

CS-Group-12

Web Significant classes

CS-Group-12 Significant Classes for Web

As outlined during the meetings, we have come to the conclusion that the “classes” concerned in the development for web occur on a by-page basis. So each page of the website would have a list of significant classes; unfortunately the map is currently the only page of the website a) I’m aware of, b) That would contain sufficient javascript, PHP and MySQL data to warrant a class diagram.

maps.php

Description of classes for the file maps.php.

```
src="https://maps.googleapis.com/maps/api/js?key=*****&sensor=false">
```

This piece of javascript is part of the google maps API, it gathers my user key and allows access to the functionality of the google map.

```
var image = 'icon2.png';
```

This is simply a pointer, but from this we can change the icon presented to us on the google map.

```
function calcRoute()
```

The calcRoute() function takes the parameters of an origin point and a destination point, from there it will work out the optimal path between the two points and direct the user to follow, drawing the path on the map.

```
function initialize()
```

The initialize() function is the basis for booting the map. Within contains the while loop that accesses our MySQL database and returns all points for a given path. During this time it will display all points with their appropriate marker location and give the descriptions stored of each and every point.

```
var request={}
```

This variable takes the origin, destination and method of travel within the route calculation function, and as such outputs the path to take, whilst making sure no redundant information is added to the map such as path start/end markers.

```
$con
```

Establishes connection to host based on username, password and location.

```
$res
```

Returns appropriate data from selected database for use with google map.

```
var LatLng, var ContentString
```

These are variables concerning the retrieval of data from the database, and as such are unique per point. LatLng creates a new marker posted at the given points within our tables, the contentstring updates the information window with the stored point description.

```
google.maps.event.addListener
```

This creates the information window given at every marker on the map. Creates a listener that waits for a mouse click to open the information window.

```
var marker = new google.maps.Marker
```

Constructor for the marker, reads the position it should be set at, the animation accompanying it upon opening of the map, the drag mode, the icon and the map it should be assigned to.

```
google.maps.event.addDomListener(window, 'load', initialize);
```

Creates map upon load of the window, runs the initialize function to ensure all points and paths are plotted upon creation. Opens the map within the specified window space.

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