

(TKD1206)

# LeafletJS dan GeoJSON

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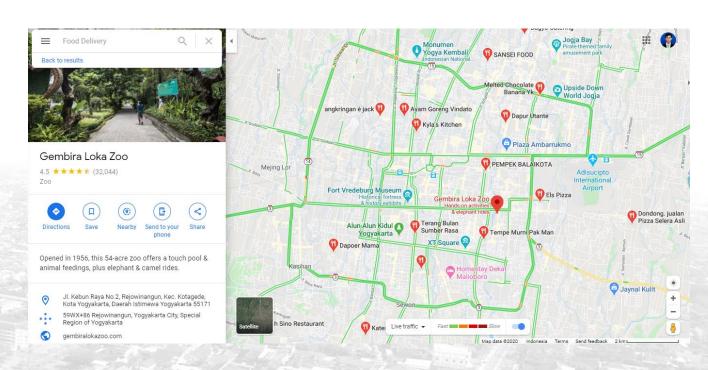
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# Which one is a WebMap?



JPG, uploaded to web



Google Maps

# WebMap ≠ A map accessible online

# WebMap = A Web-Powered Map

Meaning: interactivity, multiple layers, dynamic data, multi-user, etc

## Map Data

## Tiles

# Viewing



**Tiling Engine (server)** 

1

Raster Data

Vector Data



Javascript WebMap
Libraries

(**LeafletJS**, OpenLayers, Mapbox, Google Maps, etc)

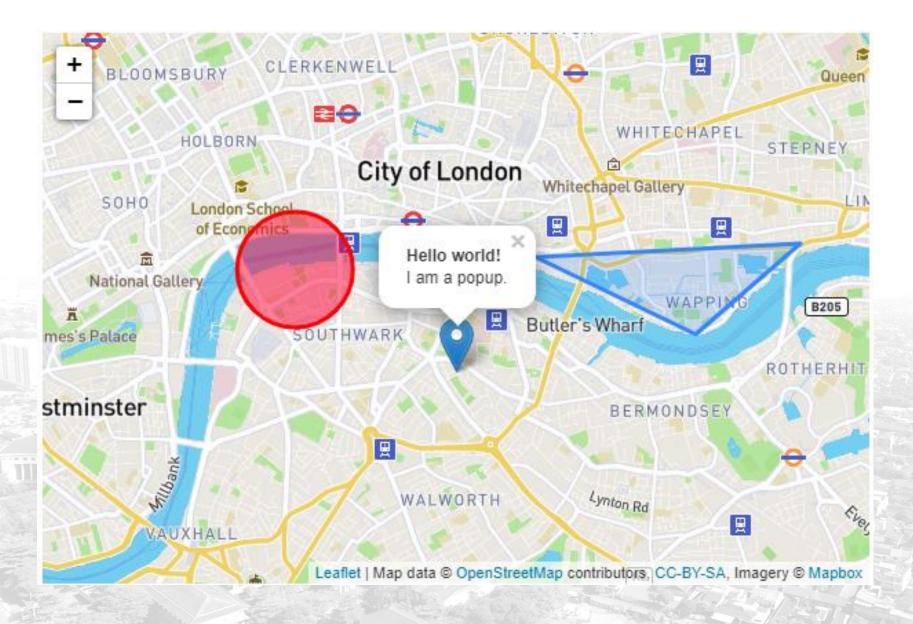




TABLE 6.1: Popular web-mapping libraries

Library	Released	Туре	URL
Google Maps	2005	Commercial	https://developers.google.com/maps/
OpenLayers	2006	Open-source	https://openlayers.org/
ArcGIS API for JS	2008	Commercial	https://developers.arcgis.com/javascript/
Leaflet	2011	Open-source	https://leafletjs.com/
1D3	2011	Open-source	https://d3js.org/
Mapbox GL JS	2015	Commercial	https://www.mapbox.com/mapbox-gl-js/api/

https://geobgu.xyz/web-mapping2/leaflet.html#introduction-5



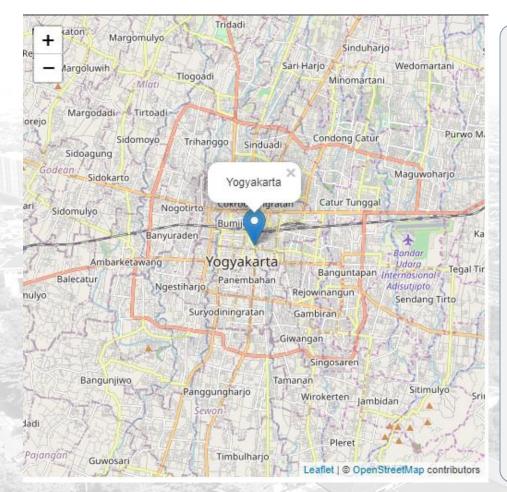
Layer:

Feature Layer ('vector' overlay)

Tilelayer (basemap)



# "An open-source *JavaScript library* for building **interactive web maps**"



```
var map = L.map('map')
   .setView([-7.79558, 110.36949], 12);
L.tileLayer('https://{s}.tile.openstreetmap.org/{z}/{x}
/{y}.png',
{attribution: '© <a
href="https://www.openstreetmap.org/copyright">OpenStreetMap/
a> contributors'})
   .addTo(map);
L.marker([-7.79558, 110.36949])
   .addTo(map)
   .bindPopup('Popup')
   .openPopup();
```

## Bagaimana menggunakan LeafletJS?

Before writing any code for the map, you need to do the following preparation steps on your page:

· Include Leaflet CSS file in the head section of your document:

```
<link rel="stylesheet" href="http://cdn.leafletjs.com/leaflet-0.7.3/leaflet.css" />
```

Include Leaflet JavaScript file:

```
<script src="http://cdn.leafletjs.com/leaflet-0.7.3/leaflet.js"></script>
```

· Put a div element with a certain id where you want your map to be:

```
<div id="map"></div>
```

. Make sure the map container has a defined height, for example by setting it in CSS:

```
#map { height: 180px; }
```

Now you're ready to initialize the map and do some stuff with it.

## **Basic LeafletJS Components**

map.getCenter(); map.getBounds();

```
Setup map
   var map = L.map('map').setView([51.505, -0.09], 13);
Tile Background
L.tileLayer('http://\{s\}.tiles.mapbox.com/v3/\underline{MapID}/\{z\}/\{x\}/\{y\}.png',{ attribution: 'Map
data &copy', maxZoom: 18 }).addTo(map);
Marker
   var marker = L.marker([51.5, -0.09]).addTo(map);
Popup
marker.bindPopup("<b>Hello world!</b><br>I am a popup.").openPopup();
Control
var controlLayers = L.control.layers(maps).addTo(map);
Events
```

## **Fungsi Interaktif LeafletJS**

#### Interaction Features

#### General

· Drag panning with inertia

#### On Desktop Browsers

- · Scroll wheel zoom
- · Double click zoom
- · Zoom to area (shift-drag)
- Keyboard navigation (with arrows and +/- keys)

#### On Mobile Browsers

- Multi-touch zoom (iOS, Android 4+, Win8)
- · Double tap zoom

#### For Layers

- Various events: click (tap), mouseover, contextmenu, etc.
- Marker dragging

#### Visual Features

- Zoom animation (for all layers, including tile layers, markers and vector layers)
- · Panning animation
- · Smooth continuous zoom on modern mobile devices
- · Tile and popup fade animation
- Very nice default design for markers, popups and other map controls
- · Retina resolution support for tile layers and markers

#### Available Map Layers

- Tile layers
- Markers
- Popups
- Vector layers: polylines, polygons, circles, rectangles, circle markers
- GeoJSON layers
- Image overlays
- WMS layers
- · Layer groups

### Map Controls

- Zoom buttons
- Attribution
- Layer switcher
- Scale

#### **Customization Features**

- · Pure CSS3 popups and controls for easy restyling
- Image- and HTML-based markers
- A simple interface for implementing custom map layers
- · The same for custom map controls
- Custom map projections (with EPSG:4326, EPSG:3857 and EPSG:3395 out of the box)
- Powerful OOP facilities for extending existing classes

### **Notable Leaflet Plugins**

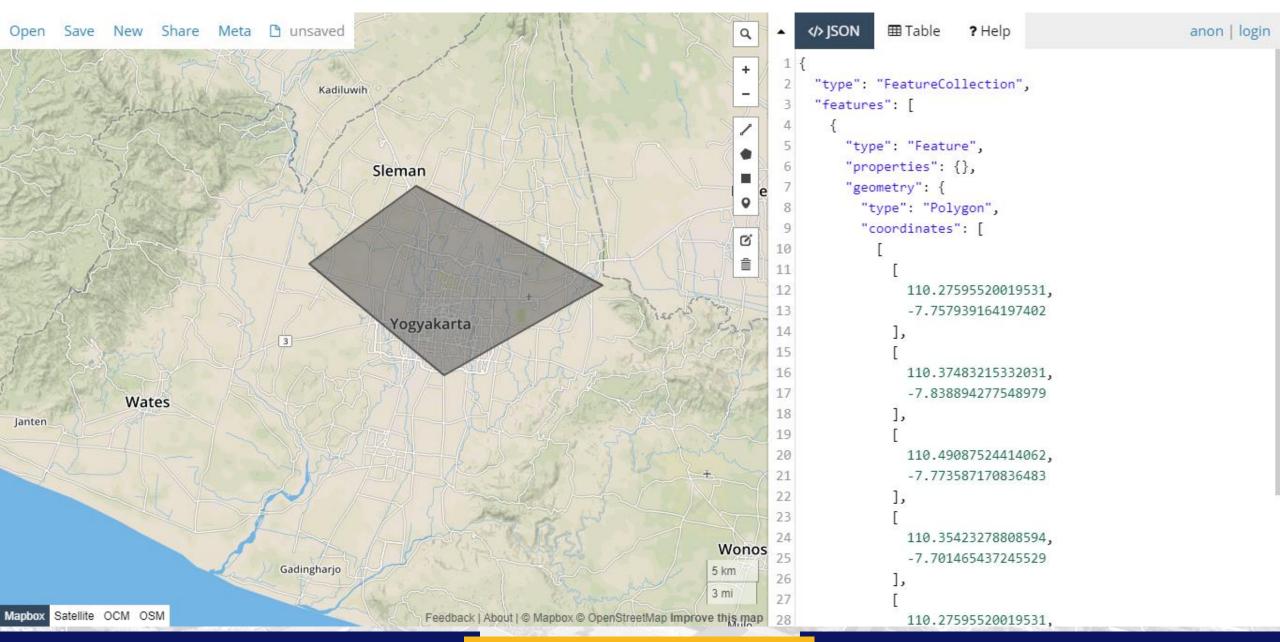
While Leaflet is meant to be as lightweight as possible, and focuses on a core set of features, an easy way to extend its functionality is to use third-party plugins. Thanks to the awesome community behind Leaflet, there are lots of nice plugins to choose from.

#### Layers and Overlays

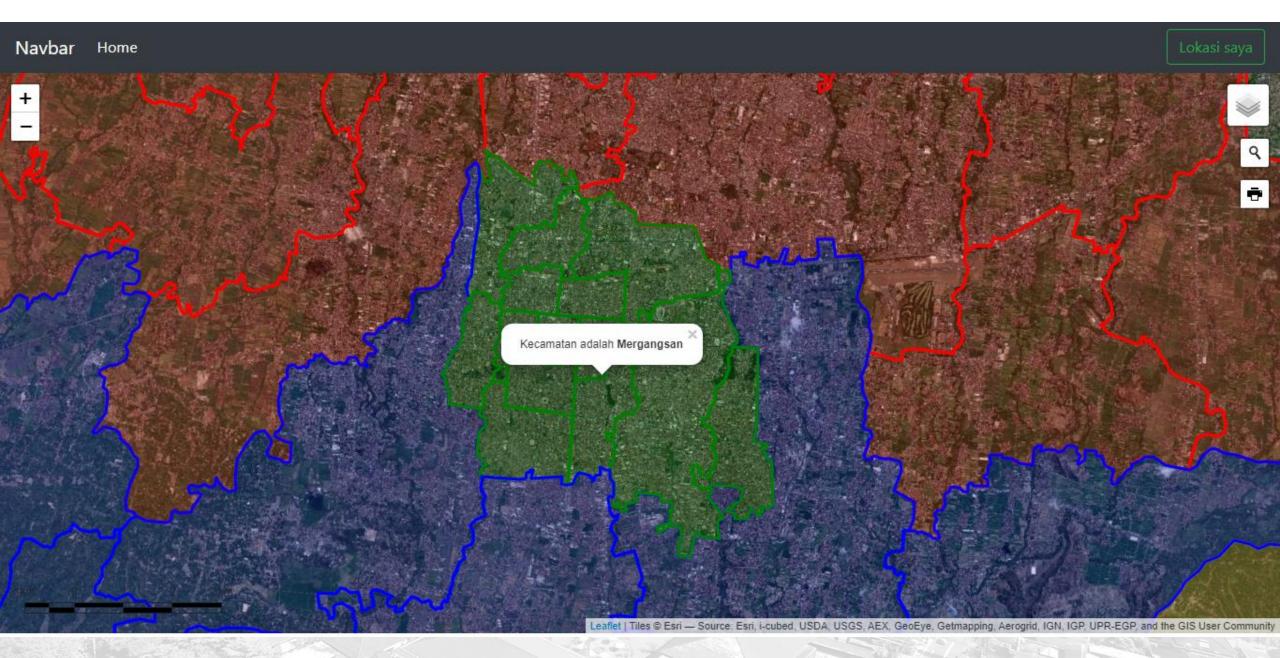
Plugin	Description	Maintainer
<u>Leaflet.FreeDraw</u>	Zoopla inspired freehand polygon creation using Leaflet.js and D3.	Wildhoney
<u>Leaflet.ellipse</u>	Leaflet.ellipse place ellipses on map by specifying center point, semi-major axis, semi-minor axis, and tilt degrees from west.	JD Fergason
<u>Leaflet.plotter</u>	leaflet-plotter allows you to create routes using a leaflet powered map. You can click on the midpoints to create a new, draggable point.	Nathan Mahdavi
<u>Leaflet.markercluster</u>	Beautiful, sophisticated, high performance marker clustering solution with smooth animations and lots of great features. Recommended!	Dave Leaver
<u>Leaflet.label</u>	Adds text labels to map markers and vector layers.	Jacob Toye
RaphaelLayer	Allows you to use Raphael as a layer on a Leaflet map for advanced animations and visualizations.	<u>Dynamic Methods</u>

## **Plugin LeafletJS**

### **GeoJSON**



## LeafletJS + GeoJSON + Plugins, ++ Bootstrap





# TERIMA KASIH

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