# Intro to Leaflet

Library Instructional Tech Training UNC Greensboro

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> Go to: go.uncg.edu/pomuwl

Right-click on the "Demo map files" folder to download, then unzip/extract.

# Objectives

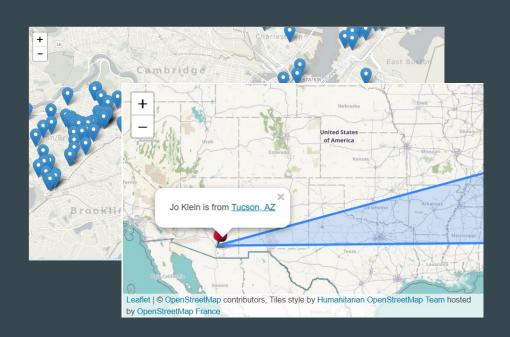
- 1. Learn what Leaflet is and why you would use it.
- 2. Explore the parts of a Leaflet map using an example.
- 3. Learn how the Leaflet library is used by making changes to the example map.

#### What is Leaflet?

Leaflet is an open-source Javascript library for creating mobile-friendly interactive maps.

#### How is Leaflet used?

Leaflet code is used alongside HTML, CSS, and Javascript in web-page or app development.



# Demo Map

#### What does Leaflet do?

- Showing and interacting
  - Panning
  - Zooming
- Tiled base layers
- Feature layers (from the user, i.e. you!)
- Mobile-friendly maps

#### What does Leaflet *not* do?

- Provide data
- Analyze data\*
- Map projections & manipulations
- User interface\*

# Why use Leaflet?

- If you want a simple interactive map without complicated software
- If you want to learn or teach web development and coding
  - o HTML & CSS
  - Javascript/Javascript Object Notation (JSON)
- If you want to teach or practice implementation of accessibility & web design guidelines
  - Mobile-friendly and works across devices
  - Visual design elements
- If you want to explore web-scraping and use of API's.

Making a Leaflet Map

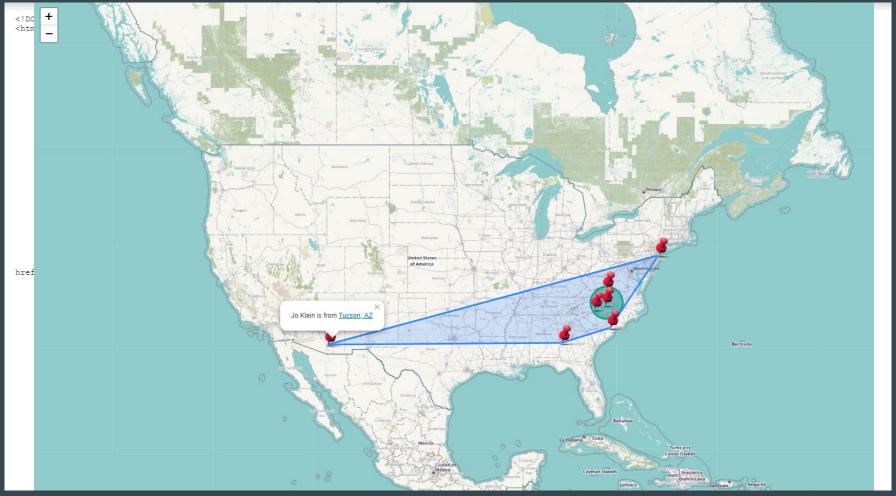
# You'll Need:

- Text editor
  - Notepad (Windows)/TextEdit (Mac)
  - <u>JS Fiddle</u> (in-browser)
  - Sublime Text
- 2. Web browser
- 3. Local web server
  - Python's SimpleHTTPServer
  - WampServer (Windows)/MAMP (Mac)



# Parts of a Leaflet Map\*:

- 1. An HTML page
  - > o map-normal.html
    - o map-watercolor.html
    - o map-normal-easyview.html
  - 2. Leaflet CSS styles
  - 3. Leaflet JavaScript library
  - Images for custom markers (optional)



Google Drive preview of map-normal-formatted.html (which is map-normal.html without notes and indented for easier reading).

#### **HTML Structure**

```
———— Tells browser this is HTML
<!DOCTYPE html>
<html>
    <head>
                       Header
    </head>
    <body>
        <script>
                               Script (Javascript)
                                                         Body
        </script>
    </body>
</html>
```

#### Header

```
<head>
                                                                    Page title
   <title>Sample Leaflet Map - Street Map</title>
   <meta charset="utf-8" />
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
   <link rel="shortcut icon" type="image/png" href="images/star.png"/>
                                                                                        Page icon*
   <link rel="stylesheet" href="css/leaflet.css">
                                                                  Reference to CSS*
   <link rel="stylesheet" href="css/styles.css">
   <script src="js/leaflet.js"></script>
                                                                   Reference to Javascript*
   <script src="js/leaflet-providers.js"></script>
   <meta name="viewport" content="width=device-width, initial-scale=1.0,</pre>
   maximum-scale=1.0, user-scalable=no" />
</head>
```

# **Body**

Sets initial view <br/><body> coordinates, zoom level

```
Container for map on page
<div id="map"></div>
<script>
    var mymap = L.map('map', {
                                                       Defines "mymap" variable
          minZoom: 4, zoomSnap: 0.25
          });
    mymap.setView([39.069150, -95.665372], 4.5);
     var southWest = L.latLng(0,-180), northEast = L.latLng(80, -50);
     var bounds = L.latLngBounds(southWest, northEast);
    mymap.setMaxBounds(bounds);
     L.tileLayer.provider('OpenStreetMap.HOT', {
          maxZoom: 10,
                                                                   Adds basemap tile layer
          attribution: 'attribution-added-here'
          }).addTo(mymap);
```

# Body

# **Adding Map Tiles**

#### **Leaflet Providers**

#### What's an API key?

An application programming interface (API) key is a **unique identifier** used to **authenticate** a program, developer, or user to a website's API.

#### Commonly used to:

- Prevent malicious use or abuse of the API
- Identify the entity using the API.

# **Body > Markers**

```
var testIcon = L.icon({
        iconUrl: 'images/red-icon.png',
                                                          Defines custom marker
        iconSize: [75, 75],
                                                          "testIcon"
        popupAnchor: [9, -12]
        });
var circle = L.circle([36.0697492, -79.8121722], {
        color: '#00A86B',
                                                                            Defines circle
        fillColor: '#00A86B',
                                                                            style and
        fillOpacity: 0.5,
                                                                            location
        radius: 160934.5 //100 miles converted to meters
        }).addTo(mymap);
                                           Adds to map
```

# **Body > Data & Popups**

coordinates

# Adding Data

#### **Common sources for coordinates:**

- Google Maps
- Wikipedia
  - o <u>Tucson, Arizona on Wikipedia</u>

#### **Resources and Tutorials**

- Maptime Boston: Leaflet intro
- MaptimeTO: Leaflet basics
- <u>Leaflet</u>

