Getting Started

1. Create a new directory (folder) in a convenient place on your computer (but not in a cloud service like Google Drive). Call it XML-workshop-day2.

2. Download these files (from the location on the board) and save them to the same folder.

   - pirates-maps.html
   - pm-style.css
   - holland.kml
   - placemark-simple-template.kml
   - locations.txt
   - map-scripts.txt

3. Copy-Paste the CaseFiles folder and all of its contents into this folder.

   (Get the CaseFiles folder from Box or from me if you don't have it from last time.)

Instructions

1. Open pirates-maps.html in your text editor.

2. As a child of div#container, insert the following html:

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

(Hint: div#container is shorthand for the `<div>` element with the attribute `id="container"`.)

3. Create a new file in Atom and save it in your project directory as cooper-locations.kml

4. Give the new file a processing instruction (must be on line 1) and the root element `<kml>`, with one child, `<Document/>` as shown here:

```
<?xml version="1.0" encoding="UTF-8"?>
<kml xmlns="http://www.opengis.net/kml/2.2">
     <Document>
     </Document>
</kml>
```

If you are using Atom, it will not automatically detect this as xml. But you can tell it to treat it as xml using the menu in the lower right-hand corner. Click on "Plain Text" and select "XML" from the provided menu.

5. Using placemark-simple-template.kml as a model, create `<Placemark>` elements for each of the locations found in locations.txt.

Most of these are points, but when you get to Holland, use the polygon placemark found in holland.kml. (Be sure to keep all of the descendant elements of the Holland `<Placemark>`.)

Important! Remember that KML wants the coordinates in (x, y) format, which is the opposite of lat-long.

6. In the head of pirates-maps.html, paste the scripts from map-scripts.txt, keeping the elements and content, as written. Save and view your page.