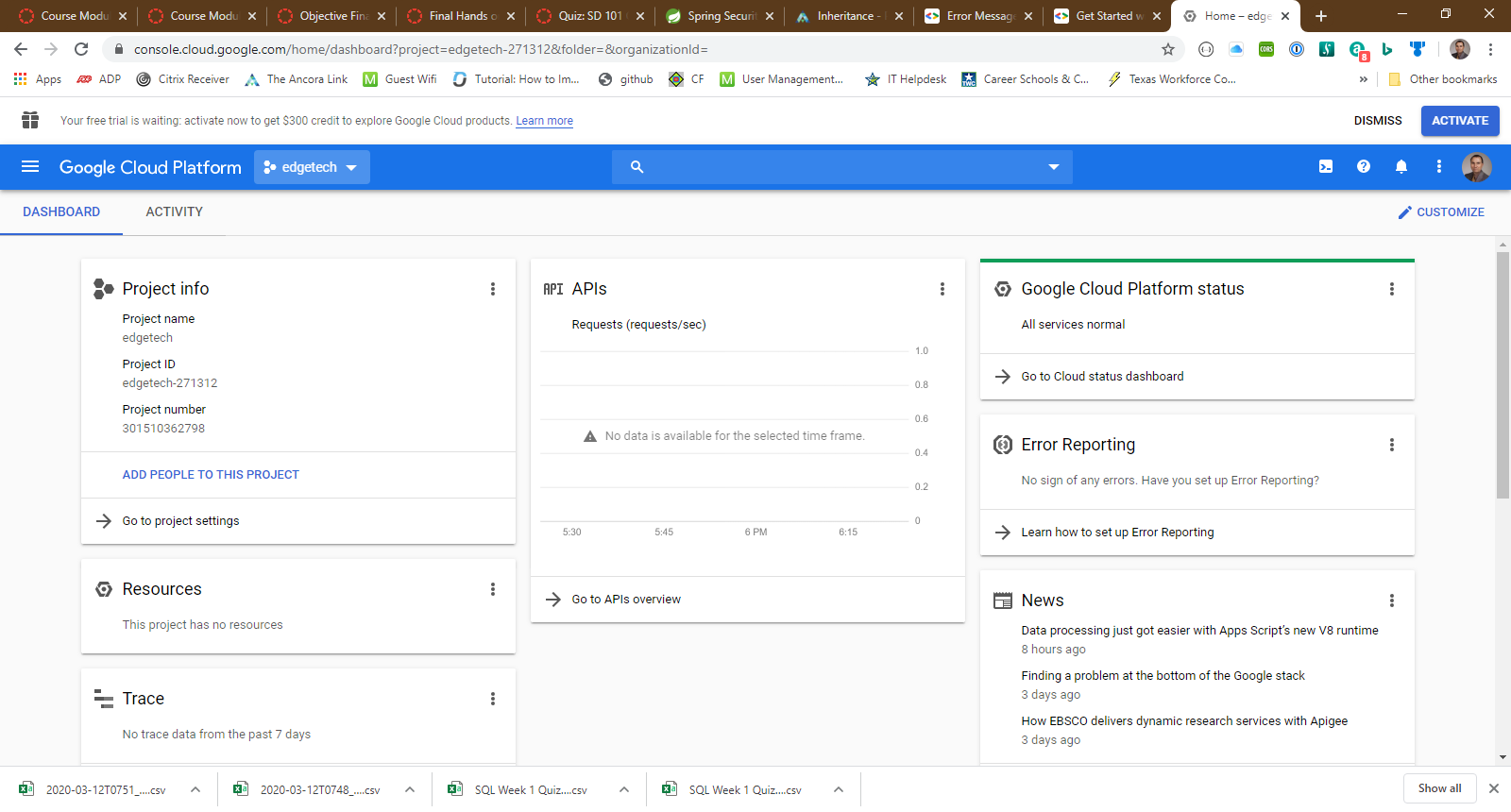
To use Google Maps Platform, you must have a project. The project is the basis for managing services, credentials, billing, APIs, and SDKs. Project usage costs (for Google Cloud Platform and Google Maps Platform products) will be charged to the billing account linked with the project.

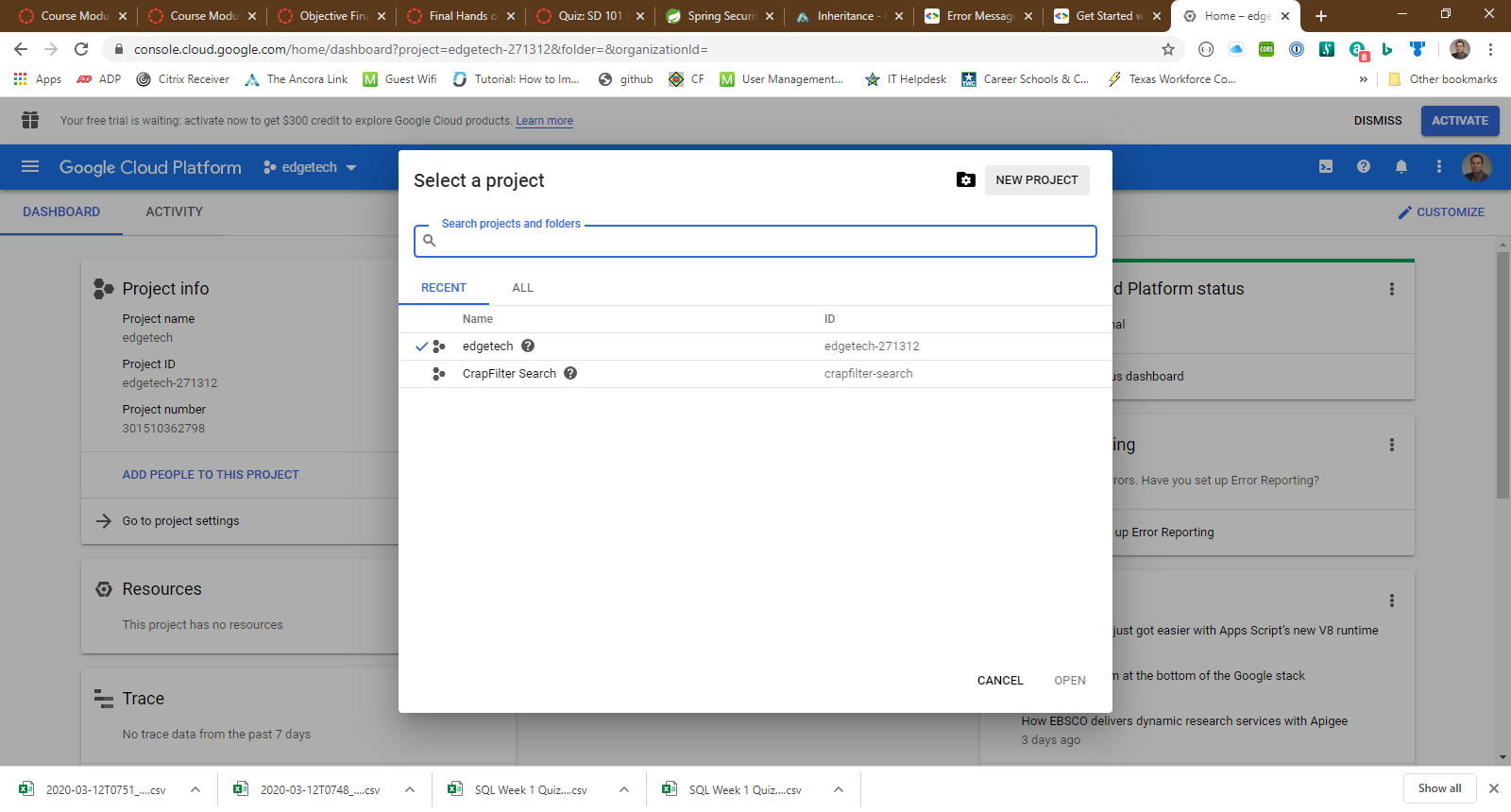
To create a project:

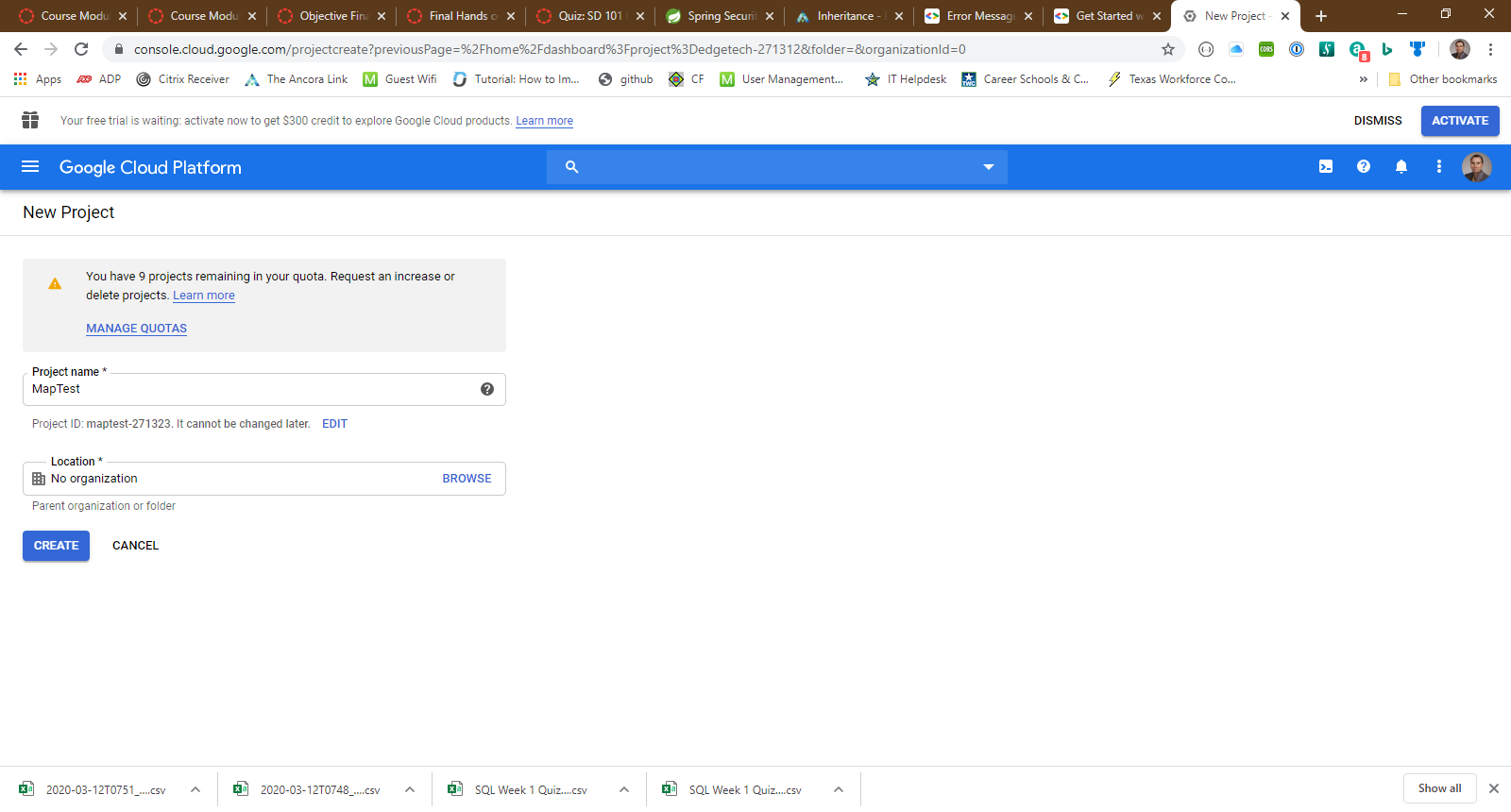
<https://console.cloud.google.com/getting-started>

1. Go to the [Google Cloud Platform Console](https://console.cloud.google.com/getting-started).
2. Click the menu button  and select **Home**.
3. Click the project drop-down and select **NEW PROJECT**. (mine says edgetech, you probably just see the drop-down triangle)



1. On the New Project page, fill in the required information.



* + **Project name:** Accept the default or enter a customized name.
    - The project name can be changed at any time. 

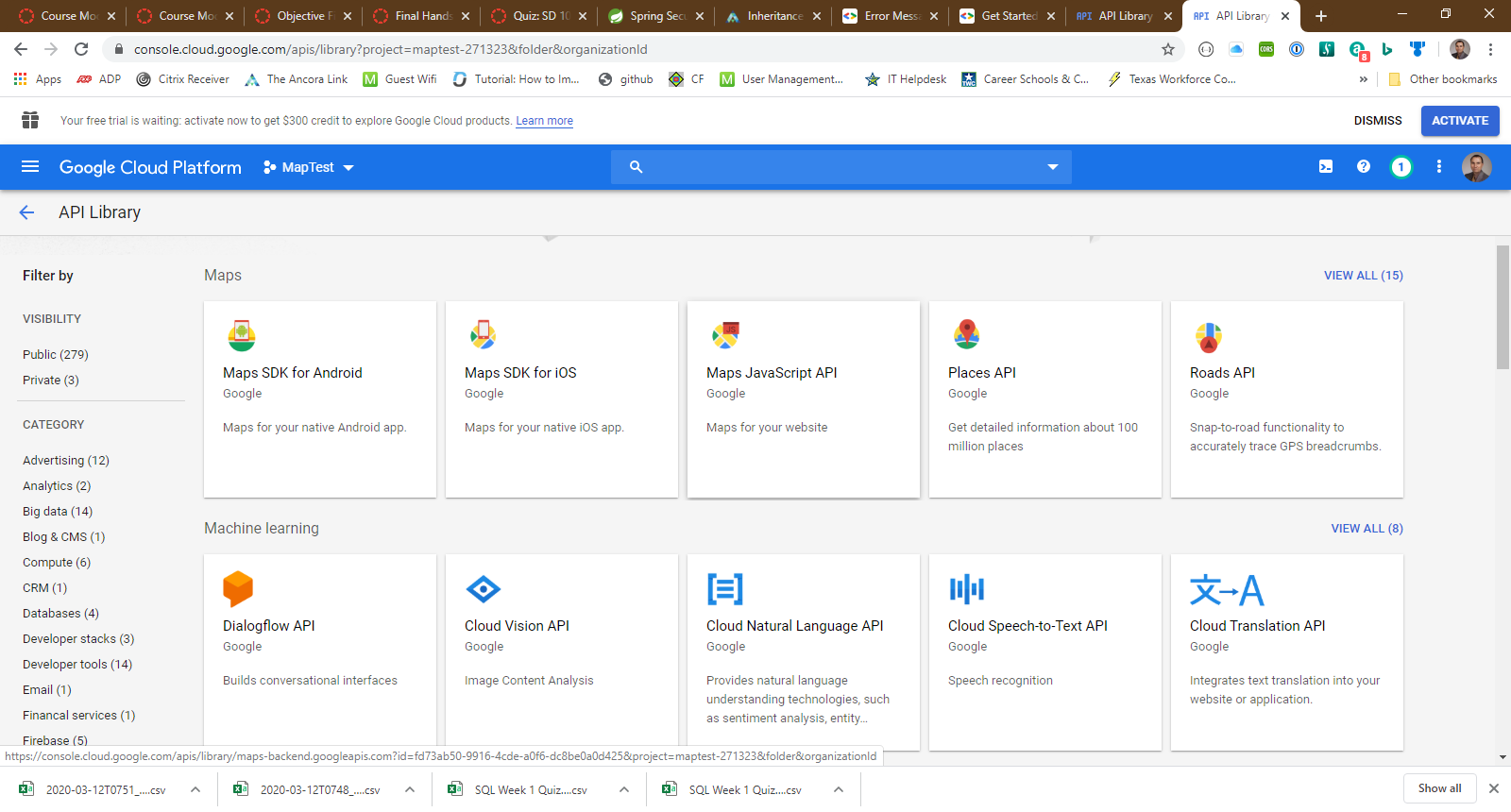
1. Click **CREATE**

3. Enable one or more APIs or SDKs

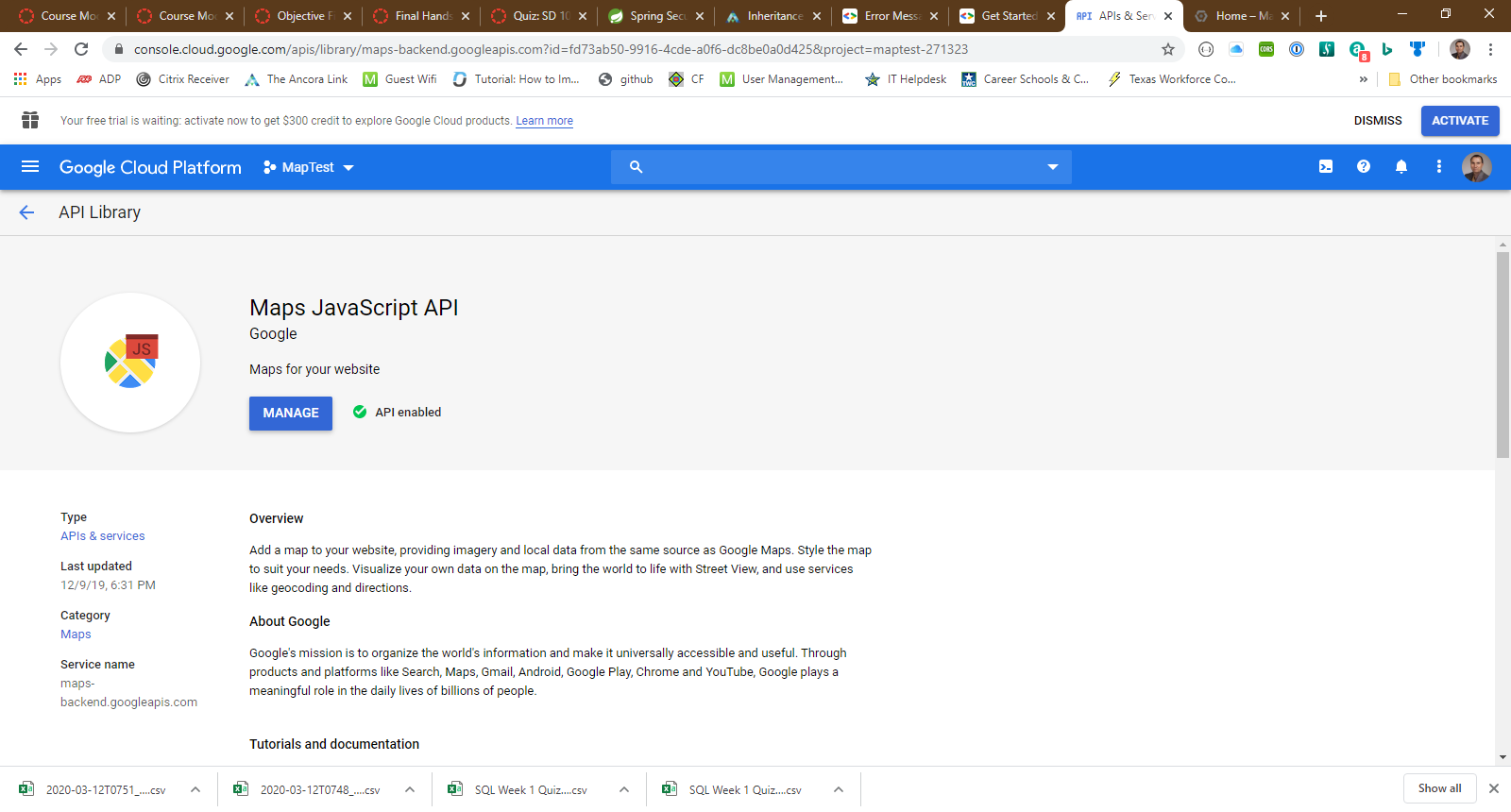
To use Google Maps Platform, you must enable the APIs or SDKs you plan to use with your project. If you are not sure which APIs or SDKs to enable, try using the [API Picker](https://developers.google.com/maps/documentation/api-picker).

To enable one or more APIs or SDKs:

1. Go to the [Google Cloud Platform Console](https://console.cloud.google.com/getting-started?_ga=2.80095007.946337987.1584363111-980280165.1581973111).
2. Click the menu button  and select **APIs & Services > Library**.
3. On the API Library page, locate Maps and click **VIEW ALL (15)**.
   * The 15 Google Maps Platform APIs and SDKs that you can enable are displayed.

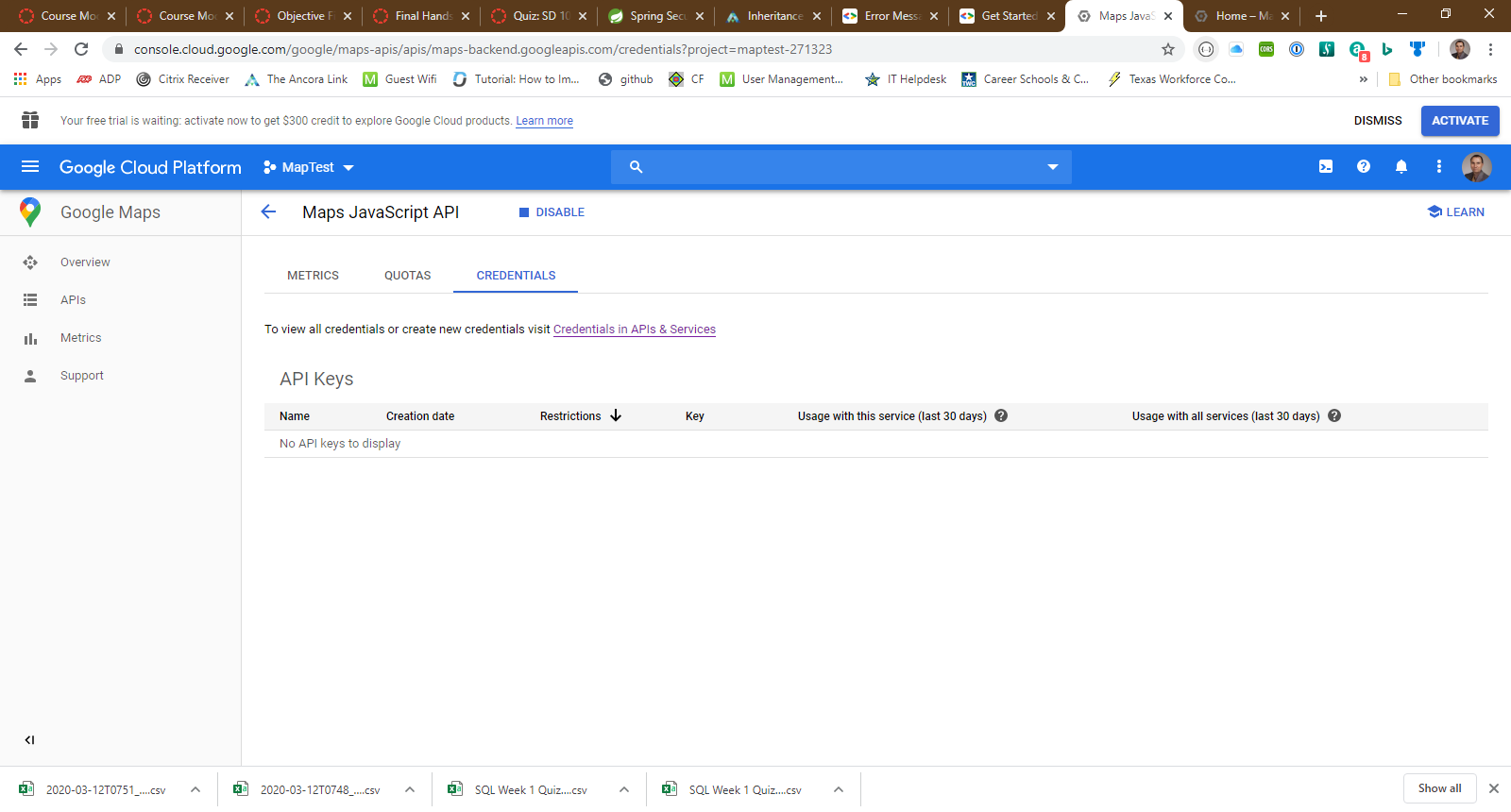
 Let’s choose this one for our mapping app.

1. On the Maps page, click the API or SDK you want to enable.
2. Back on the API Library page, under the name of the API you selected:
   * If the button says **ENABLE**, click the button to enable the API or SDK.
   * If the button says **MANAGE**, the API or SDK is already enabled and you don't need to do anything further.

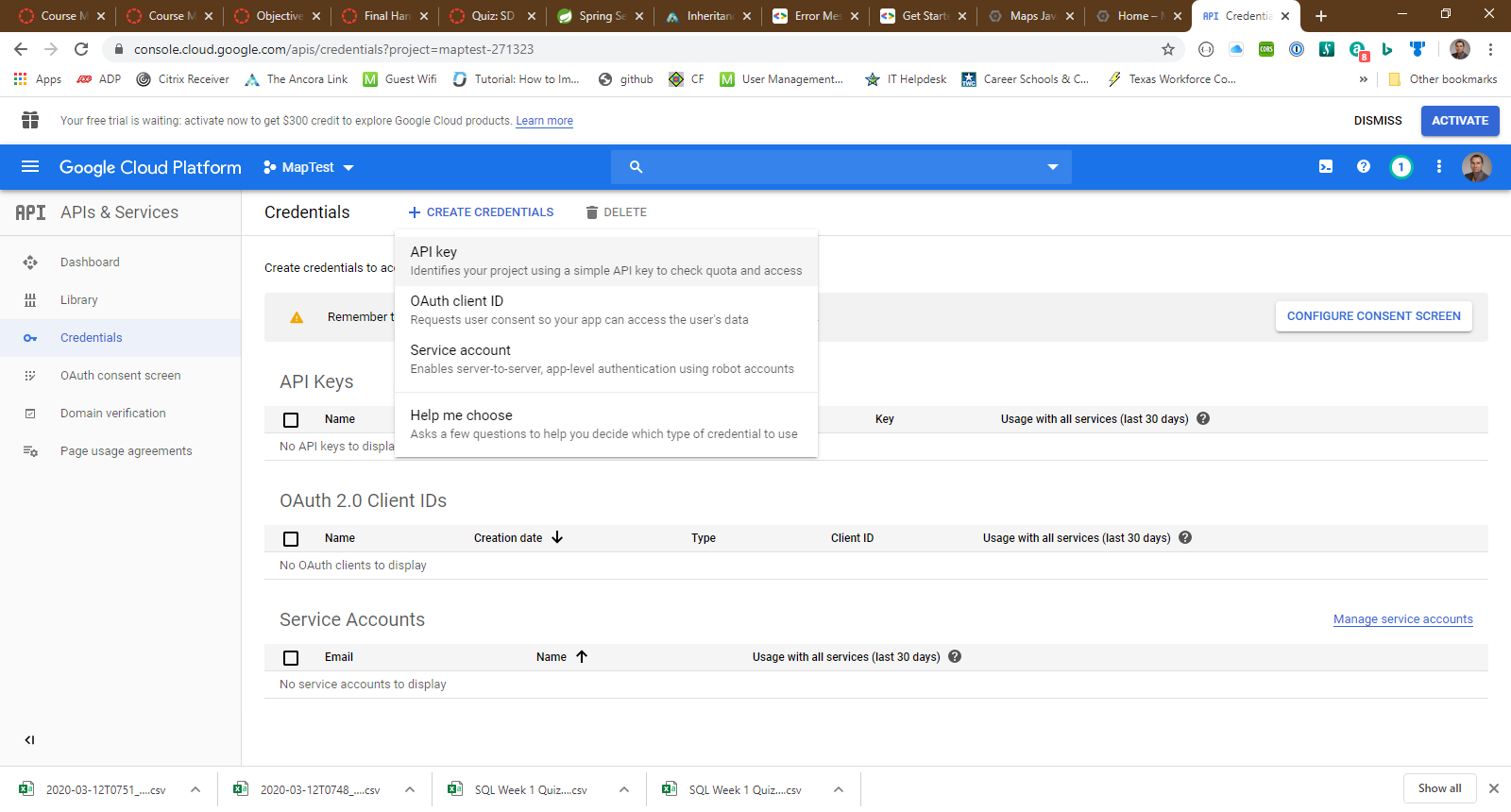


* + Note: Clicking either button will display the dashboard for the API or SDK. (Click the **DISABLE** button to remove the API or SDK from this project.)

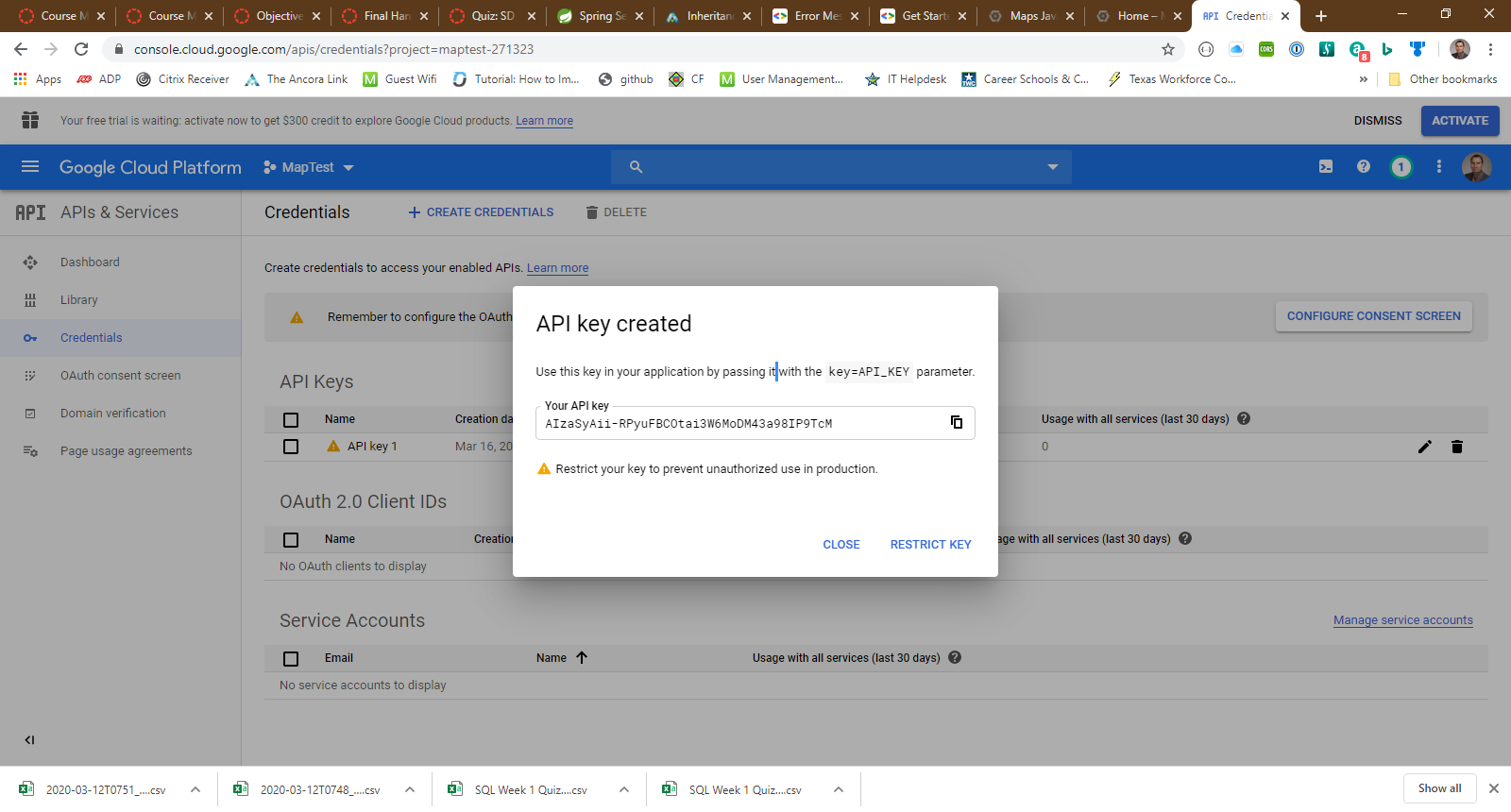
1. Go to the [Google Cloud Platform Console](https://console.cloud.google.com/getting-started).
2. Locate the Google Maps API page:
   * Click the menu button .
   * Under Home, scroll down the menu to locate and then click **Google Maps**. (it is a long way down)
3. Click **APIs** to view the status of the APIs:



* + Enabled APIs: These API or SDKs are enabled.
  + Click on the CREDENTIALS tab
  + Click on the +CREATE CREDENTIALS



* + Click on API key



* + There’s your key. Add it to the code below and you are ready to map your location.

<!DOCTYPE *html*>

<html>

  <head>

    <title>Geolocation</title>

*<!-- https://developers.google.com/maps/documentation/javascript/get-api-key -->*

    <meta *name*="viewport" *content*="initial-scale=1.0, user-scalable=no">

    <meta *charset*="utf-8">

    <style>

*/\* Always set the map height explicitly to define the size of the div*

*\* element that contains the map. \*/*

      #map {

        height: 100%;

      }

*/\* Optional: Makes the sample page fill the window. \*/*

      html, body {

        height: 100%;

        margin: 0;

        padding: 0;

      }

    </style>

  </head>

  <body>

    <div *id*="map"></div>

    <script>

*// Note: This example requires that you consent to location sharing when*

*// prompted by your browser. If you see the error "The Geolocation service*

*// failed.", it means you probably did not give permission for the browser to*

*// locate you.*

      var map, infoWindow;

      function **initMap**() {

        map = new **google**.**maps**.**Map**(document.**getElementById**('map'), {

          center: {lat: -34.397, lng: 150.644},

          zoom: 6

        });

        infoWindow = new **google**.**maps**.**InfoWindow**;

*// Try HTML5 geolocation.*

        if (navigator.geolocation) {

          navigator.geolocation.**getCurrentPosition**(function(position) {

            var pos = {

              lat: position.coords.latitude,

              lng: position.coords.longitude

            };

            infoWindow.**setPosition**(pos);

            infoWindow.**setContent**('Location found.');

            infoWindow.**open**(map);

            map.**setCenter**(pos);

          }, function() {

**handleLocationError**(true, infoWindow, map.**getCenter**());

          });

        } else {

*// Browser doesn't support Geolocation*

**handleLocationError**(false, infoWindow, map.**getCenter**());

        }

      }

      function **handleLocationError**(browserHasGeolocation, infoWindow, pos) {

        infoWindow.**setPosition**(pos);

        infoWindow.**setContent**(browserHasGeolocation ?

                              'Error: The Geolocation service failed.' :

                              'Error: Your browser doesn\'t support geolocation.');

        infoWindow.**open**(map);

      }

    </script>

    <script *async* *defer*

*src*="https://maps.googleapis.com/maps/api/js?key=AIzaSyDEazNVgxbcKgvA8isRem1sID92FBeNKeg&callback=initMap">

    </script>

  </body>

</html>