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Utilizing Arcade in the ArcGIS API for JavaScript

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**map.
apps**

Web mapping framework
ArcGIS API for JavaScript



**security.
manager**

Access control
ArcGIS Enterprise
Server Object Interceptor



What is Arcade?

- Expression Language
 - “... to create custom content in ArcGIS applications ...”
 - In my own words: calculations based on „real“ data
- since 2017
 - current Version: 1.20
 - depends on the embedding product
- spread across the whole ArcGIS platform
 - ArcGIS Pro, ArcGIS Online, ArcGIS API for JavaScript, ArcGIS Runtime, ...

Arcade	ArcGIS Pro	ArcGIS Enterprise server	ArcGIS Enterprise portal	ArcGIS API for JavaScript	ArcGIS Runtime
1.20	3.1	11.1	11.1	4.25 3.42	n/a
1.19	3.1	11.1	11.1	4.25 3.42	100.15
1.18	3.0	11.1	11.1	4.23 3.40	100.14
1.17	2.9	11.0	11.0	4.23 3.40	100.14
1.16	2.9	11.0	11.0	4.22 3.39	100.13
1.15	2.9	10.9.1	11.0	4.21 3.38	100.13

What can you do with it?

- mathematical calculations
- text manipulation
- logical expressions
- variables
- flow control
- feature and geometry data types
- ...
- <https://developers.arcgis.com/arcade/function-reference/>
- **Profile:** context that controls, what is available for calculations (In/Out)

What can you do with it?

- common „use cases“ / profiles
 - Popups
 - Labeling
 - Styling / Visualization
 - Geometrical operations
 - ...
- [DEMO \(AGOL\)](#)
- [DEMO \(JS API\)](#)

Alias

Attribute Rules

- Attribute Rule Calculation
- Attribute Rule Constraint
- Attribute Rule Validation

Constraint

Dashboard

- Dashboard Formatting
- Dashboard Data

Dictionary Renderer

Feature Z

Field Calculation

Field Mapping

Form Calculation

GeoAnalytics

Geotrigger Notification

Labeling

Layout

Location Update Constraint

Measure Visualization

Popups

- Popup
- Popup Element

Tasks

Velocity

Visualization

States

Benutzerdefiniert

Medium State

Large State

 Bearbeiten Wegbeschreibung abrufen Zoomen auf

State California (CA)

Area: 671894.25 km²

NAME	California
REGION	4
STUSPS	CA

Expressions

- Popups

- Title: `State {NAME} ({STUSPS})`

- Content:

```
return {  
  type : 'text',  
  text : "Area: " + Round(Area(Geometry($feature),  
    'square-kilometers'), 2) + " km²"  
}
```

Expressions

- Style:

```
var area = Round(Area(Geometry($feature), 'square-kilometers'), 2);  
  
When(  
    area < 200000, 'Small State',  
    area >= 200000 && area < 450000, 'Medium State',  
    area >= 450000, 'Large State', 'n/a'  
);
```

- Label:

```
"Region "+ $feature.REGION + " / "+ $feature["STUSPS"]
```


And beyond?

- since ArcGIS API for JS **4.24** Arcade may be executed independent of the „use case“
- may be used in „normal“ code
- [API Sample](#)
- enables you to provide e.g. a playground / sandbox based on „actual“ data
- [DEMO](#)

```
/*
 * Copyright (C) con terra GmbH
 */

import FeatureLayer from "esri/layers/FeatureLayer";
import arcade from "esri/arcade";
type SimpleVariable = esri.SimpleVariable;

const profile = {
  variables: [{
    name: "$feature",
    type: "feature"
  } as SimpleVariable,
  {
    name: "$layer",
    type: "featureSet"
  } as SimpleVariable]
};

export class ArcadeExecutor {

  async evaluateExpressionForLayer(arcadeExpression: string, selectedLayer: FeatureLayer): Promise<string> {

    const executor = await arcade.createArcadeExecutor(arcadeExpression, profile);

    selectedLayer.outFields = executor.fieldsUsed;
    const { features } = await selectedLayer.queryFeatures();

    return executor.execute({ profileVariables: {
      "$feature": features.at(0),
      "$layer": selectedLayer
    }});
  }
}
```

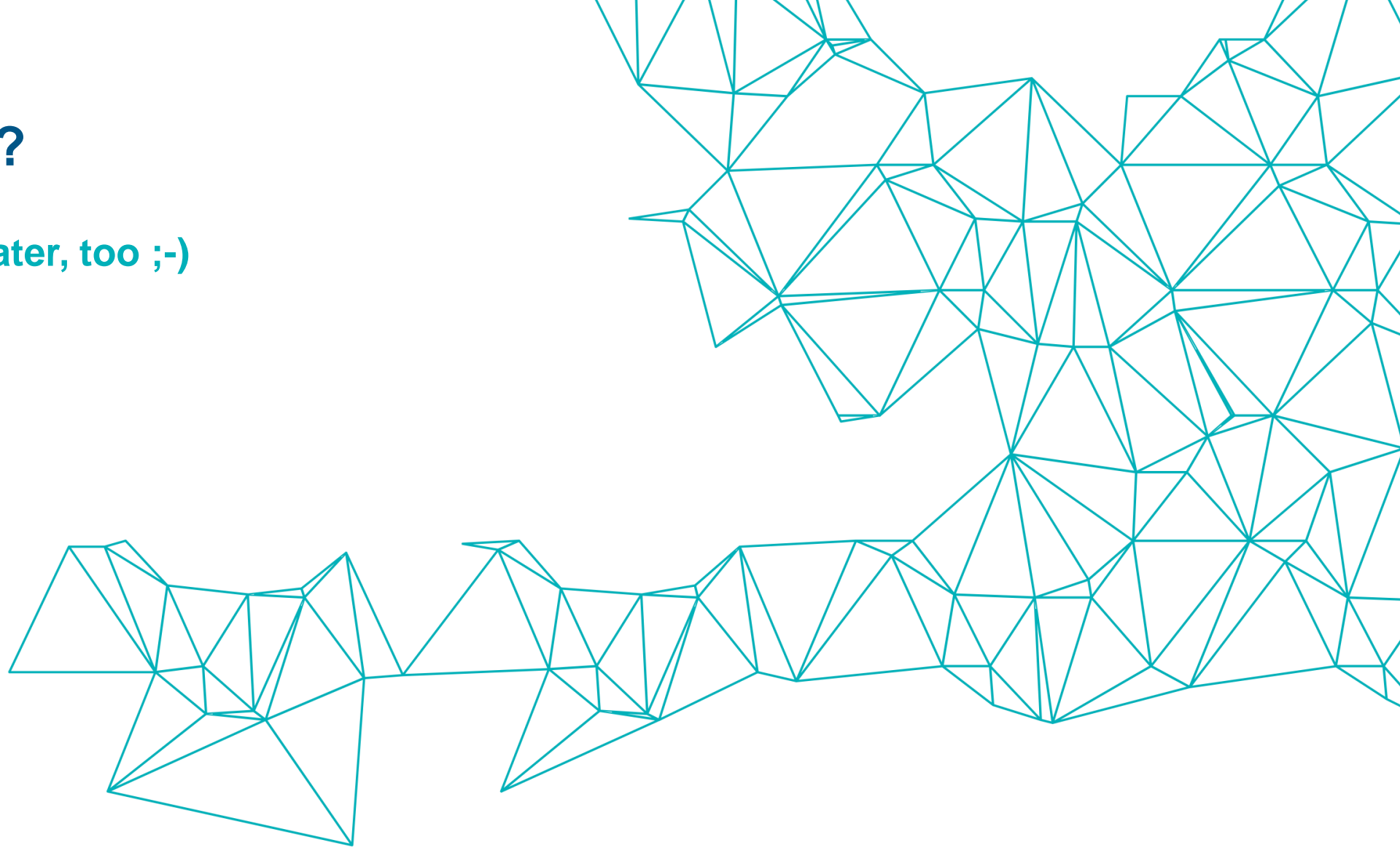


Expressions

- Title: `$feature.bez + " " + $feature.gen`
- Area 1: `„Area: " + Round(Area($feature, 'square-kilometers'), 2) + " km²"`
- Area 2: `„Area: " + $feature.kf1 + " km²"`
- Density: `Round($feature.ewz / $feature.kf1, 2) + " Ppl / km²"`
- Title
water level: `$feature.longname+ ": " +
Round($feature.currentMeasure_value, 0) + " " +
$feature.parameter_unit`

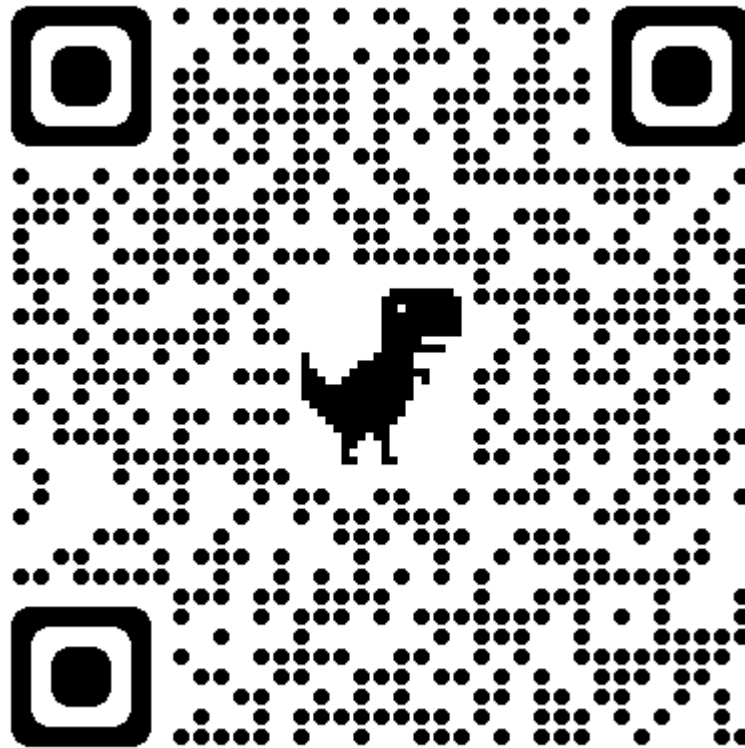
Any questions?

Feel free to ask me later, too ;-)



Links

<https://github.com/m-scherpi/arcade-links>



Thank You!

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