The Map class creates a container and required DOM structure for adding [layers](https://developers.arcgis.com/javascript/3/jsapi/layer-amd.html), [graphics](https://developers.arcgis.com/javascript/3/jsapi/graphic-amd.html), an [info window](https://developers.arcgis.com/javascript/3/jsapi/infowindow-amd.html), and other [navigation controls](https://developers.arcgis.com/javascript/3/jshelp/intro_navigation.html).   
  
Typically, a map is added to a page using a DIV. The map's width and height are initialized to those of the DIV container.   
  
The [load](https://developers.arcgis.com/javascript/3/jsapi/map-amd.html#event-load) event is fired after the first layer has been added to the map. At this point, the map is fully functional. A Map.on("load") handler function should be used to add content and change map behaviors.  
  
For an introduction on using the Map class, see [Adding a map](https://developers.arcgis.com/javascript/3/jshelp/intro_firstmap_amd.html).

通常，map创建于div中，map的长度和宽度被div容器初始化。Load事件常会再第一张地图被加到地图中被激发。在这个时候，地图开是工作。Map.on(“load”)通常被用于增加内容或者改变地图操作。

构造方法：new Map(divId, options?)

<Node | String> divId：div的id 必须字段

<Number> attributionWidth：  
<Boolean> autoResize 当浏览器窗口重新启动或者小部件重新刷新时，地图会自动调整大小。默认是自动调整。