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## Lab 2: Interactive Web Map applications using open-source technologies-Leaflet

Due: See Assignment schedule on Canvas

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### Goal

The goal of this exercise is to learn how to create interactive, dynamic web maps using an open-source client-side web mapping library (Leaflet).

Download `lab2.zip` from Canvas, which contains the following files

- `app.js`: the template of the node server.
- `lab2part1.html`: an example HTML to get started.
- `public` (folder): to place your files

### Preparation

- Create a folder and name it `lab2` and under that folder run

```
npm init
npm install express --save
```

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## WEB MAPPING

Copy the `app.js` and `lab2part1.html` to `lab2` and run

```
node app.js
```

Visit <http://localhost:3000/>. Ensure that it displays This is web and mobile gis course, lab2!.

## References

- Leaflet <https://leafletjs.com/>

## 1 Creating web maps with Leaflet

### 1.1 Create a simple map with Leaflet

In order to use Leaflet in your web app, you will need to first add the JavaScript library to your project. There are 3 ways to do it:

- (1) Use a hosted version (Recommended). You can set the following tags in `lab2part1.html`.

```
<link rel="stylesheet" href="https://unpkg.com/leaflet@1.6.0/dist/leaflet.css"/>
<script src="https://unpkg.com/leaflet@1.6.0/dist/leaflet.js"></script>
```

- (2) Use a downloaded local version. Download Leaflet from <https://leafletjs.com/download.html>. Extract the file under the **public folder** in your project. (The leaflet script file must be accessible from the HTML file so that they are placed under the public folder.) Update the tags in `lab2part1.html`

```
<link rel="stylesheet" href="/path/to/leaflet.css" />
<script src="/path/to/leaflet.js"></script>
```

- (3) Use npm to install the dependency. In a terminal under your project folder, execute

```
npm install leaflet
```

You will find a copy of the Leaflet release files in `node_modules/leaflet/dist`

Add the line to your `app.js`

```
app.use('/scripts', express.static(__dirname + '/node_modules/leaflet/dist/'));
```

Update the tag as

```
<link rel="stylesheet" href="/scripts/leaflet.css" />
<script src="/scripts/leaflet.js"></script>
```

Once the Leaflet Javascript library is added, there is a need to add Leaflet map and set the basemap layer. To achieve this add the following lines of code in script tag in `lab2part1.html`

```
var map = L.map('mapid').setView([59.324608, 18.06736], 12);
osm=L.tileLayer('https://{s}.tile.openstreetmap.org/{z}/{x}/{y}.png', { attribution: '&copy; <a href="https://www.openstreetmap.org/copyright">OpenStreetMap</a> contributors' }).addTo(map);
```

## WEB MAPPING

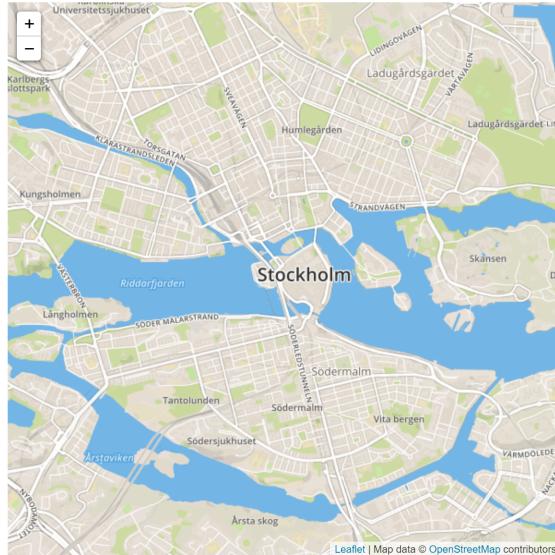


Figure 1.1: A simple map created with Leaflet

Run your program with the

```
node app.js
```

Visit <http://localhost:3000/lab2part1>. Make sure that you see the map in Figure 1.1.

Using Leaflet, the user can add markers and shapes on the map. The user can also link popups to the shapes using `bindPopup` function. Add a marker, circle and a polygon using the code:

```
L.marker([59.324608, 18.06736]).addTo(map).bindPopup("<b>Welcome to  
Stockholm!</b><br />I am a popup.").openPopup();  
  
L.circle([59.346155, 18.049538], 500, {  
color: 'red',  
fillColor: '#f03',  
fillOpacity: 0.5  
}).addTo(map).bindPopup("I am a circle.");  
  
L.polygon([  
[59.312686, 18.016798],  
[59.330388, 18.023071],  
[59.317601, 18.041611]  
]).addTo(map).bindPopup("I am a polygon.");
```

Visit <http://localhost:3000/lab2part1> again. Make sure that you see the map in Figure 1.2.

### Task

- Briefly explain the JavaScript code in the `lab2part1.html`
- Replace the basemap with Google Map. You may take help from [here](#)
- Add a marker at KTH with a custom icon (e.g., [school icon](#)). You may reuse the code in this [example](#).

Hint: you can update tile layer configurations with Google Map JavaScript URL.

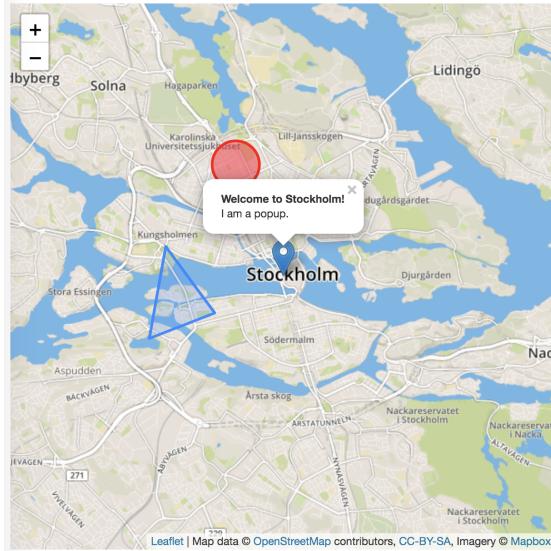


Figure 1.2: A simple map created with Leaflet

## 1.2 Adding Vector Layers

Leaflet provides APIs for loading vector data in form of GeoJSON. GeoJSON is a format for encoding a variety of geographic data structures. It supports the following geometry types: Point, LineString, Polygon, MultiPoint, MultiLineString, and MultiPolygon. Geometric objects with additional properties are Feature objects. Sets of features are contained by FeatureCollection objects. Take a look at the simple example below and for more information about GeoJSON see this link: <https://tools.ietf.org/html/rfc7946>.

In this lab we are going to use the GeoJSON file : **data.geojson** already placed in public folder, whose format is shown in List 1

Listing 1: Example of a GeoJSON format

```
{
  "type": "Feature",
  "properties": {
    "Name": "Blue line 10",
    "color": "Blue",
    "number": 10
  },
  "geometry": {
    "type": "LineString",
    "coordinates": [
      [17.887845, 59.396892], [17.901535, 59.394292], ...
    ]
  }
}
```

To load the GeoJSON from a URL, we will use the `$.ajax` function provided by JQuery. Add the script tag below to the `head` tag of your HTML file.

```
<script src="https://code.jquery.com/jquery-3.4.1.min.js" integrity="sha256-CSXorXvZcTkaix6Yvo6HppcZGetbYMGWSFlBw8HfCJo=" crossorigin="anonymous"></script>
```

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Add the following JavaScript code to your html file and check the map in your browser.

Listing 2: Add GeoJSON data to the map

```
function onEachFeature(feature, layer) {
  var popupContent = "<p>I started out as a GeoJSON " +
    feature.geometry.type + ", but now I'm a Leaflet vector!</p>";
  layer.bindPopup(popupContent);
}

var metroline;

$.ajax({
  type: 'GET',
  url: '/data.geojson',
  dataType: 'json',
  async: false,
  success: function(data){
    metroline=L.geoJSON( data,
    {
      style: function(feature)
      {
        return {color: "#438ddf"};
      }
      , onEachFeature:onEachFeature
    }).addTo(map);
  }
});
```

### Task

- Briefly explain the codes in List 2
- Update the code to achieve the functionalities
  1. Choose a different line style for the GeoJSON layer.
  2. Show the color of each line according to the line color stored in the GeoJSON property (Common color name e.g., red, blue, can be directly assigned to the color attribute in the style).
  3. When the line is clicked, pop up a window to show its line number.

Hint: you can refer to the following documentation

- Style of path <https://leafletjs.com/reference-1.6.0.html#path-option>
- Leaflet GeoJSON documentation <https://leafletjs.com/reference-1.6.0.html#geojson>
- You can call `feature.properties.fieldname` to access the field value of a feature

### 1.3 Working with Events

Most of the components (objects), like map, layers or controls, trigger events to notify of changes. For example, we can be notified each time the mouse is moved over the map, a feature is clicked, when a feature is added to a vector layer, etc.

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Events can be easily registered on an object with the `on()` method. Now we are going to register a *event listener* that gets notified when you click on the map. A listener gets a *handle function* that is called every time the event occurs.

Add the following snippet to your HTML file, then save and refresh in the browser.

Listing 3: Add a click event listener for the map

```
var popup = L.popup();

function onMapClick(e) {
    popup
        .setLatLng(e.latlng)
        .setContent("You clicked the map at " + e.latlng.toString())
        .openOn(map);
}
map.on('click', onMapClick);
```

### Task

Read through the Leaflet tutorial at <https://leafletjs.com/examples/choropleth/> carefully and try to integrate the info window and style highlighting functions into your web map. When a line is hovered by the cursor, highlight it (with a different color or width) and display information the highlighted feature in a window as shown in Figure 1.3.

Hint:

- You will need to implement two listeners: `highlightFeature()` for the `mouseover` event and `resetHighlight()` for the `mouseout` event to achieve a natural interaction.
- You will modify some parts below to implement the functionalities.

```
var info = L.control({position: 'bottomright'});

info.onAdd = function(map) {
    this._div = L.DomUtil.create('div', 'info');
    this.update();
    return this._div;
};

info.update = function(props) {
    // To be filled
};

info.addTo(map);

function highlightFeature(e) {
    // To be filled
}

function resetHighlight(e) {
    // To be filled
}
```

You will also need to register the two listeners for each feature in the GeoJSON.

```
function onEachFeature(feature, layer) {
    // Previous content
```

## WEB MAPPING

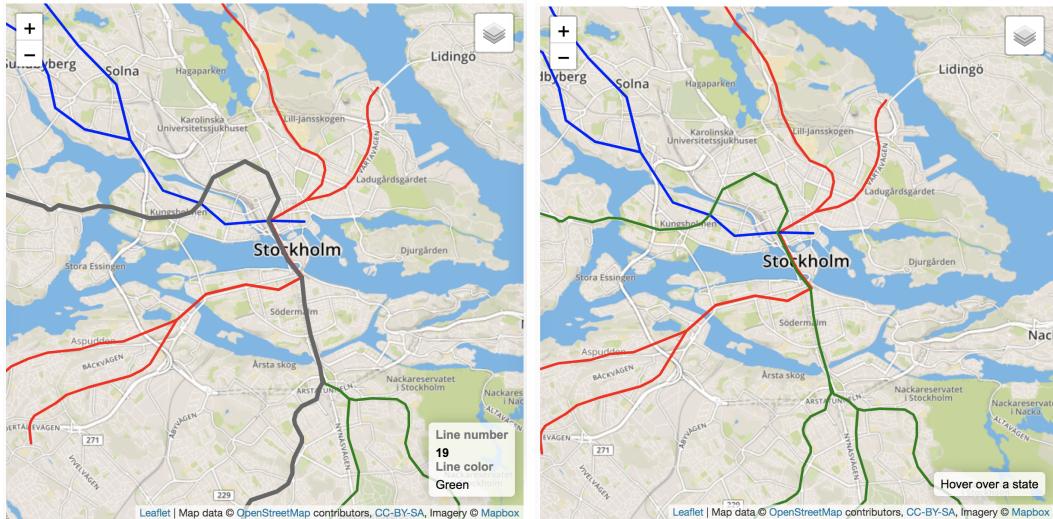


Figure 1.3: Feature highlighted (left) and unhighlighted (right)

```
...
// New event listeners added.
layer.on({
  mouseover: highlightFeature,
  mouseout: resetHighlight,
});
}
```

- The info window is dynamically added to the HTML, the link to the CSS style is already added in the HTML file.

### 1.4 Adding layer controls

As we have seen, we can add various type of layers to the map, it would be convenient to design a layer controller so that the user can turn on/off the visibility or switch between specific groups of layers. Leaflet provides an API called layer group to achieve this goal.

Study the tutorial at <https://leafletjs.com/examples/layers-control/> carefully and finish the following tasks.

#### Tasks

- Add two base map layers Mapbox and Google Map so that you can choose one of them as the basemap.
- Add a layer group called data to include Marker layer, GeoJSON layer, etc.
- Make necessary screenshots for the maps in your report

## 2 Deliverables

Submit a written report in PDF format on Canvas for the following deliverables. Write the name of your group members on the report. Your deliverables should include the following.

## WEB MAPPING

1. Show your interactive web map to the teaching assistant.
2. Include in your submission the html file.
3. Include typical screenshots of your map in your report and explain the relevant parts (code segments) that make up your map.

### 3 Leaflet plugins (Optional)

Quite a lot of third party plugins have been developed for Leaflet, which are listed at  
<https://leafletjs.com/plugins.html>.

Several popular plugins include

- Leaflet draw <http://leaflet.github.io/Leaflet.draw/docs/leaflet-draw-latest.html>
- Leaflet marker cluster <https://github.com/Leaflet/Leaflet.markercluster>
- Leaflet heatmap  
<https://www.patrick-wied.at/static/heatmapjs/example-heatmap-leaflet.html>
- OSM buildings  
<https://osmbuildings.org/?lat=59.34763&lon=18.07143&zoom=16.8&tilt=30>

Try some of those plugins, it may inspire you some wonderful ideas for your project.