River Pyle

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GHY 3814

3/8/2022

Lab 3 – “My First Web Map” Reflection

During this lab, I was able to build new skills, improve on old ones, as well as develop an understanding of file tracking through git and use of the leaflet JS library. Although difficult in comparison to html and css styling, use of the Leaflet JS library in addition to other JS was streamlined and the tutorials clearly explain how to use each feature, e.g., linestring, circle, as well as map attributes and feature styling. A significant challenge to the trail system I chose was the only available data was in segments, and I had to import each segment into QGIS, merge the segments that were relevant to the trail I was depicting, and draw in a few missing segments to create a complete polyline. One that was exported to a single JS file leaflet tools imported the variable ‘data’ from the route.js file quickly and accurately. I chose the circle feature versus the markers for significant points in the trail as each circle more accurately represented junctions than markers, which may be 10 – 20 feet off-trail when georeferenced. Moving between the lat , long attributes of each circle adjacent the html-preview and google maps, a relatively location for each junction was found. The css styling for the colors of each feature and the background for the text boxes is based upon the AMC ‘Olympic White’ hexadecimal code as well as hex codes from an earth tone color pallet. An unnecessary detail added early on is the ‘Show/Hide Text’ button, from which various code snippets were taken from github and combined into a function with local variable names. Although a more well-documented trail system and omitting the interactive button may have expediated this lab, I enjoyed building an understand of the base syntax for fast css styling between both JS variables in a web map as well as positioning text. I look forward to building nested web maps, as well as the script to design maps that self-update from inputted GeoJson data.