

CT4009

Dynamic Map Markers

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What we'll cover

- Geolocation
- Promises
- Fetch
- Google Maps API

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Geolocation API

- A browser API for getting information about the user's location
- The user must grant permission to a website before it can get their information
- A very useful API for working with Google Maps (and social network based assignments...)

Link to documentation:

https://developer.mozilla.org/en-US/docs/Web/API/Geolocation_API

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Geolocation API Example



```
navigator.geolocation.getCurrentPosition(position => {  
  alert(`  
    Your latitude is ${position.coords.latitude}.  
    Your longitude is ${position.coords.longitude}.  
  `);  
});
```

Promises

It's a method that allows us to resolve or reject a block of code, asynchronously. This means that we can ask for something and carry on knowing that our promise, **promises** to return something when it's ready.

Useful for:

- Network requests
- Preloaders
- Most modern JavaScript APIs

Article: <https://developers.google.com/web/fundamentals/primers/promises>

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```
function getLocation() {  
  return new Promise((resolve, reject) => {  
  
    // Detect if geolocation is available, reject if not  
    if(!'geolocation' in navigator) {  
      reject({ message: 'Geolocation not available' });  
    }  
  
    // Grab the user's position and resolve promise with the coordinates  
    navigator.geolocation.getCurrentPosition(position => {  
      resolve(position.coords);  
    });  
  });  
}
```

Fetch

Fetch is a native, promise-based method for loading remote data. It's very similar to the jQuery Ajax method which you all have used in your lab work.

Key points:

- It's native JavaScript, not a framework
- It's promise based, so very good at dealing with large, slow data
- It's supported in all major browsers

Link to documentation:

https://developer.mozilla.org/en-US/docs/Web/API/Fetch_API

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Fetch Example



```
fetch( 'https://api.jsonbin.io/b/5c96a3377726fe2562cf7ff8' )  
  .then(response => response.json( ))  
  .then(data => {  
    console.log(data);  
  });
```


Let's put all of this together into an example

Live Coding Example

I'm going to show you the following example.

We'll:

- Create a new map instance
- Get the user's current location and add it to the map
- Get some JSON data and add that to the map

Completed, fully commented example

<https://codepen.io/andybelldesign/pen/rRPyWe>

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Recap

- You learned what Geolocation is
- We recapped on what Promises are
- You learned about Fetch
- We worked with Google Maps API