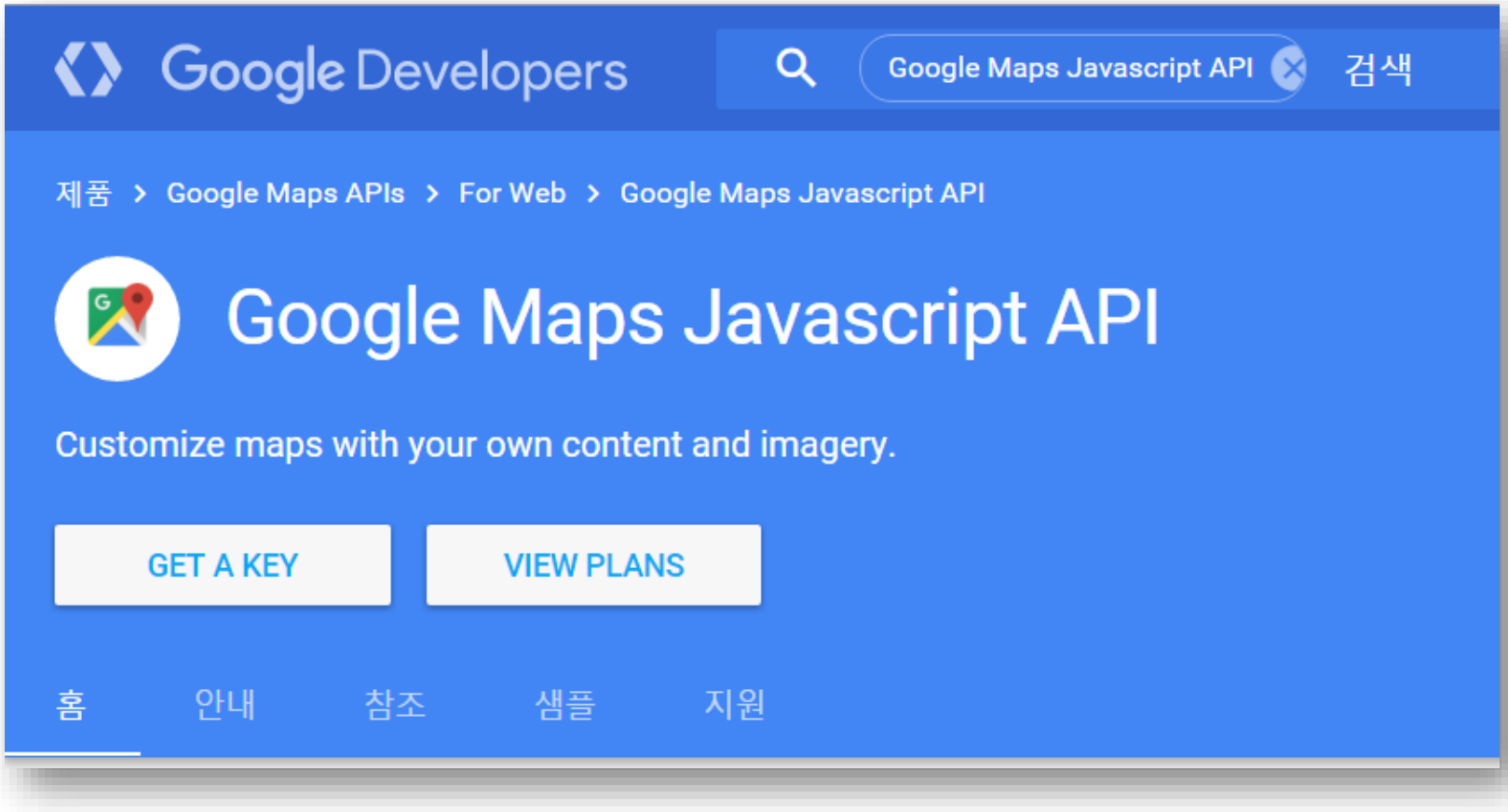
Using Google Map API V3





API Key:

Using Google Map API V3



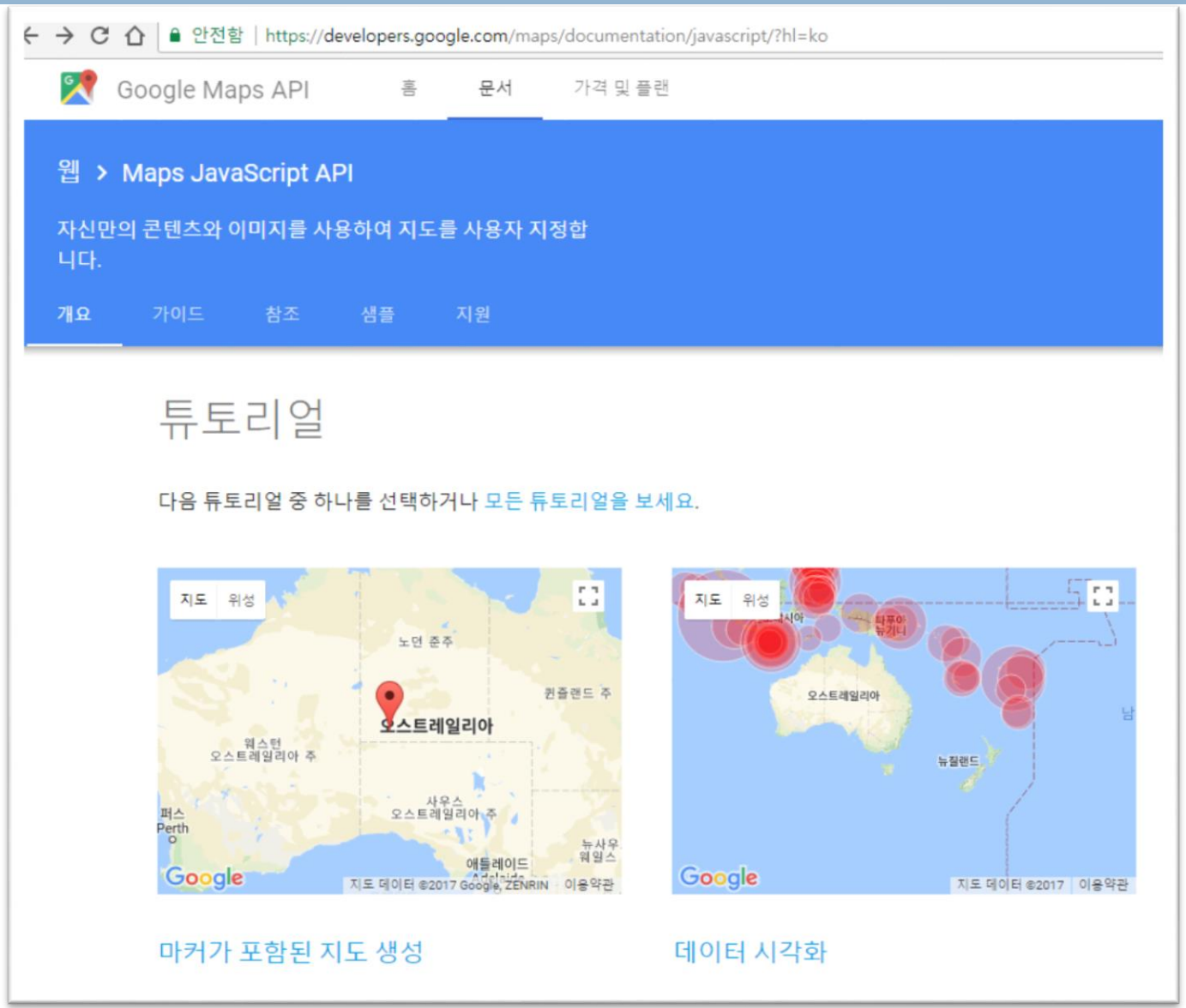
Reference (w3schools.com)

HTML5 Geolocation
http://www.w3schools.com/html/html5_geolocation.asp

Google Maps API Tutorial
https://www.w3schools.com/graphics/google_maps_intro.asp

Google Maps JavaScript API v3 (google.com)
https://developers.google.com/maps/documentation/javascript/?hl=ko

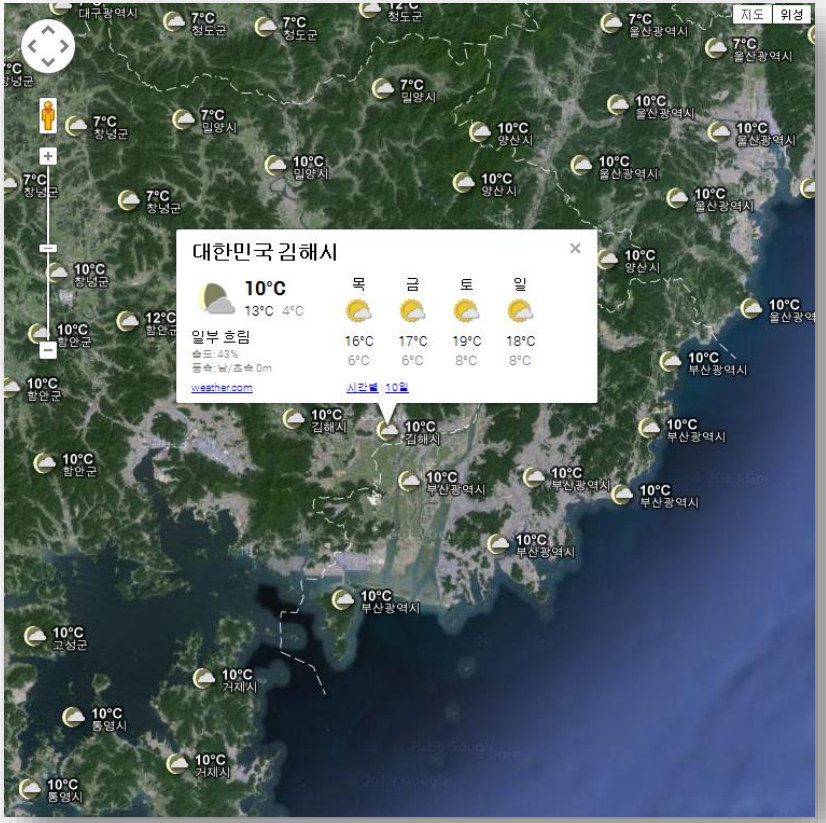
Reference (Google Maps JS API)



Geolocation in HTML5

HTML5 위치정보 (Geolocation)

- **위치정보(Geolocation)**은 자신의 위치를 웹 사이트와 공유
- 현재 지역의 날씨, 유명한 맛집 등의 정보를 제공받을 수 있다.



geolocation 객체

- var geolocation = navigator.geolocation;

메소드	설명
getCurrentPosition()	사용자의 현재 위치 정보를 반환한다.
watchPosition()	장치의 현재 위치에 대한 정보를 주기적으로 반환한다.
clearWatch()	현재 진행 중인 watchPosition() 실행을 중지한다.

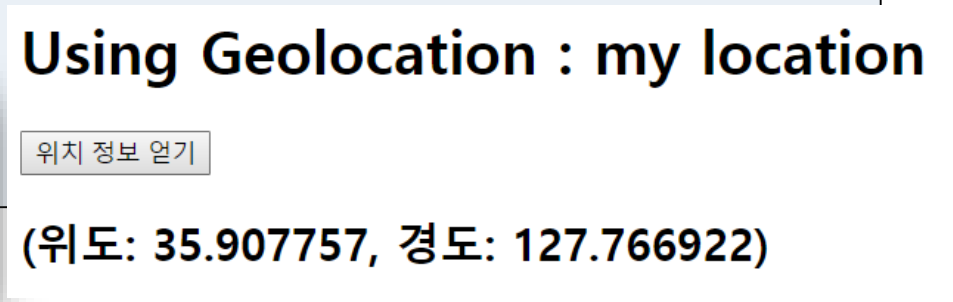
The getCurrentPosition() Method - Return Data

The getCurrentPosition() method returns an object if it is successful. The latitude, longitude and accuracy properties are always returned. The other properties below are returned if available.

Property	Description
coords.latitude	The latitude as a decimal number
coords.longitude	The longitude as a decimal number
coords.accuracy	The accuracy of position
coords.altitude	The altitude in meters above the mean sea level
coords.altitudeAccuracy	The altitude accuracy of position
coords.heading	The heading as degrees clockwise from North
coords.speed	The speed in meters per second
timestamp	The date/time of the response

Geolocation 예제

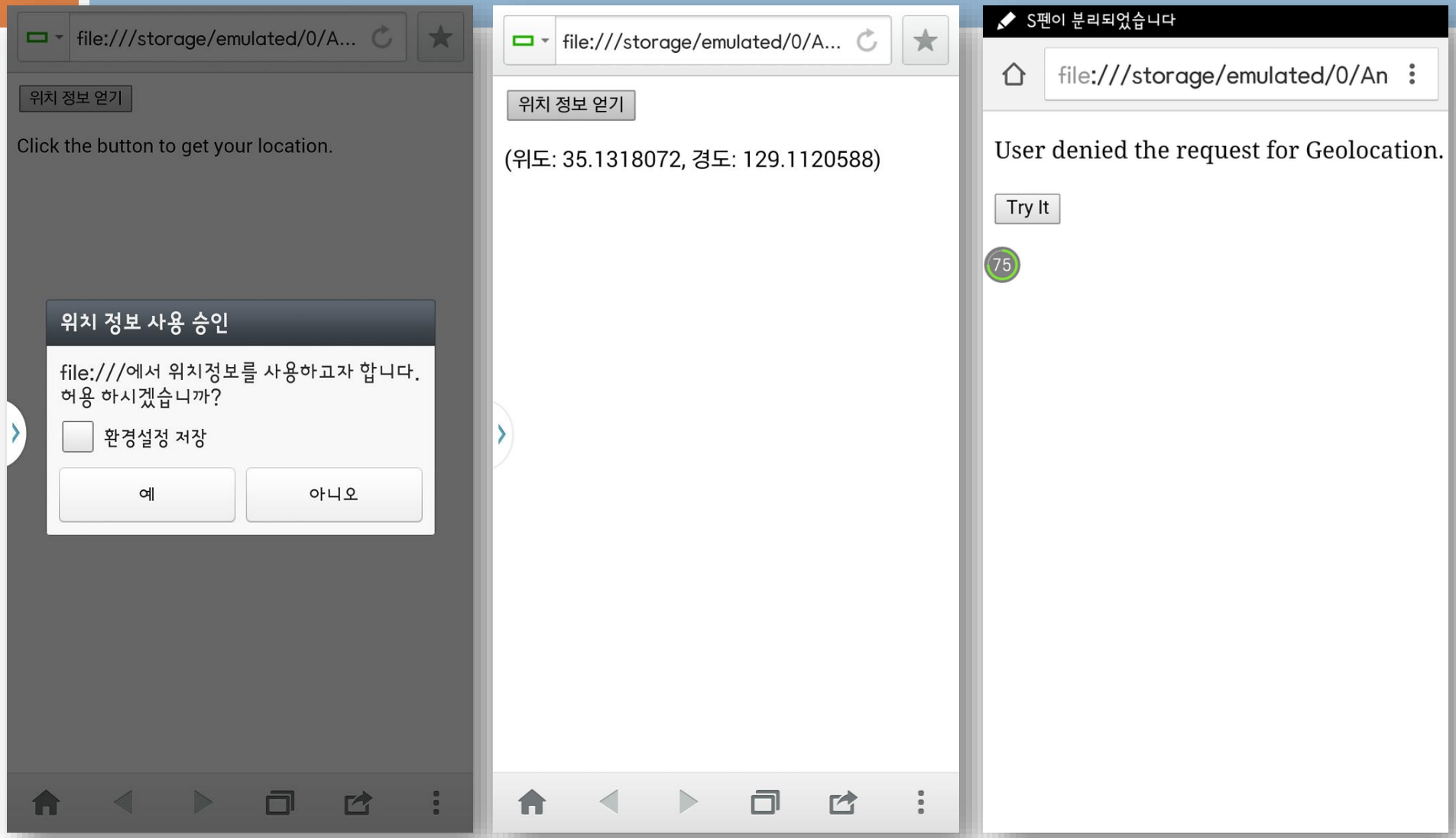
```
<!DOCTYPE html>
<html>
<body>
   <button onclick="getGeolocation()">위치 정보 얻기</button>
   <h2 id="target"> Click the button to get your location.</h2>
   <script>
      var myDiv = document.getElementById("target");
      function getGeolocation() {
         if (navigator.geolocation) {
            navigator.geolocation.getCurrentPosition(showLocation);
         }else {
           myDiv.innerHTML="No gps support";
         }
      }
      function showLocation(location) {
         myDiv.innerHTML = "(위도: " + location.coords.latitude +
         ", 경도: " + location.coords.longitude + ")";
      }

   </script>
</body>
</html>
```



Geolocation 예제 - error

```
<script>
        var myDiv = document.getElementById("target");
        function getGeolocation() {
            if (navigator.geolocation) {
                navigator.geolocation.getCurrentPosition(showLocation, showError);
            }else {
                myDiv.innerHTML="No gps support";
            }
        }

function showError(error) {
    switch(error.code) {
        case error.PERMISSION_DENIED:
            myDiv.innerHTML = "User denied the request for Geolocation."
            break;
        case error.POSITION_UNAVAILABLE:
            myDiv.innerHTML = "Location information is unavailable."
            break;
        case error.TIMEOUT:
            myDiv.innerHTML = "The request to get user location timed out."
            break;
        case error.UNKNOWN_ERROR:
            myDiv.innerHTML = "An unknown error occurred."
            break;
    }
}
```

Geolocation 예제 – 실행 결과(RP)



이동하면서 위치 정보를 얻기

- geolocation 객체의 **watchPosition**()을 호출
  - watchPosition() - 사용자의 현재 위치를 연속하여 출력한다.
  - **clearWatch**(id) - watchPosition() id를 중지한다.

Geolocation object - Other interesting Methods

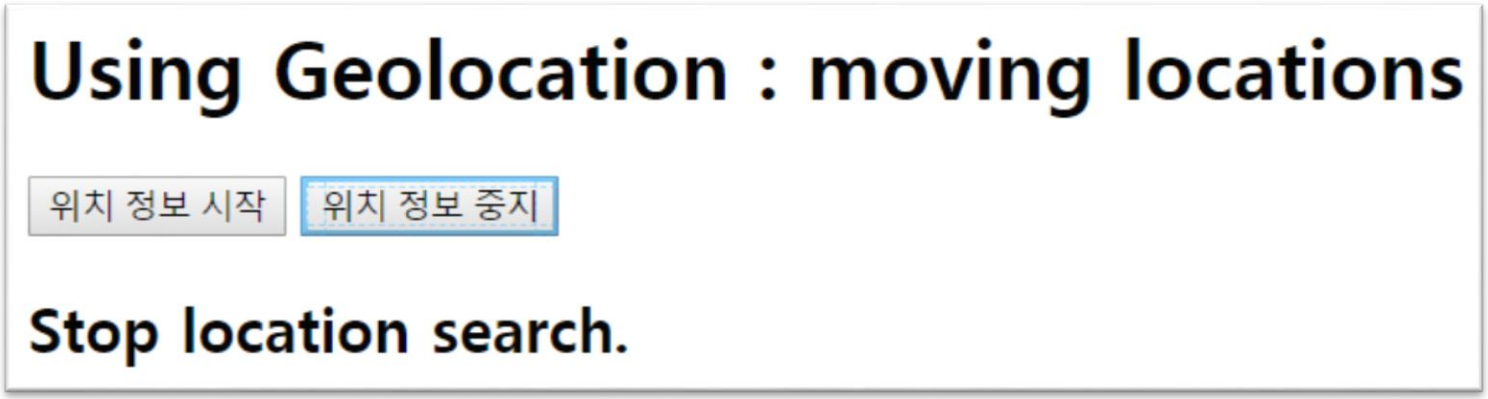
watchPosition() - Returns the current position of the user and continues to return updated position as the user moves (like the GPS in a car).

clearWatch() - Stops the watchPosition() method.

이동하면서 위치 정보를 얻기

```
<button onclick="startGeolocation()">위치 정보 시작</button>
<button onclick="stopGeolocation()">위치 정보 중지</button>
<h2 id="target"> </h2>

<script>
   var id;
   var myDiv = document.getElementById("target");
   function startGeolocation() {
      if (navigator.geolocation) {
         id = navigator.geolocation.watchPosition(showGeolocation);
      }else {
       myDiv.innerHTML="No gps support";
     }
   }
   function showGeolocation(location) {
      myDiv.innerHTML = "(위도: " + location.coords.latitude +
      ", 경도: " + location.coords.longitude + ")";
   }
   function stopGeolocation() {
      if (navigator.geolocation) {
         navigator.geolocation.clearWatch(id);
      }
       myDiv.innerHTML="Stop location search.";
   }
</script>
```

Geolocation 예제 – 실행 결과



지도(Map)에 위치 표시하기

```
<!DOCTYPE html>
<html>
<body>
   <button onclick="startGeolocation()">지도 보이기</button>
   <button onclick="showMylocation()">지도(E323) 보이기</button>
   <h2 id="target"> </h2>
   <div id="map"> </div>
<script>
      var myDiv = document.getElementById("target");

      function startGeolocation() {
         if (navigator.geolocation) {
            navigator.geolocation.getCurrentPosition(showGeolocation);
         }
      }

      function showGeolocation(location) {
         myDiv.innerHTML = "(위도: " + location.coords.latitude +
         ", 경도: " + location.coords.longitude + ")";
         var pos = location.coords.latitude + "," + location.coords.longitude;
         //pos = "35.249164,128.901881";
         var img_url = "http://maps.googleapis.com/maps/api/staticmap?center="
    +pos+"&zoom=14&size=400x300&sensor=false";
    document.getElementById("map").innerHTML = "<img src='"+img_url+"'>";
    }
```

지도(Map)에 위치(E323) 표시하기

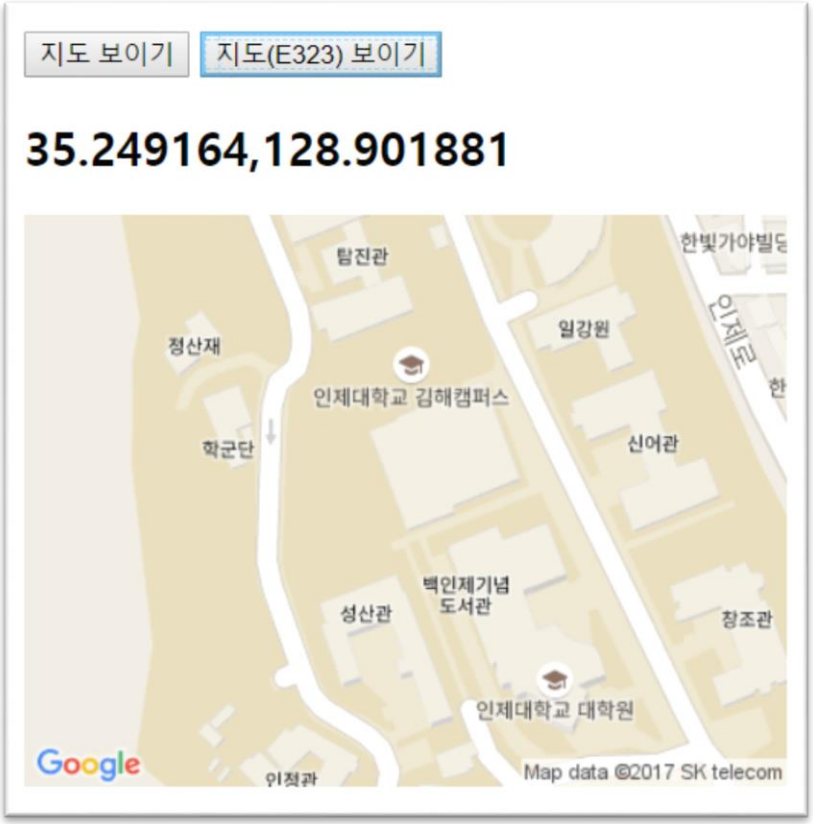
```
function showMylocation() {
        pos = "35.249164,128.901881";   // E323
        myDiv.innerHTML=pos;
        var img_url = "http://maps.googleapis.com/maps/api/staticmap?center="
  +pos+"&zoom=14&size=400x300&sensor=false";
  document.getElementById("map").innerHTML = "<img src='"+img_url+"'>";
  }


</script>
```

실행결과

Using Geolocation : show map

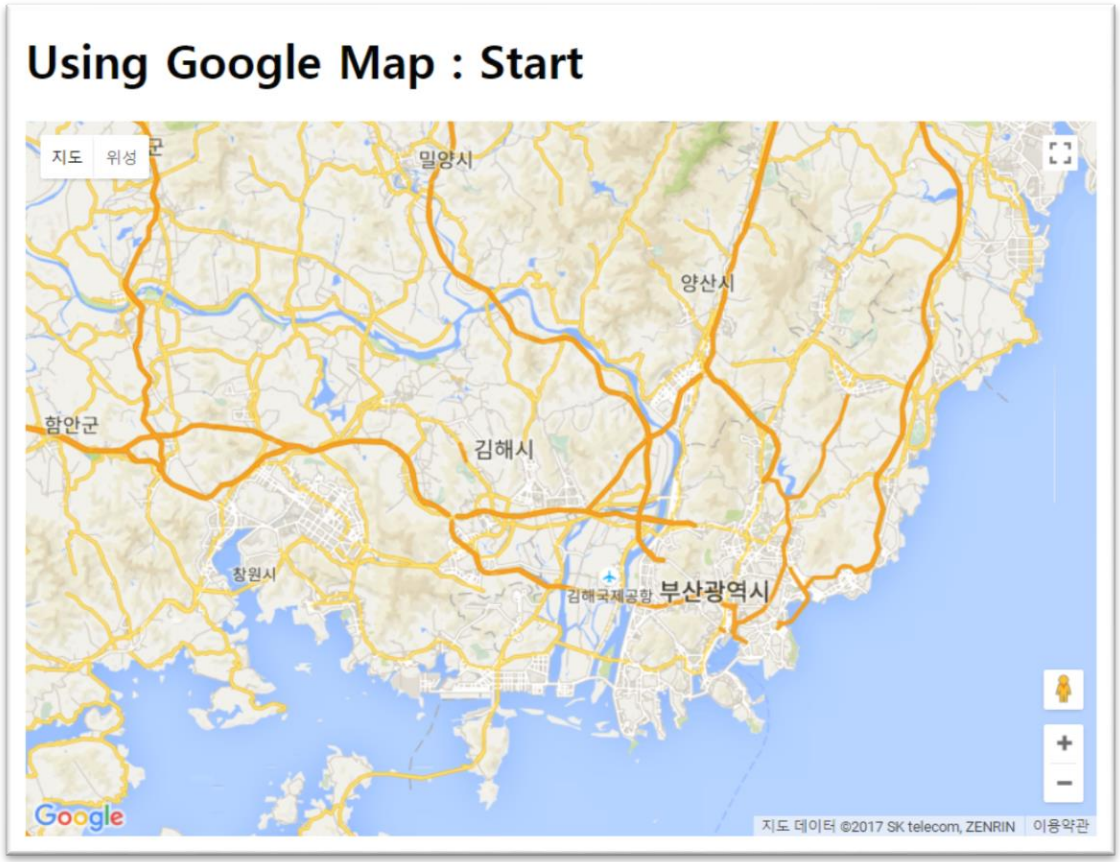
지도 보이기 | 지도(E323) 보이기

(위도: 35.907757, 경도: 127.766922)



Google Map Javascript API

Basic



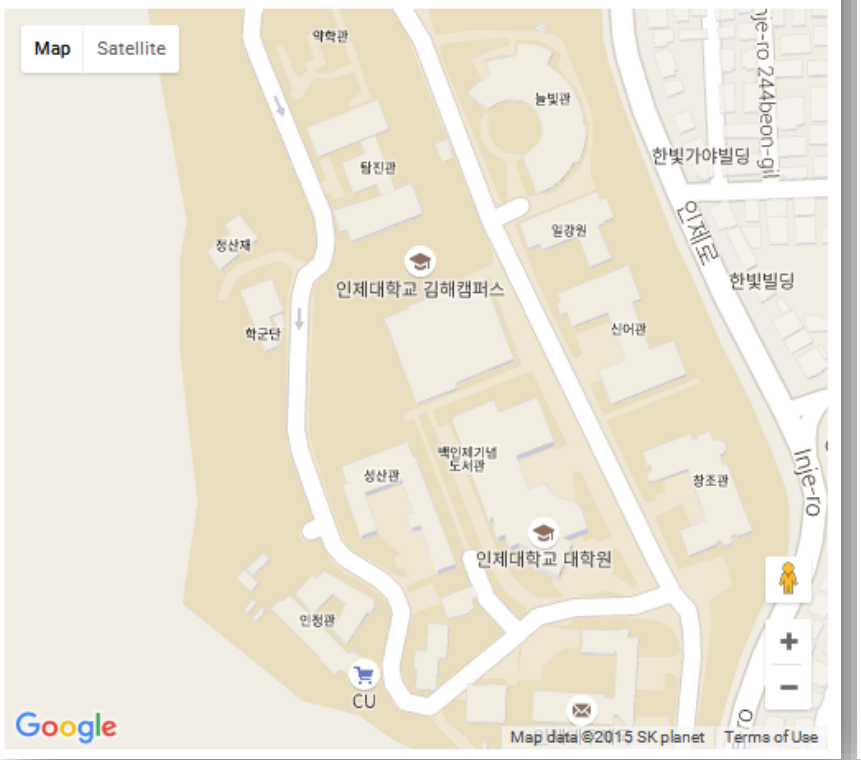
1. Create a Basic Google Map

```
<!DOCTYPE html>
<html>
<head>
<meta charset="utf-8" />
<title> Mobile Simulation: Google Map </title>
<script
   src="http://maps.googleapis.com/maps/api/js?v=3.exp&sensor=false">
</script>

<script>
function initialize() {
  var mapProp = {
    center: new google.maps.LatLng(35.249164, 128.901881),  // E323
    zoom:17,
    mapTypeId: google.maps.MapTypeId.ROADMAP
  };
  var map = new google.maps.Map(document.getElementById("googleMap"), mapProp);
}

google.maps.event.addDomListener(window, 'load', initialize);
</script>
</head>

<body>
<h1>Using Google Map : Start</h1>
<div id="googleMap" style="width:500px;height:450px;"> </div>
</body>
</html>
```

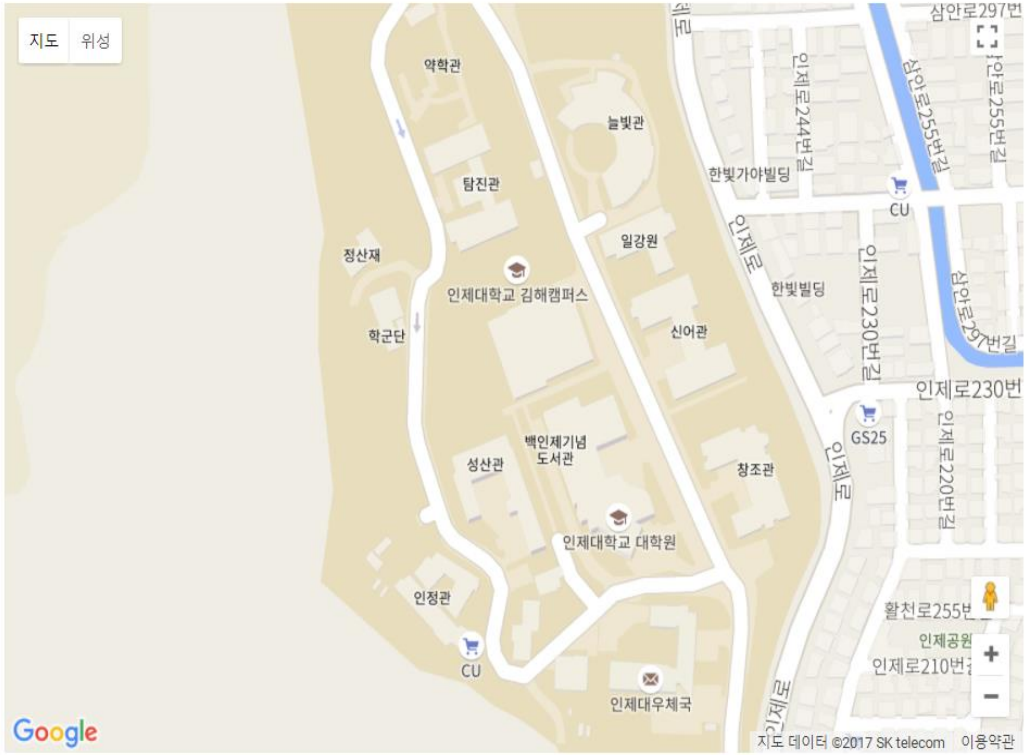
[Result] 1.1 Localization

```
<script
  src="http://maps.googleapis.com/maps/api/js?v=3.exp&language=ko&sensor=false">
</script>
```

Using Google Map : Start



Using Google Map : Localization

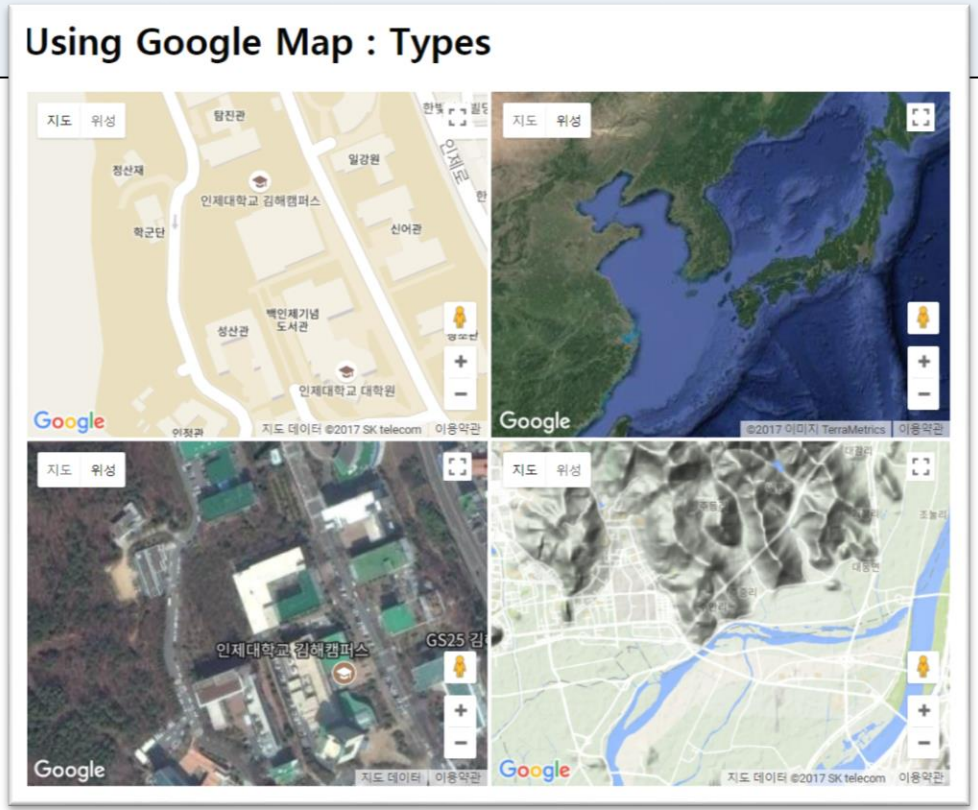


2. Four types of maps

```
function initialize()
{
  var mapProp = {
    center: new google.maps.LatLng(35.249164, 128.901881),
    zoom:17,
    mapTypeId: google.maps.MapTypeId.ROADMAP
  };
  var mapProp2 = {
    center: new google.maps.LatLng(35.249164, 128.901881),
    zoom:4,
    mapTypeId: google.maps.MapTypeId.SATELLITE
  };
  var mapProp3 = {
    center: new google.maps.LatLng(35.249164, 128.901881),
    zoom:17,
    mapTypeId: google.maps.MapTypeId.HYBRID
  };
  var mapProp4 = {
    center: new google.maps.LatLng(35.249164, 128.901881),
    zoom:15,
    mapTypeId: google.maps.MapTypeId.TERRAIN
  };
  var map = new google.maps.Map(document.getElementById("googleMap"),mapProp);
  var map2 = new google.maps.Map(document.getElementById("googleMap2"),mapProp2);
  var map3 = new google.maps.Map(document.getElementById("googleMap3"),mapProp3);
  var map4 = new google.maps.Map(document.getElementById("googleMap4"),mapProp4);
}
```

2. Four types of maps

```
<table>
<tr>
<td><div id="googleMap" style="width:400px;height:300px;"> </div> </td>
<td><div id="googleMap2" style="width:400px;height:300px"> </div> </td>
</tr>

<tr>
<td><div id="googleMap3" style="width:400px;height:300px;"> </div> </td>
<td><div id="googleMap4" style="width:400px;height:300px;"> </div> </td>
</tr>
</table>
```



3. Google Maps - Overlays

Google Maps - Overlays

Overlays are objects on the map that are bound to latitude/longitude coordinates.

Google Maps has several types of overlays:

- Marker - Single locations on a map. Markers can also display custom icon images
- Polyline - Series of straight lines on a map
- Polygon - Series of straight lines on a map, and the shape is "closed"
- Circle and Rectangle
- Info Windows - Displays content within a popup balloon on top of a map
- Custom overlays

3.1.1 Add a marker

```
<script>
var myCenter=new google.maps.LatLng(35.249164, 128.901881);  // E323

function initialize()
{
  var mapProp = {
  center:myCenter,
  zoom:5,
  mapTypeId:google.maps.MapTypeId.ROADMAP
  };

var map=new google.maps.Map(document.getElementById("googleMap"),
mapProp);

var marker=new google.maps.Marker({
  position:myCenter,
 });

marker.setMap(map);
}

google.maps.event.addDomListener(window, 'load', initialize);
</script>
```


```
<div id="googleMap" style="width:500px;height:450px;"> </div>
```

3.1.2 Animate a marker

```
<script>
var myCenter=new google.maps.LatLng(35.249164, 128.901881);  // E323

function initialize()
{
  var mapProp = {
  center:myCenter,
  zoom:5,
  mapTypeId:google.maps.MapTypeId.ROADMAP
  };

var map=new google.maps.Map(document.getElementById("googleMap"),
mapProp);

var marker=new google.maps.Marker({
  position:myCenter,
  animation:google.maps.Animation.BOUNCE
 });

marker.setMap(map);
}

google.maps.event.addDomListener(window, 'load', initialize);
</script>



<div id="googleMap" style="width:500px;height:450px;"> </div>
```

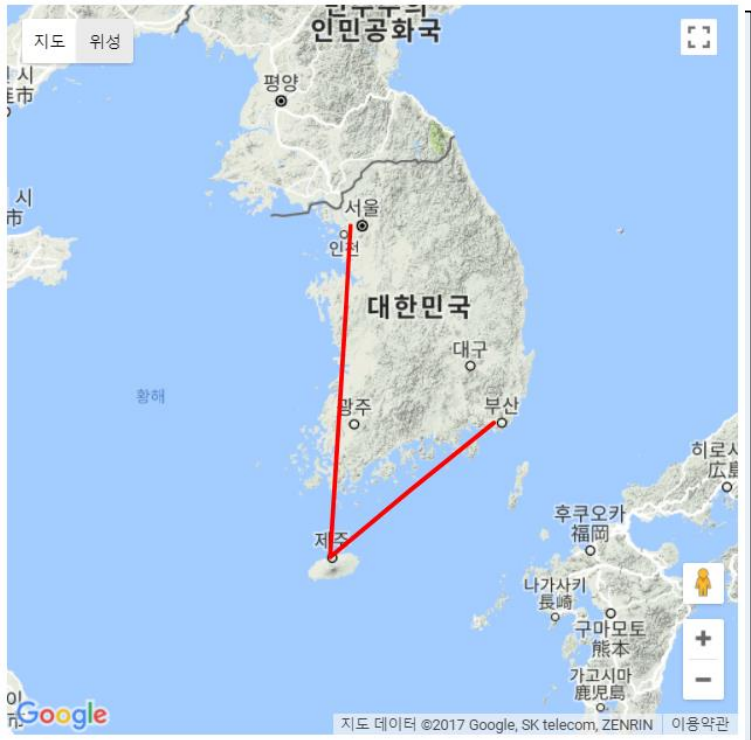
3.1.3 Add Icon Instead of Marker

```
<script>
var myCenter=new google.maps.LatLng(35.249164, 128.901881);  // E323

function initialize()
{
  var mapProp = {
  center:myCenter,
  zoom:5,
  mapTypeId:google.maps.MapTypeId.ROADMAP
  };

var map=new google.maps.Map(document.getElementById("googleMap"),
mapProp);

var marker=new google.maps.Marker({
  position:myCenter,
  icon: 'image/pin.png'
});

marker.setMap(map);
}

google.maps.event.addDomListener(window, 'load', initialize);
</script>



<div id="googleMap" style="width:500px;height:450px;"> </div>
```

3.2.1 Add Polyline

Using Google Map : Polyline

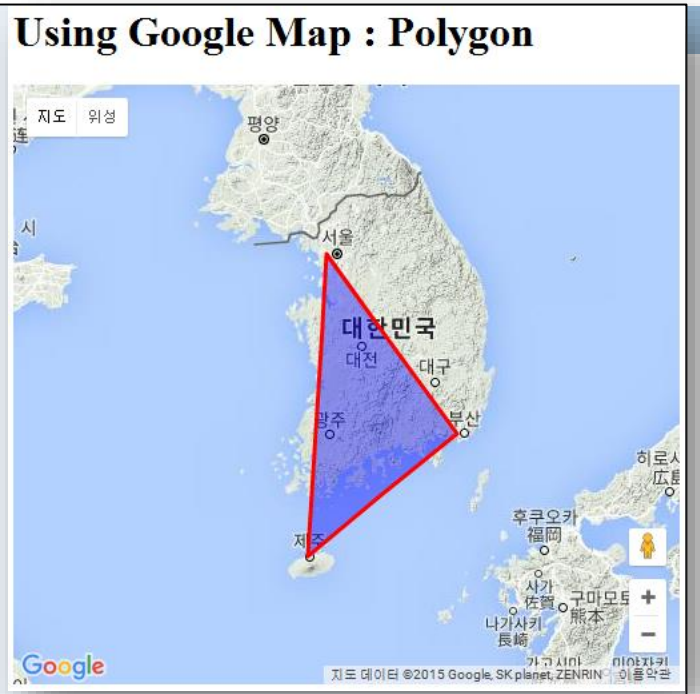
```
function initialize() {
  var mapProp = {
    zoom: 6,
    center: new google.maps.LatLng(35.840212, 127.125173),  // 전주
    mapTypeId: google.maps.MapTypeId.TERRAIN
  };

  var map = new google.maps.Map(document.getElementById('googleMap'),
      mapProp);

// the path of Korean flight between Gimpo, Jeju, and Busan, Korea.
  var flightPlanCoordinates = [
    new google.maps.LatLng(37.558909, 126.803083),  // Gimpo airport
    new google.maps.LatLng(33.507758, 126.491434),  // Jeju airport
    new google.maps.LatLng(35.173431, 128.946659),  // Gimhae airport
  ];
  var flightPath = new google.maps.Polyline({
    path: flightPlanCoordinates,
    geodesic: true,
    strokeColor: '#FF0000',
    strokeOpacity: 1.0,
    strokeWeight: 3
  });

  flightPath.setMap(map);
}
```



- path - specifies several latitude/longitude coordinates for the line
- strokeColor - specifies a hexadecimal color for the line (format: "#FFFFFF")
- strokeOpacity - specifies the opacity of the line (a value between 0.0 and 1.0)
- strokeWeight - specifies the weight of the line's stroke in pixels
- editable - defines whether the line is editable by users (true/false)

3.2.2 Add Polygon

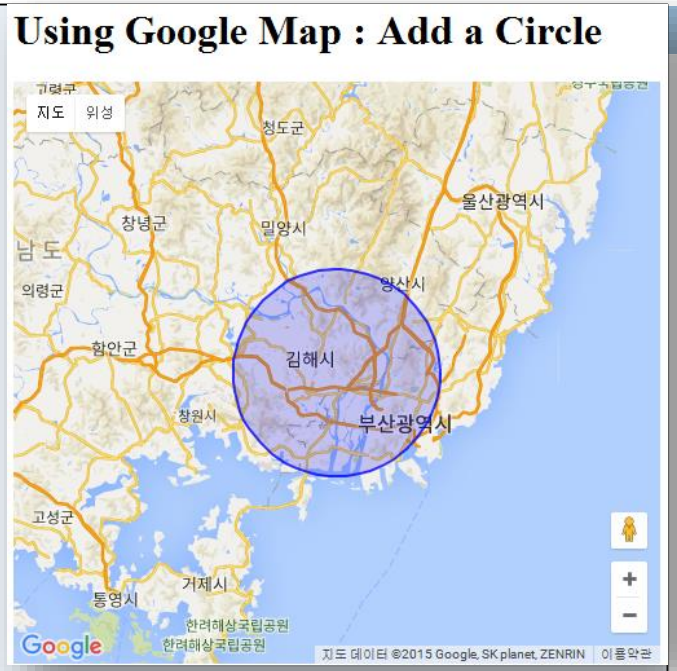
```
function initialize() {
  var mapProp = {
    zoom: 6,
    center: new google.maps.LatLng(35.840212, 127.125173),  // 전주
    mapTypeId: google.maps.MapTypeId.TERRAIN
  };

  var map = new google.maps.Map(document.getElementById('googleMap'),
      mapProp);

// the path of Korean flight between Gimpo, Jeju, and Busan, Korea.
  var flightPlanCoordinates = [
    new google.maps.LatLng(37.558909, 126.803083),  // Gimpo airport
    new google.maps.LatLng(33.507758, 126.491434),  // Jeju airport
    new google.maps.LatLng(35.173431, 128.946659),  // Gimhae airport
  ];
  var flightPath = new google.maps.Polygon({
    path: flightPlanCoordinates,
    geodesic: true,
    strokeColor: '#FF0000',
    strokeOpacity: 1.0,
    strokeWeight: 3,
    fillColor:"#0000FF",
    fillOpacity:0.4
  });

  flightPath.setMap(map);
}
```



- path - specifies several LatLng coordinates for the line (first and last coordinate are equal)
- strokeColor - specifies a hexadecimal color for the line (format: "#FFFFFF")
- strokeOpacity - specifies the opacity of the line (a value between 0.0 and 1.0)
- strokeWeight - specifies the weight of the line's stroke in pixels
- fillColor - specifies a hexadecimal color for the area within the enclosed region (format: "#FFFFFF")
- fillOpacity - specifies the opacity of the fill color (a value between 0.0 and 1.0)
- editable - defines whether the line is editable by users (true/false)

3.2.3 Add Circle around myCity, GimHae

```
<script>
var e323=new google.maps.LatLng(35.249164, 128.901881);  // E323

function initialize()
{
  var mapProp = {
    center:e323,
    zoom:9,
    mapTypeId:google.maps.MapTypeId.ROADMAP
  };

  var map=new google.maps.Map(document.getElementById("googleMap"),
mapProp);

  var myCity=new google.maps.Circle({
     center:e323,
     radius:20000,  // meter
     strokeColor:"#0000FF",
     strokeOpacity:0.8,
     strokeWeight:2,
     fillColor:"#0000FF",
     fillOpacity:0.4
  });
  myCity.setMap(map);
}
google.maps.event.addDomListener(window, 'load', initialize);
</script>
```



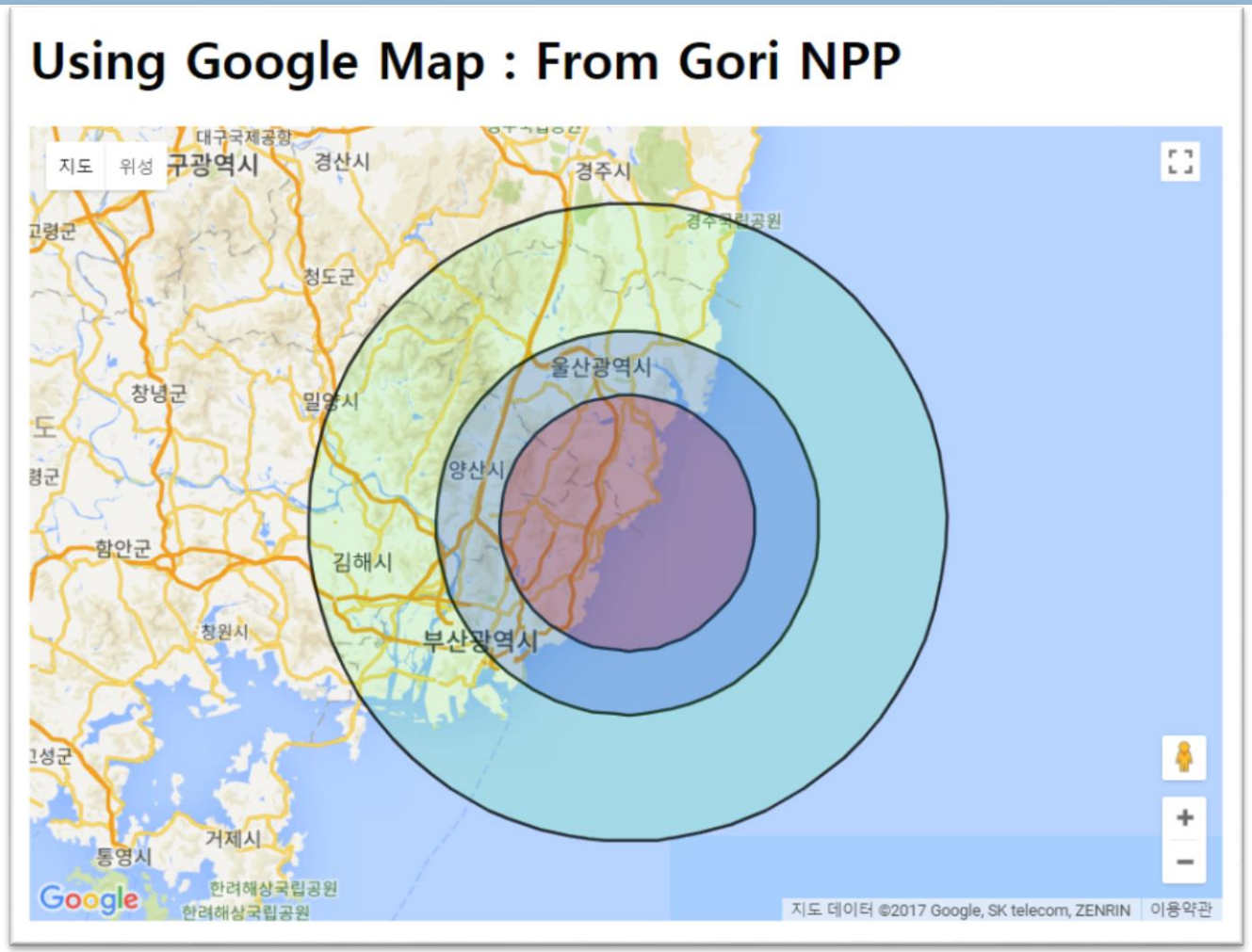
- center - specifies the google.maps.LatLng of the center of the circle
- radius - specifies the radius of the circle, in meters
- strokeColor - specifies a hexadecimal color for the line around the circle (format: "#FFFFFF")
- strokeOpacity - specifies the opacity of the stroke color (a value between 0.0 and 1.0)
- strokeWeight - specifies the weight of the line's stroke in pixels
- fillColor - specifies a hexadecimal color for the area within the circle (format: "#FFFFFF")
- fillOpacity - specifies the opacity of the fill color (a value between 0.0 and 1.0)
- editable - defines whether the circle is editable by users (true/false)

3.2.4 Add Circle around NPP

```
var npp=new google.maps.LatLng(35.327235, 129.301354);  // 고리 원전
var d20km=new google.maps.Circle({
 center:npp,
 radius:20000,  // meter
 strokeColor:"#000000",
 strokeOpacity:0.8,
 strokeWeight:2,
 fillColor:"#FF0000",
 fillOpacity:0.3
});
 var d30km=new google.maps.Circle({
 center:npp,
 radius:30000,  // meter
 strokeColor:"#000000",
 strokeOpacity:0.8,
 strokeWeight:2,
 fillColor:"#0000FF",
 fillOpacity:0.2
});
 var d50km=new google.maps.Circle({
 center:npp,
 radius:50000,  // meter
 strokeColor:"#000000",
 strokeOpacity:0.8,
 strokeWeight:2,
 fillColor:"#00FF00",
 fillOpacity:0.1
});
```

```
d50km.setMap(map);
d30km.setMap(map);
d20km.setMap(map);
```

3.2.4 Add Circle around NPP

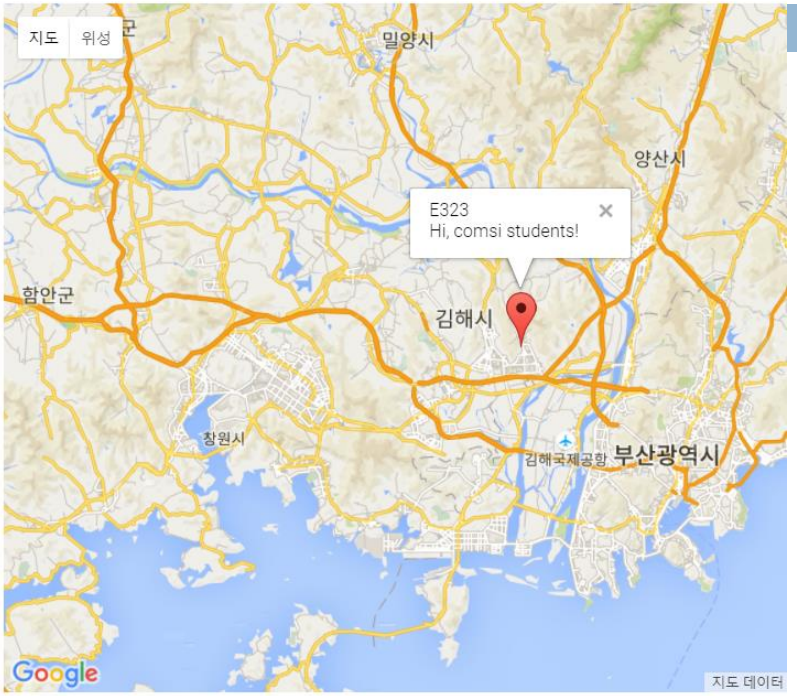


MSnn_NPP_Alert.png

3.3 Add Info Window

Using Google Map : Info window

```
<script>
var e323=new google.maps.LatLng(35.249164, 128.901881);  // E323

function initialize()
{
  var mapProp = {
    center:e323,
    zoom:9,
    mapTypeId:google.maps.MapTypeId.ROADMAP
  };

  var map=new google.maps.Map(document.getElementById("googleMap"),
mapProp);

  var marker=new google.maps.Marker({
     position: e323
  });

  var infowindow = new google.maps.InfoWindow({
  content:"E323 <br> Hi, comsi students!"
  });
  infowindow.open(map,marker);

  marker.setMap(map);
}
google.maps.event.addDomListener(window, 'load', initialize);
</script>
```



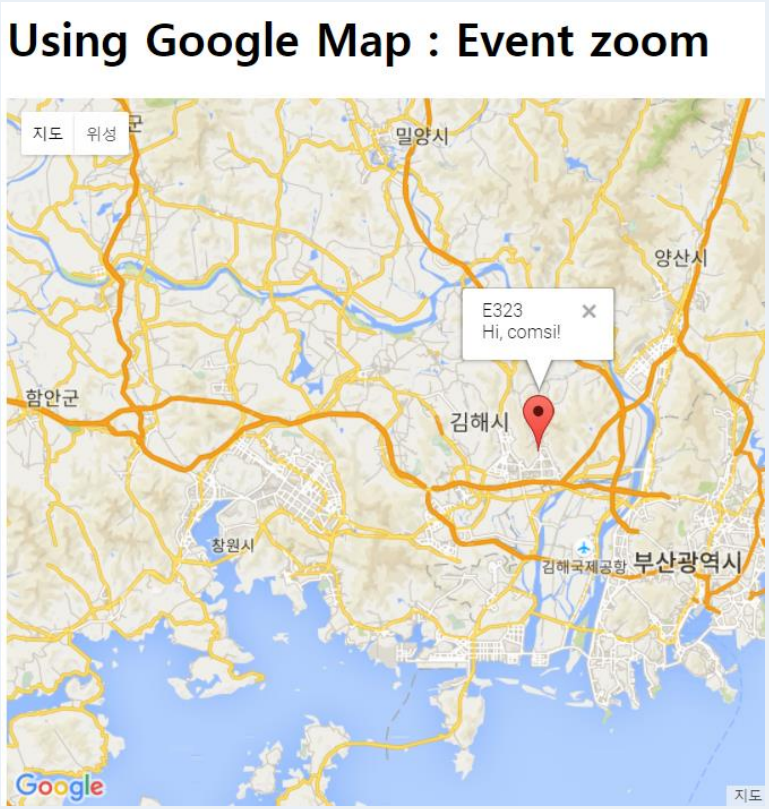
4. Google Maps - Events

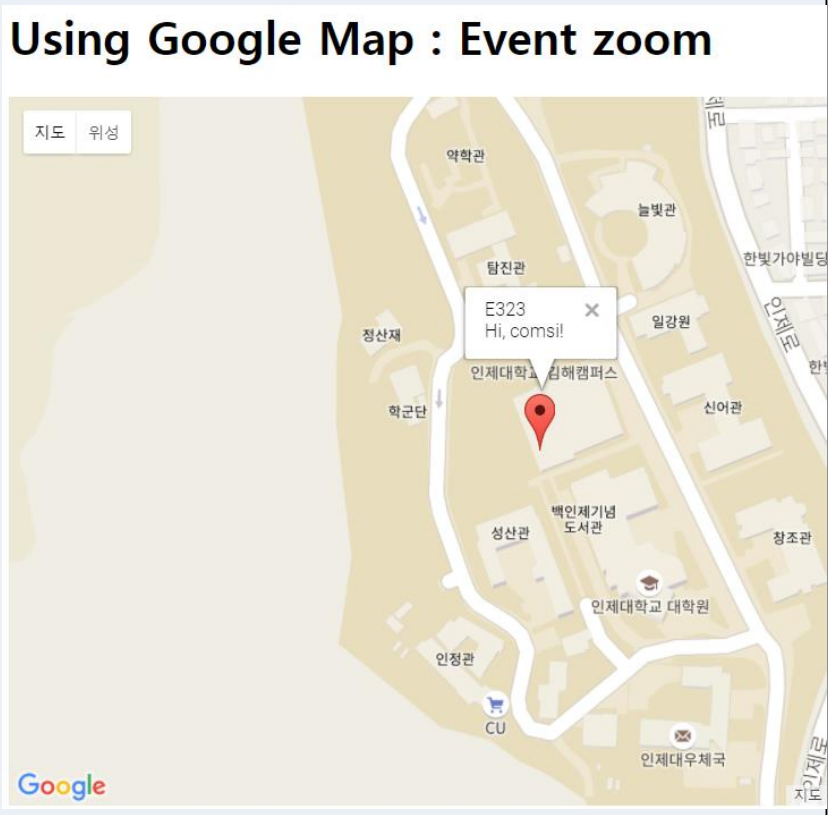
Events

Constructor/Object	Description
MapsEventListener	It has no methods and no constructor. Its instances are returned from addListener(), addDomListener() and are eventually passed back to removeListener()
event	Adds/Removes/Trigger event listeners
MouseEvent	Returned from various mouse events on the map and overlays

4.1 Click The Marker to Zoom

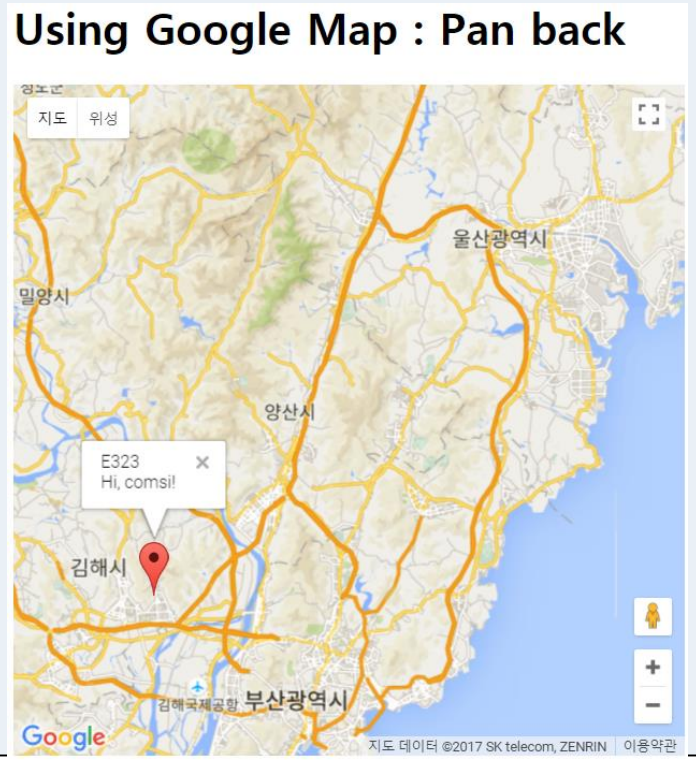
```
// add the below code in <script>

// Zoom to 17 when clicking on marker
  google.maps.event.addListener(marker,'click',function() {
    map.setZoom(17);
    map.setCenter(marker.getPosition());
  });
```

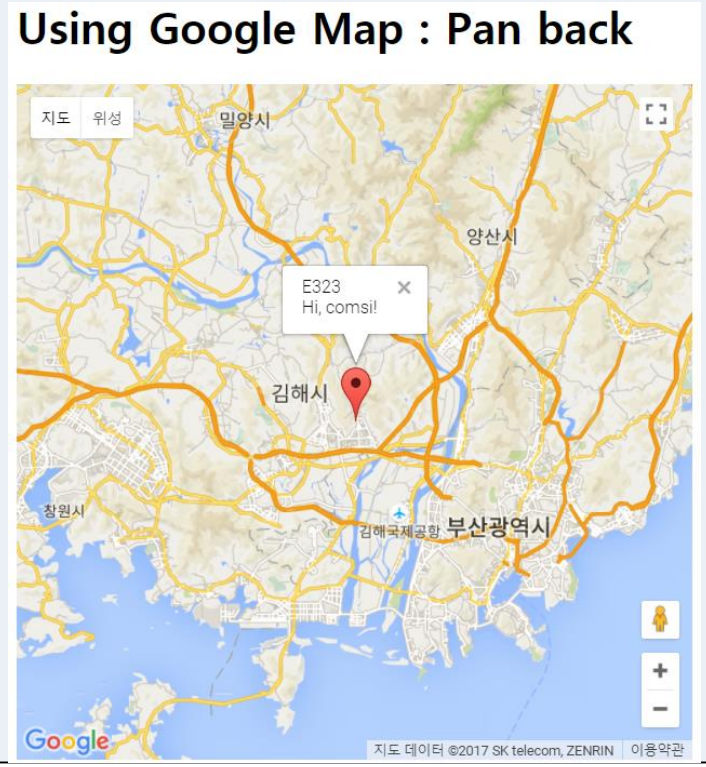




4.2 Pan Back to Marker

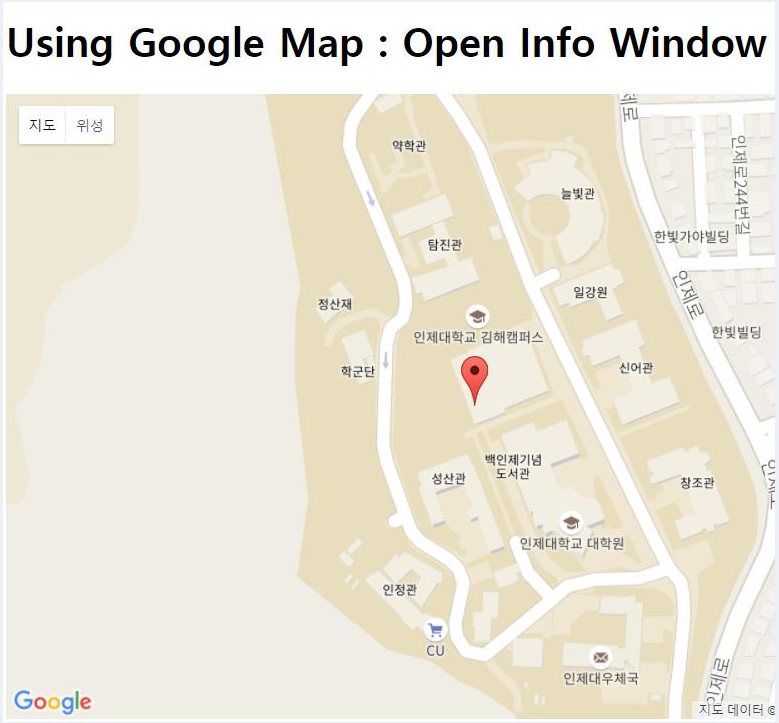
```
// add the below code in <script>
// add an event handler to the map for changes to the 'center' property and pan the map back to
// the marker after 3 seconds on a center_changed event:

google.maps.event.addListener(map,'center_changed',function() {
  window.setTimeout(function() {
    map.panTo(marker.getPosition());
  },3000);
});
```





4.3 Open an InfoWindow When Clicking on The Marker

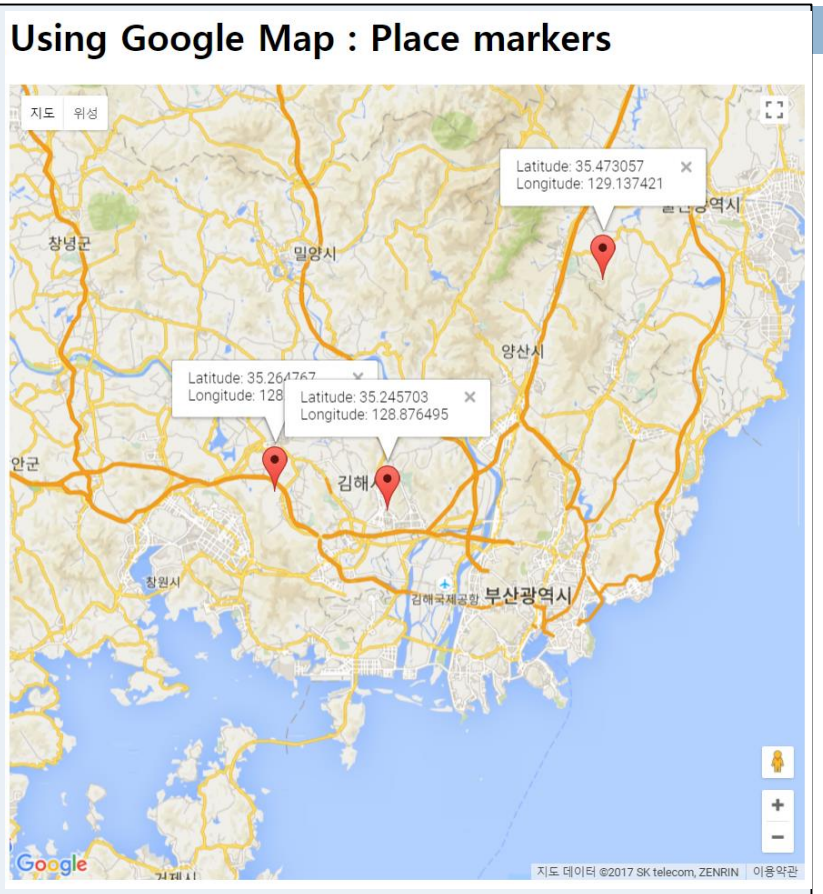
```
// add the below code in <script>
// Click on the marker to show an infowindow
google.maps.event.addListener(marker, 'click', function() {
  infowindow.open(map,marker);
});
```



4.4 Set Markers and Open InfoWindow for Each Marker

```
// add the below code in <script>
// Place markers and open infowindow for each marker

google.maps.event.addListener(map, 'click', function(event) {
  placeMarker(event.latLng);
  });

function placeMarker(location) {
  var marker = new google.maps.Marker({
    position: location,
    map: map,
  });
  var infowindow = new google.maps.InfoWindow({
    content: 'Latitude: ' + location.lat() +
    '<br>Longitude: ' + location.lng()
  });
  infowindow.open(map,marker);
}
```

// 그 동안 작업했던 **overlay**를 모두 지우고 시작.



MSnn_Place_Markers.png

```
<div id="googleMap" style="width:600px;height:600px;"> </div>
```

5. Google Maps – Controls

Google Maps - The Default Controls

When showing a standard Google map, it comes with the default control set:

- Zoom - displays a slider or "+/-" buttons to control the zoom level of the map
- Pan - displays a pan control for panning the map
- MapType - lets the user toggle between map types (roadmap and satellite)
- Street View - displays a Pegman icon which can be dragged to the map to enable Street View

Google Maps - More Controls

In addition to the default controls, Google Maps also has:

- Scale - displays a map scale element
- Rotate - displays a small circular icon which allows you to rotate maps
- Overview Map - displays a thumbnail overview map reflecting the current map viewport within a wider area

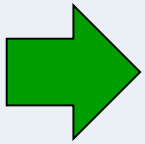
You can specify which controls to show when creating the map (inside MapOptions) or by calling setOptions() to change the map's options.

https://www.w3schools.com/graphics/google_maps_controls.asp

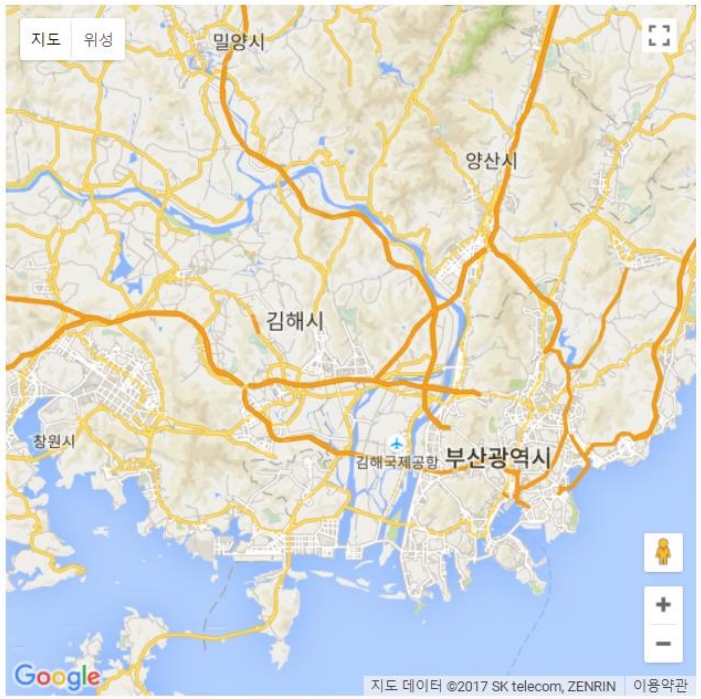
5.1 Disabling The Default Controls

```
// add the below code in <script>
var mapProp = {
    center: new google.maps.LatLng(35.249164, 128.901881), // E323
    disableDefaultUI:true,
    zoom:17,
    mapTypeId: google.maps.MapTypeId.ROADMAP
};
```

Using Google Map : Enable controls

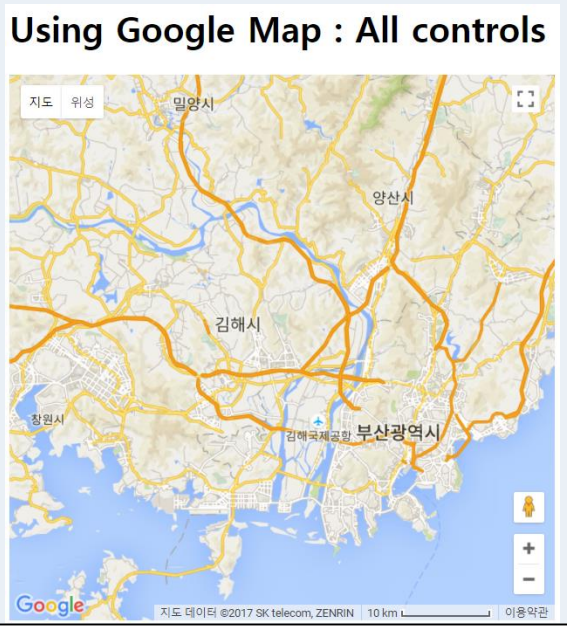


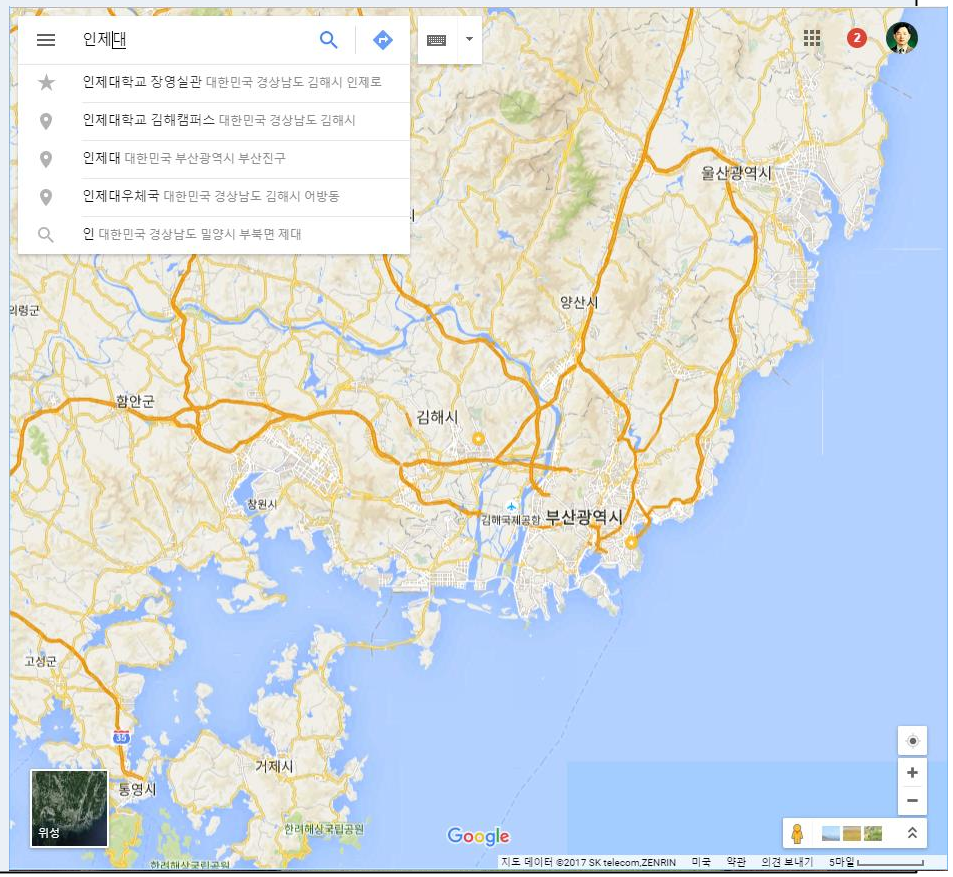
Using Google Map : Enable controls



5.2 Turn On All Controls

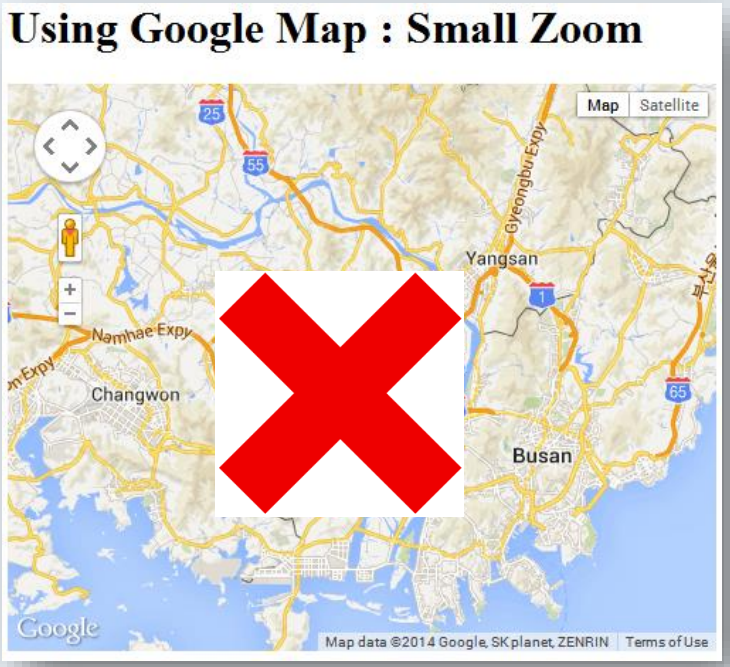
```
// add the below code in <script>
var mapProp = {
    center: new google.maps.LatLng(35.249164, 128.901881), // E323
    panControl:true,
    zoomControl:true,
    mapTypeControl:true,
    scaleControl:true,
    streetViewControl:true,
    overviewMapControl:true,
    rotateControl:true,
    zoom:17,
    mapTypeId: google.maps.MapTypeId.ROADMAP
};
```

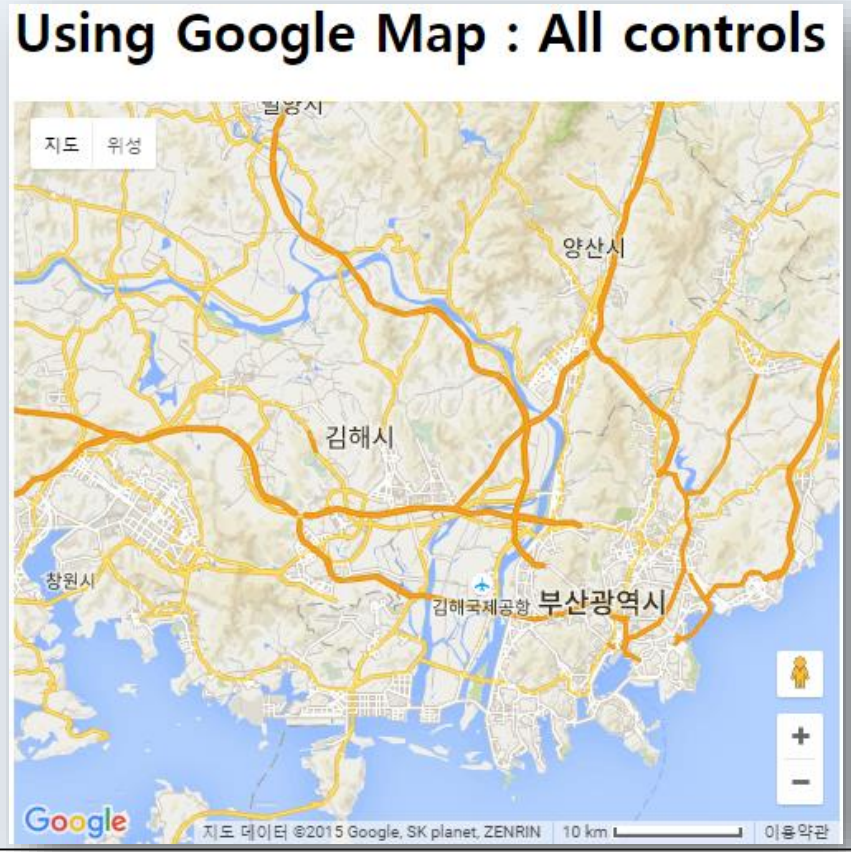




5.3.1 Modifying Controls – small Zoom

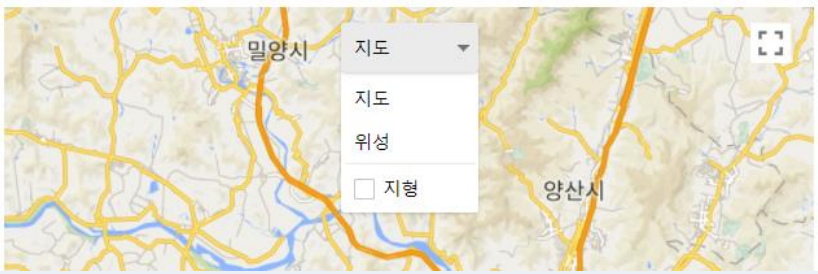
```
// add the below code in <script>
var mapProp = {
    center: new google.maps.LatLng(35.249164, 128.901881), // E323
    zoom:17,
    zoomControl:true,
    zoomControlOptions: {
      style:google.maps.ZoomControlStyle.SMALL
    },
    mapTypeId: google.maps.MapTypeId.ROADMAP
};
```

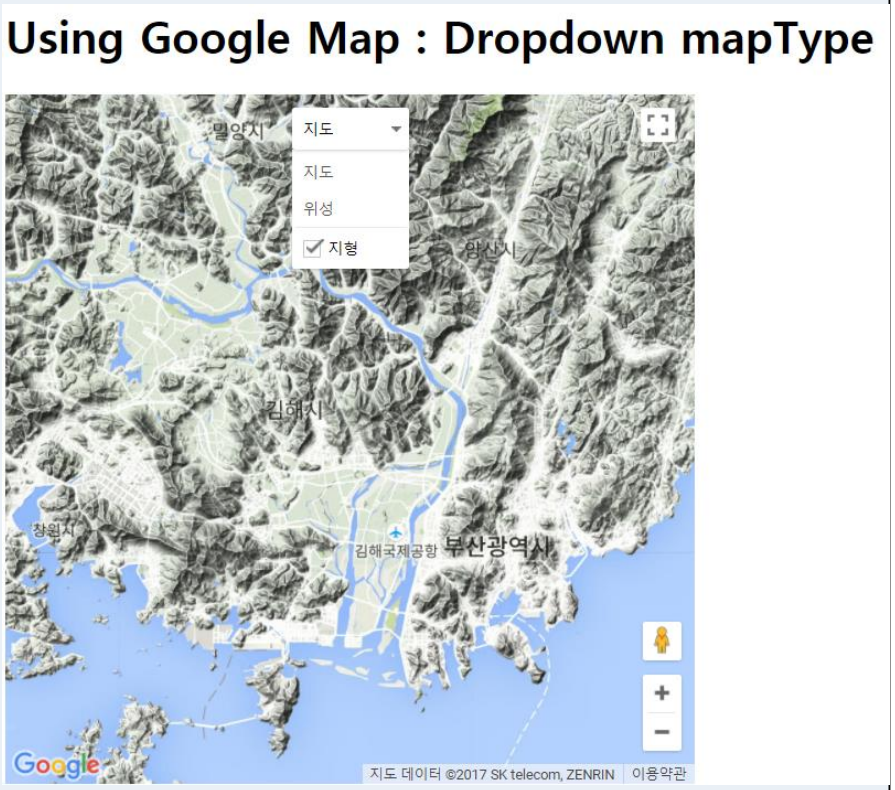




5.3.2 Modifying Controls – dropdown mapType

```
// add the below code in <script>
var mapProp = {
    center: new google.maps.LatLng(35.249164, 128.901881), // E323
    zoom:17,
    mapTypeControl:true,
    mapTypeControlOptions: {
      style:google.maps.MapTypeControlStyle.DROPDOWN_MENU
      //position:google.maps.ControlPosition.TOP_CENTER
    },
    mapTypeId: google.maps.MapTypeId.ROADMAP
};
```





MSnn_MapType_UI.png

과제09. msnn_rpt09.zip

[실습과제09] Google Map Basic

[1] 실습 결과 그림 3장 저장.
[2] MSnn_NPP_Alert .png
MSnn_Place_Markers.png
MSnn_MapType_UI.png

****** MSnn_Rpt09.zip 으로 압축해서 제출하시오.**

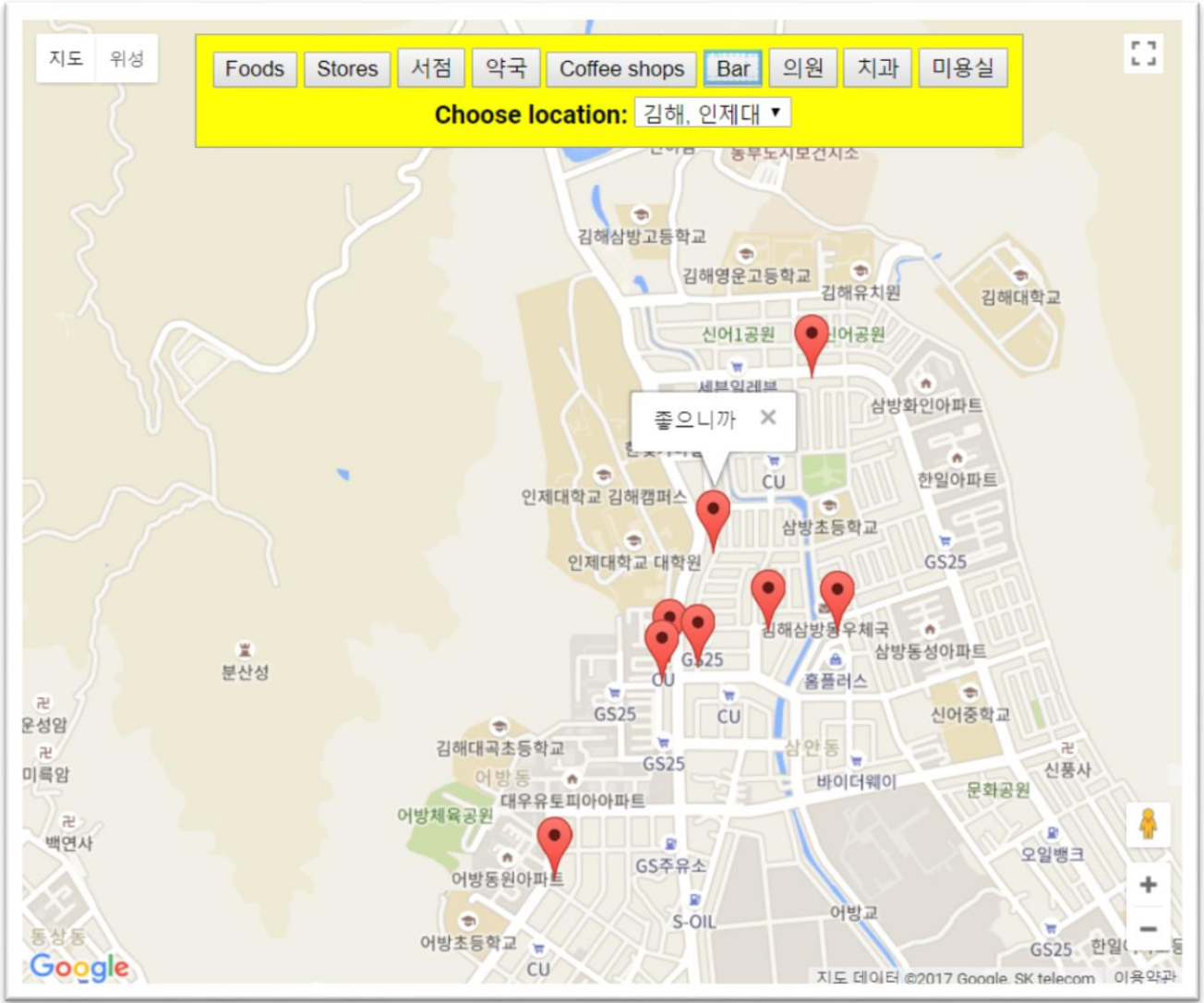
[제출파일] msnn_rpt09.zip (11월14일 오후 6시 마감)

html 파일과 사용된 그림을 압축하여 이메일로 “msnn_rpt09” 제목으로 제출

Email : chaos21c@gmail.com

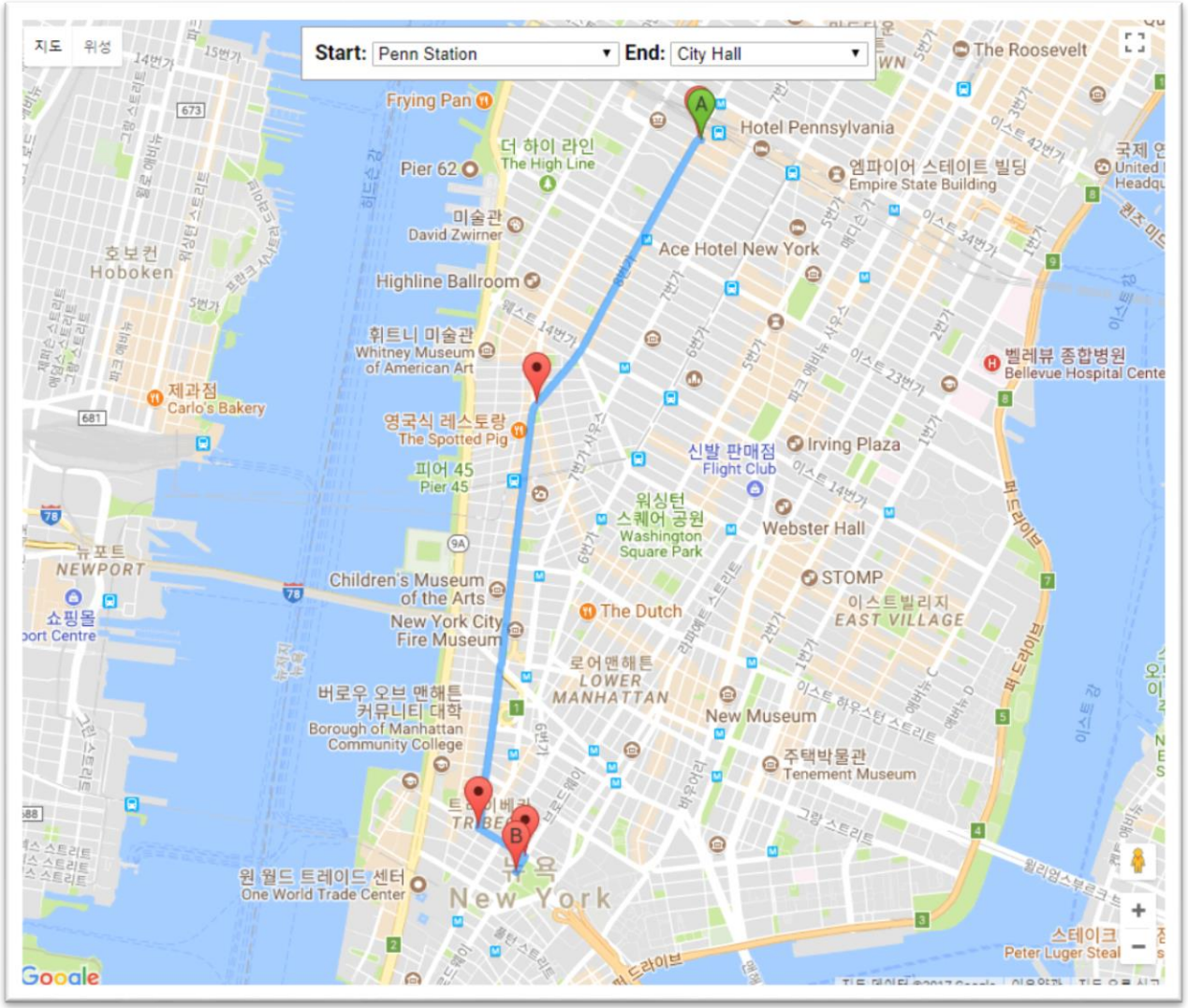
Target #2:

Using Google Map API V3



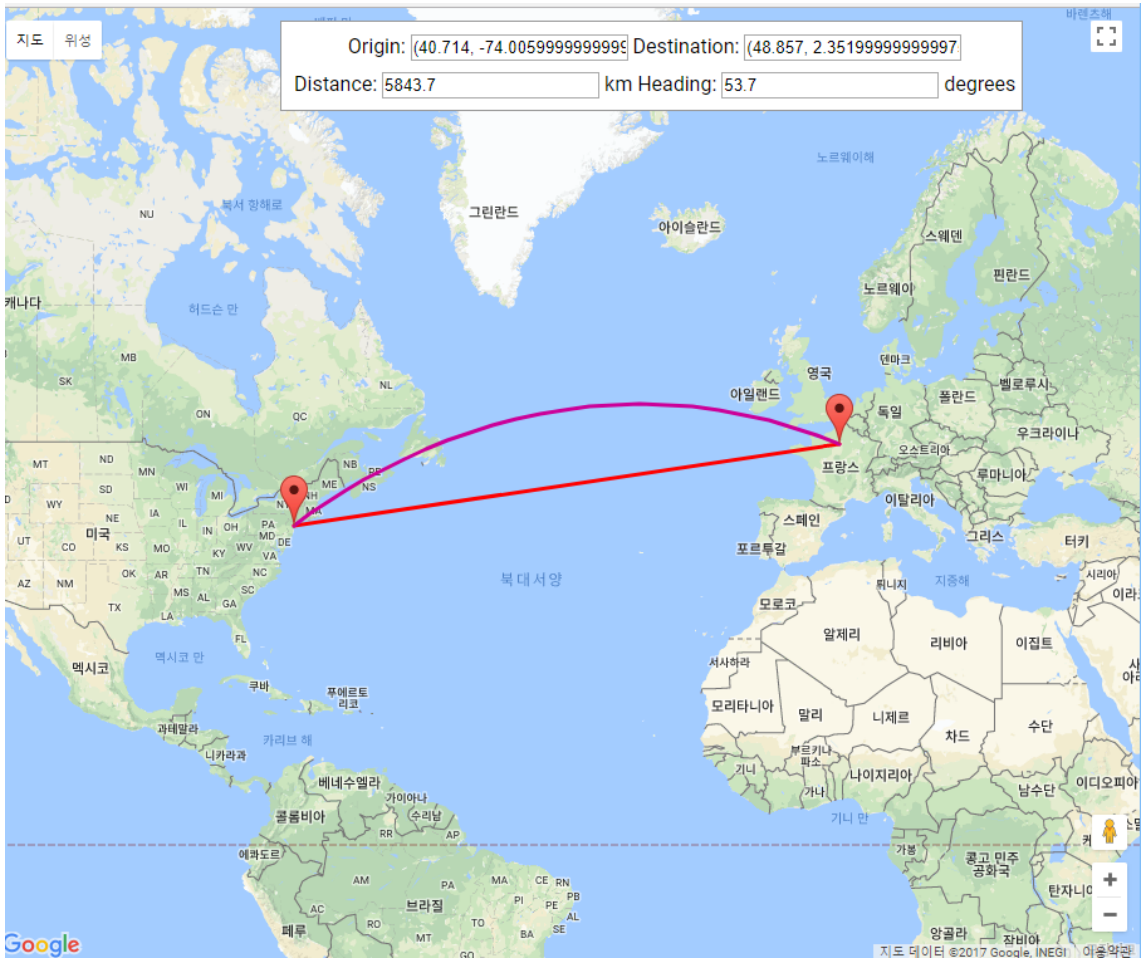
Target #2:

Using Google Map API V3



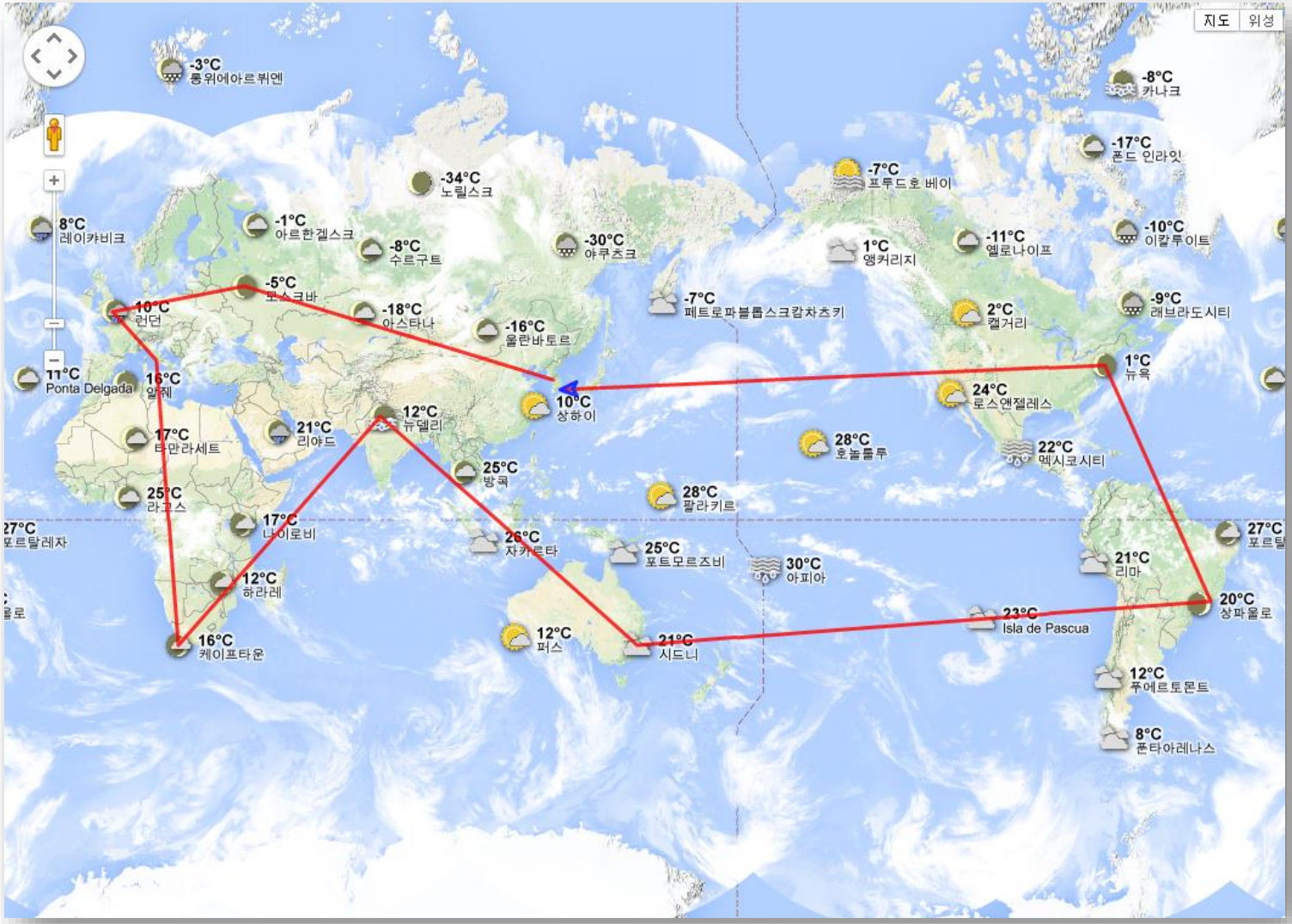
Target #2:

Using Google Map API V3



Challenge:

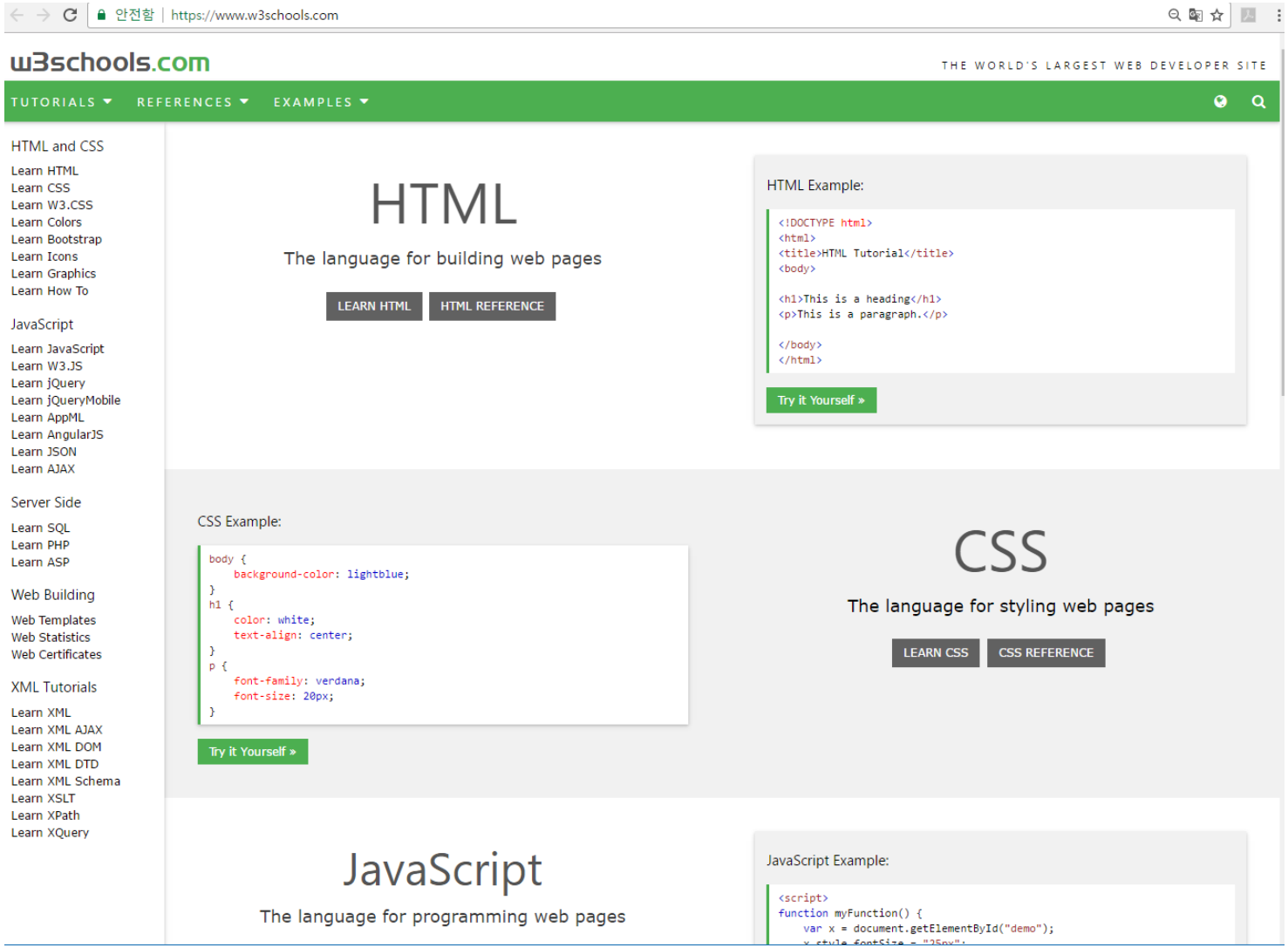
Using Google Map API V3



교재 WEB 강의 소개

http://webprogramming.co.kr

관련 WEB 강의 소개 – w3schools.com



http://www.w3schools.com