Map.

**What it is**

How it looks –

Shows a map of the user’s surrounding location. The map displays the user’s location, shown as a distinctive marker. When clicked, this marker displays an info window, further identifying itself as displaying the user’s location. When the use changes location, the user’s location on the map will be updated in response.

Also shown on the map are places of interest near to the user, also displayed as markers, and identified as such through their difference to the user’s location marker. These specific markers have been determined by the user’s selection of which types of places of interest they’d like to view. When these markers are clicked, the names of these places of interest are displayed to the user in information windows.

There is also a button on the top of the map stating ‘Add new location’. This allows the user to user to add their own custom markers to the map. When this is selected two more buttons are dynamically created, allowing the user to confirm their choice of marker location or cancel their attempt at making a new marker. When either of these buttons has been selected, both buttons are then removed, as they are then unnecessary.

How it works –

What’s needed –

**Why it’s being used**

**What technologies were chosen and why**

**How it was developed**

To develop the map, I had to first learn how to first made account of all the functionality required, and then as I was learning how to