Exercise 1: Create a web experience

How can I print an exercise to PDF format?

Technical note

Software requirements

- ArcGIS Online

Use the latest version of Google Chrome, Mozilla Firefox, Apple Safari, or Microsoft Edge. Other web browsers may not display your maps and apps correctly.

For information about supported web browsers for ArcGIS Online, go to ArcGIS Online Help: Supported browsers (https://links.esri.com/SupportedBrowsers).

Introduction

With ArcGIS Experience Builder, you can build no-code and low-code web experiences. You can build single- or multi-page apps that are map-centric or data-centric and include 2D and 3D maps, text, and media. As with other ArcGIS app builders, you can create a web experience from scratch or start with a template. Within the app, you can connect to data sources, add and configure widgets, and optimize the way that the content appears on multiple screen sizes.

Scenario

Imagine that you are researcher with a wetlands restoration organization. You plan to create an app that showcases reclaimed wetlands areas in New South Wales, Australia. The audience for the app will be stakeholders in the reclamation project, as well as the general public. For now, you will create a single-page app focusing on Hunter Wetlands National Park. You will include a map of the wetlands, as well as other tools that will allow the audience to explore the wildlife and vegetation in the reclaimed area. In the future, you plan to add pages highlighting other wetlands in New South Wales.

In this exercise, you will create a web experience from a template. You will add and configure widgets to the web experience, which will allow you to see information associated with locations in the map, zoom to different locations, swipe to see what is underneath a layer, and search for information in a table. You will publish the experience, sharing it with the public.

Data source

The scenario described in this exercise, although based on real-world data, is fictional and was developed for educational purposes only. The vegetation data for the exercise is derived from the Australian Government's Bioregional Assessment Program, which is intended to analyze the impacts of gas and coal mining on water resources. The community observational data is fictional, and the images were primarily captured at Hunter Wetlands National Park (https://www.nationalparks.nsw.gov.au/visit-a-park/parks/hunter-wetlands-national-park) and surrounding areas.

Note: The exercises in this course include View Result links. Click these links to confirm that your results match what is expected.

Estimated completion time in minutes: 90

Expand all steps | Collapse all steps

- Step 1: Select a template

A web experience in ArcGIS Experience Builder contains one or more pages. The template that you choose to configure your page should be based on the content that you are presenting to an audience. For instance, if the content is map-focused, a full-screen page template might be the best choice. If you plan to have multiple blocks of content that may require scrolling, such as maps, images, and text, you can choose a scrolling page template.

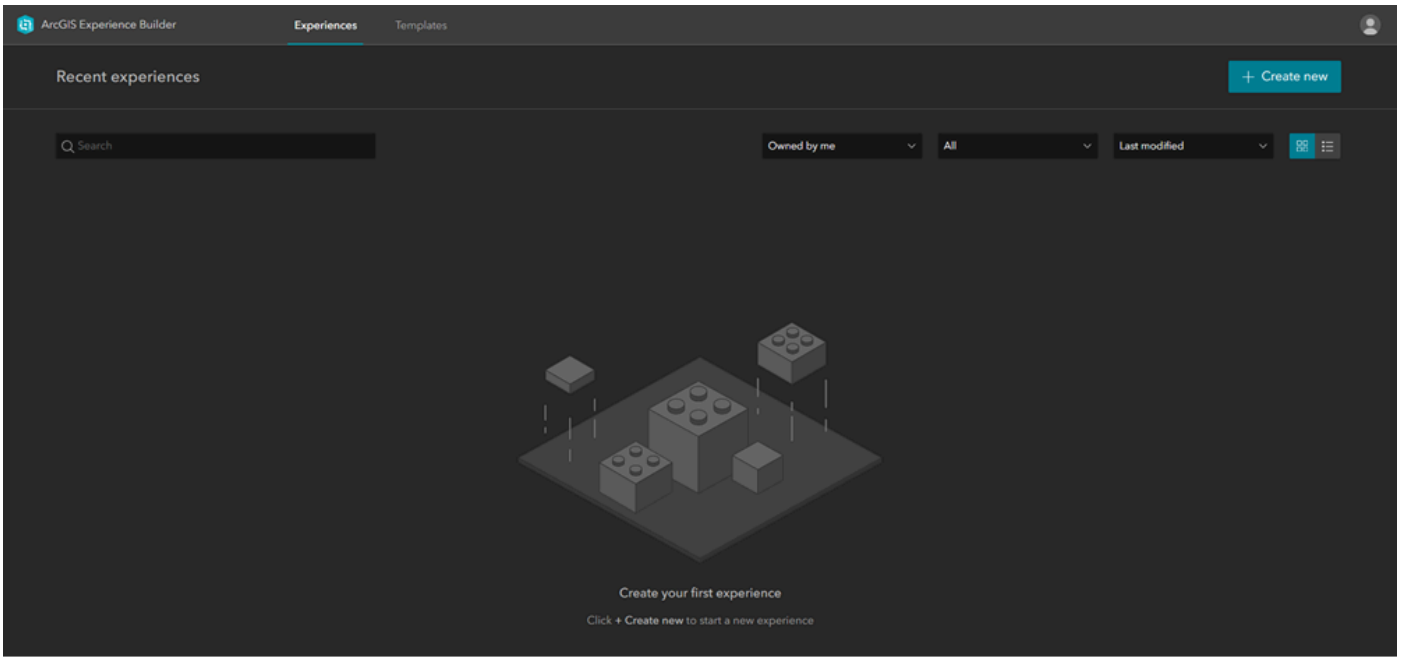
For more information about templates, see ArcGIS Experience Builder Help: Add and manage pages (https://links.esri.com/AddPage).

The focus of your page will be a map of Hunter Wetlands National Park, which contains two layers. One layer is of native vegetation found in the park. The other layer displays images and locations of wildlife spotted in the park by members of the public. You plan to include a few additional widgets to enhance exploration of the map.

In this step, you will select a full-screen fixed template to use for your app.

a Sign in to ArcGIS Online, if necessary, using your course ArcGIS account (username ending in _geoapps).

b At the top right of the page, click the Apps button and choose Experience Builder.

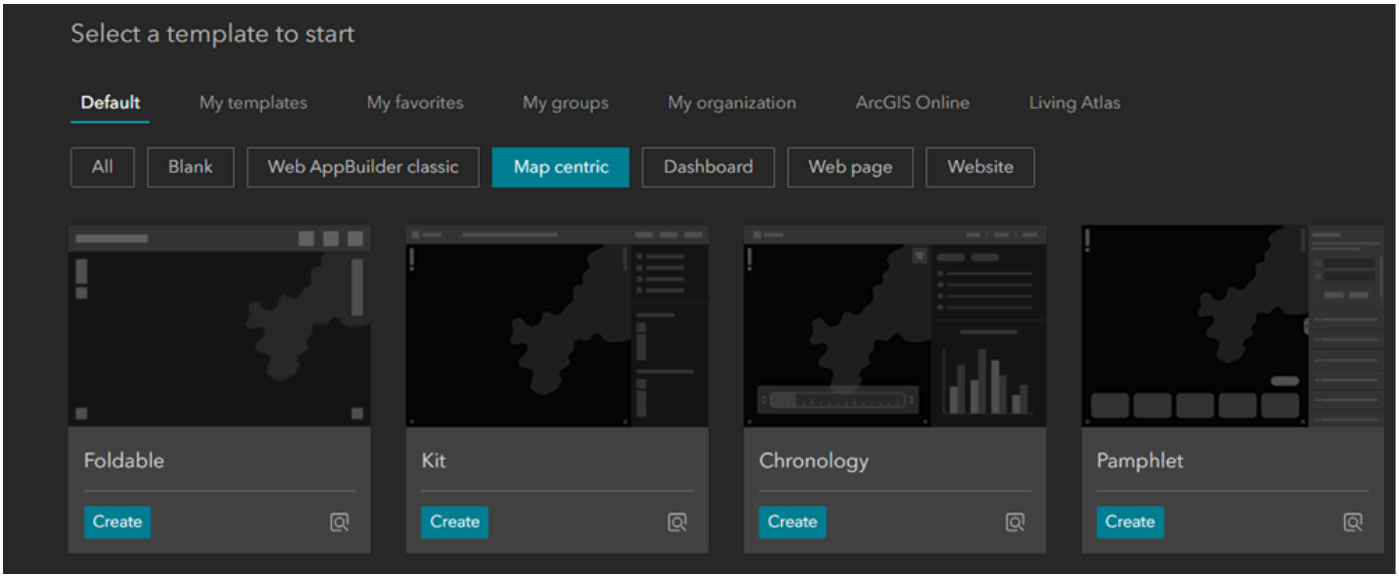


*Step 1b***: Select a template.*

The Experience Builder home page opens to Recent Experiences. Because you have not yet created experiences, favorited experiences, or had any experiences shared with you, it is empty. You will now create a new web experience.

c Click + Create New.

d Under the Default tab, click Map Centric.



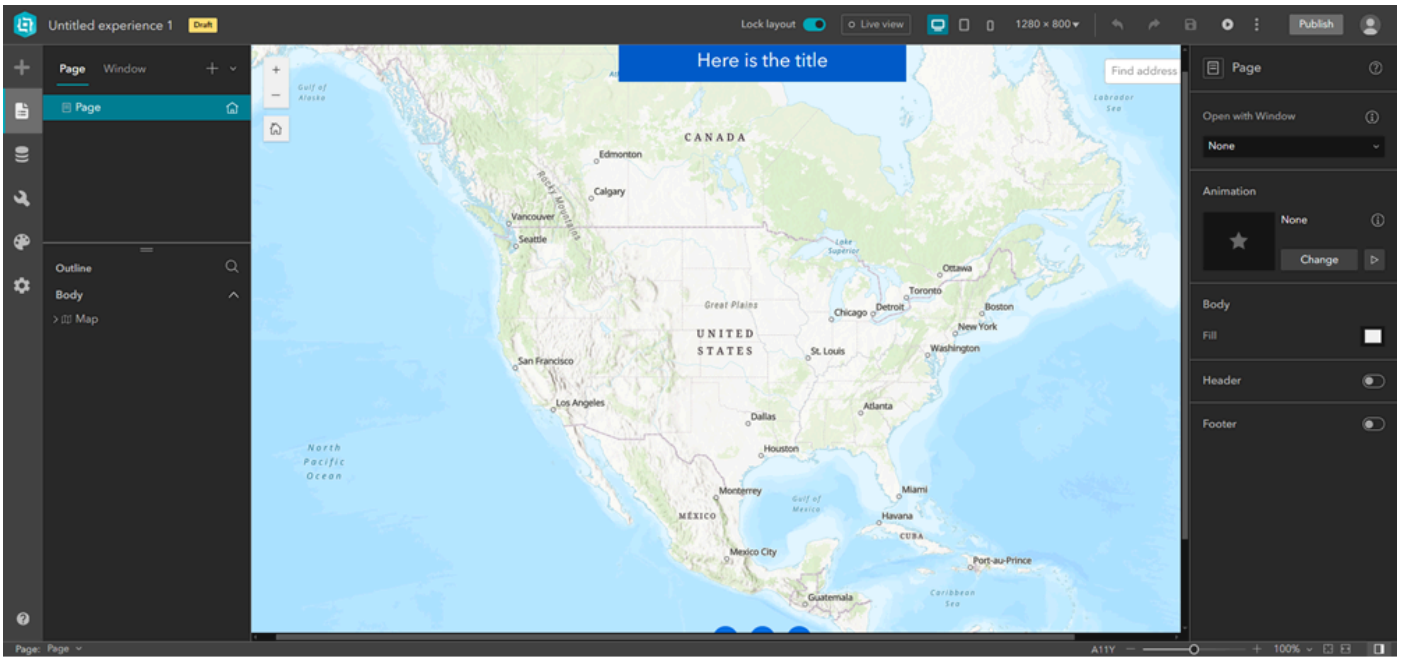
*Step 1d***: Select a template.*

There are several templates to choose from in multiple categories. At the moment, you are viewing the default templates, but as you can see, there are other tabs to view templates that you created, that you favorited, or that have been shared with you. You can also view templates that are publicly available in ArcGIS Online and ArcGIS Living Atlas of the World.

The focus of your page is the map of Hunter Wetlands National Park, so you have chosen the Map Centric template category. Under this category, you can preview and choose different template layouts that are based on a map. Because you want to be able to add multiple tools to the map without taking up too much space, you will use the Launchpad template, which also includes a Widget Controller.

e Point to the Launchpad template and click Create.

Note: If a Getting Started window appears, you can take the tour or click Skip to cancel the tour.

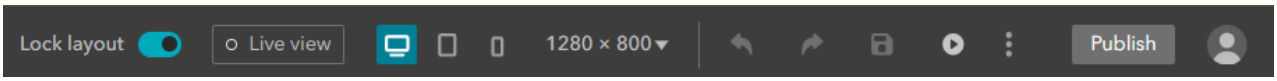


*Step 1e***: Select a template.*

The template is applied to the page, and you are ready to configure your web experience. Before you get started, you should familiarize yourself with the Builder interface.

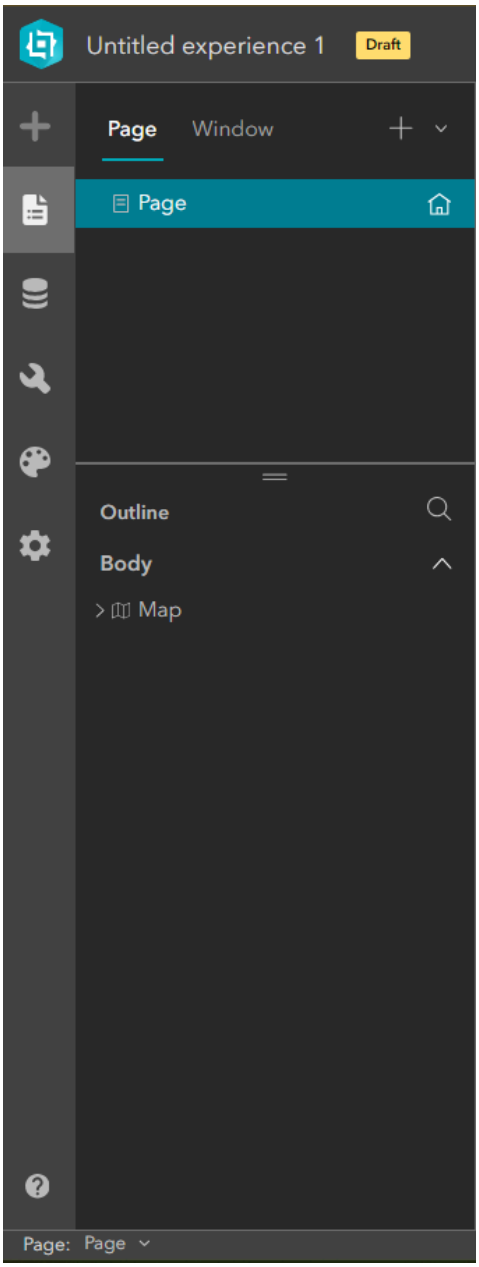
There are five main parts of the interface:

- Builder toolbar
- Sidebar
- Left panel
- Canvas
- Configuration panel

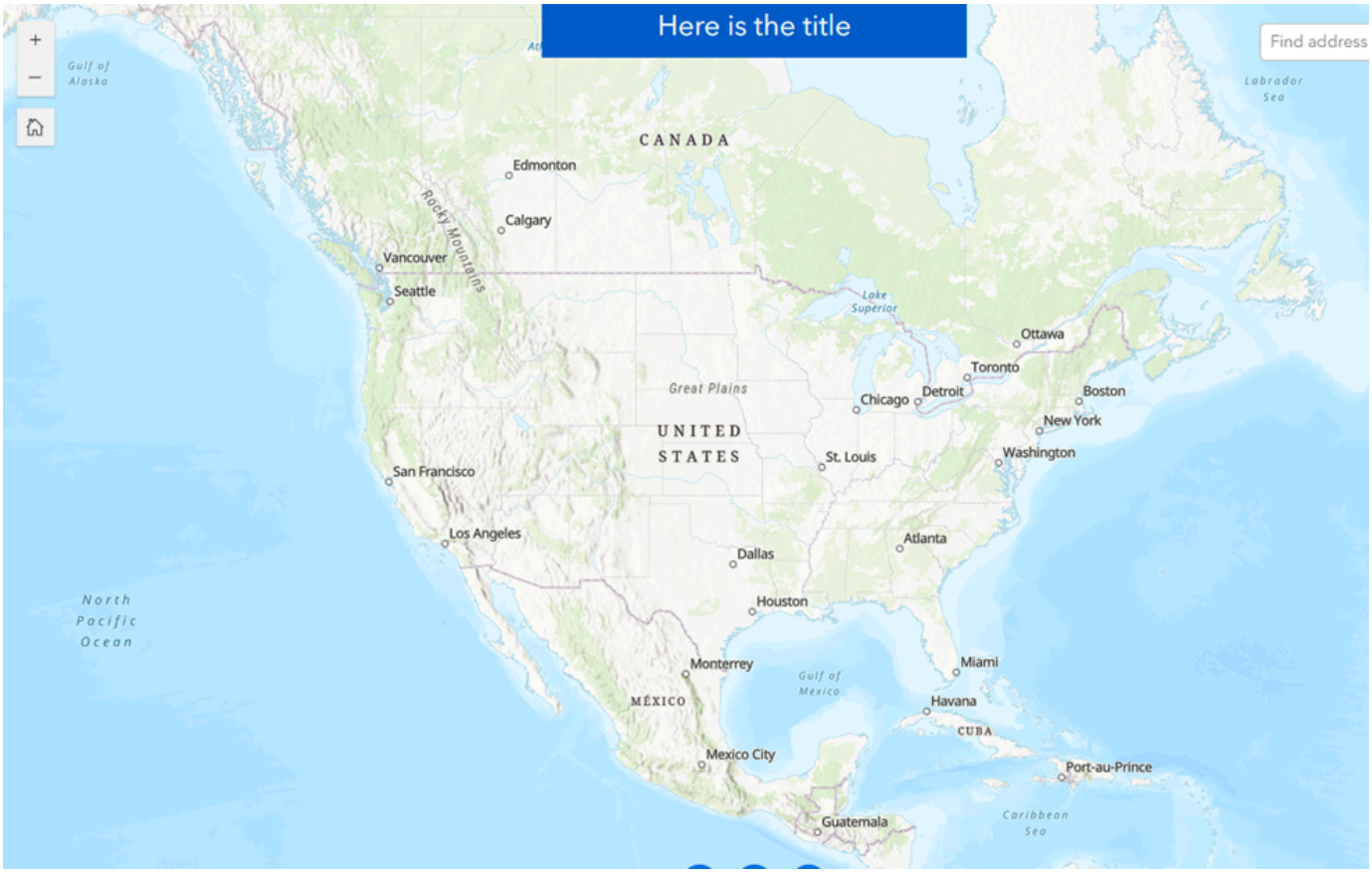


At the top of the interface, the Builder toolbar contains tools that apply to the layout:

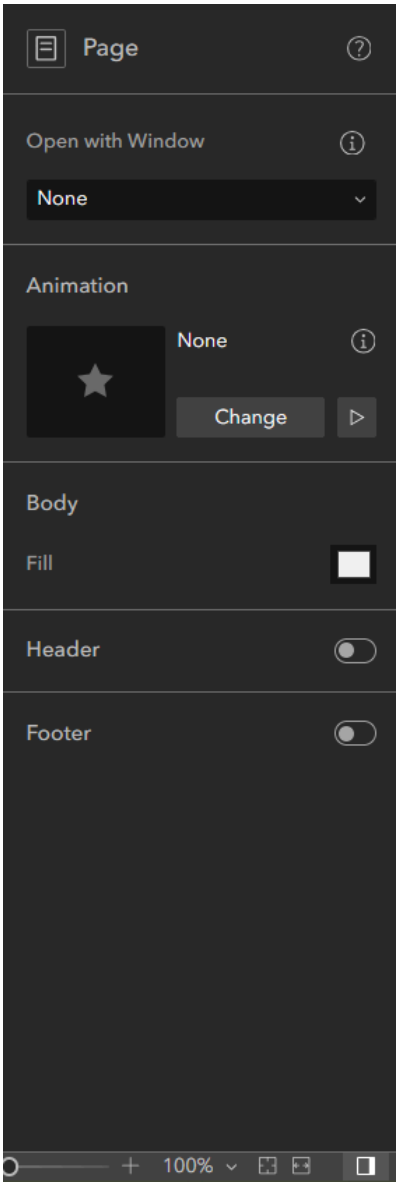
- A Lock Layout button that, when unlocked, allows you to insert additional widgets
- A Live View option to test the app as you are building it
- Options to edit the app for multiple-sized devices
- Undo and Redo buttons, which apply to actions performed in the Builder interface
- Save, Preview, and Publish buttons



On the left side of the interface, there is a Sidebar and corresponding panel. The Sidebar has tools to create the experience, including for inserting a widget, managing pages, adding data, and updating the theme. A widget is the building block of the app. Widgets act as containers for page organization or as app tools. In this exercise, you will use the Insert button to add widgets to your experience and the Page button to manage the page.



In the center of the interface is the Canvas. The Canvas is the layout for your experience, where you add and move widgets around. You selected a map-centric template, so a Map widget has already been added to the Canvas for you.



On the right side of the interface is the Widget Configuration Panel. The Configuration Panel has Content, Style, and Action settings, which vary by widget.

f At the top left of the page, click Untitled Experience, delete the existing text, and type **NSW Wetlands_<Your Student nName>**.

g At the bottom right of the page, click the Fit Width To Current Window button so that you can see the entire Canvas.

h On the Builder toolbar, click the Save button, if necessary.

Now that you have selected a template, you are ready to configure it.

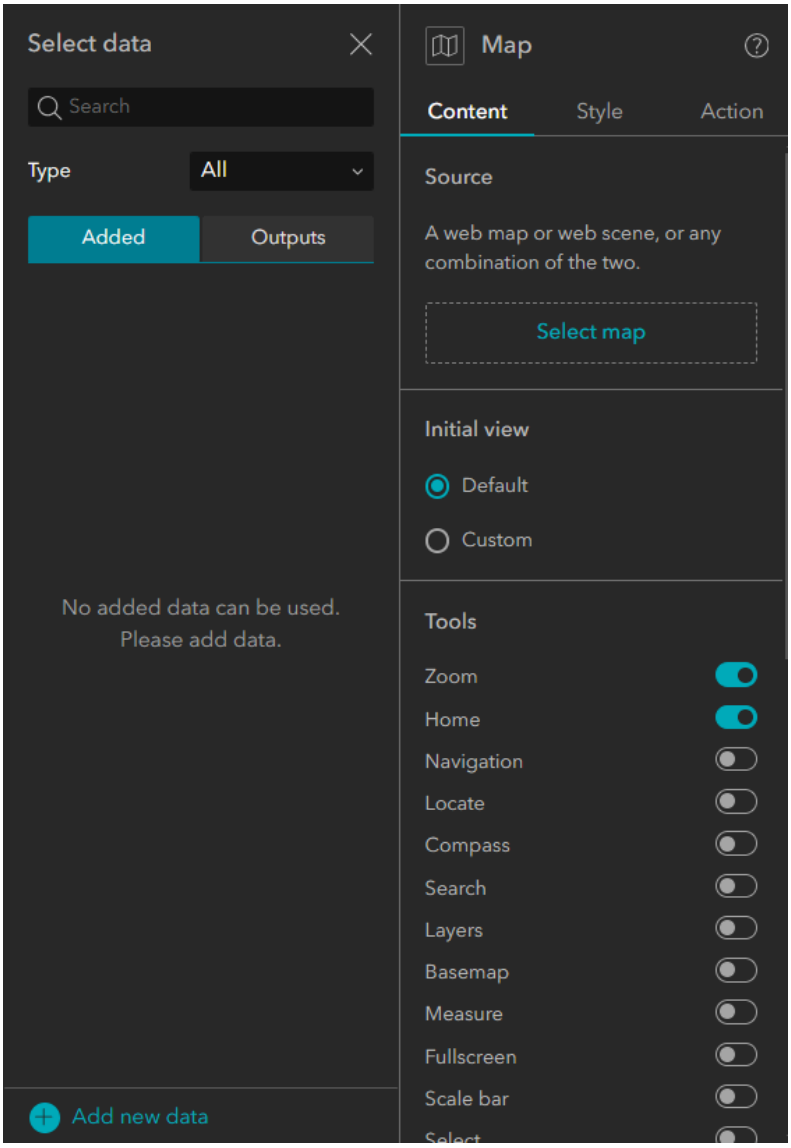
- Step 2: Configure a Map widget

In a map-centric experience, the focus is on the map. For your project, the map will highlight the reclaimed wetlands area. In this experience, you selected a template that already included a Map widget. However, you still need to specify a data source for the map and configure the settings, which you will do in this step.

For more information about selecting data, see ArcGIS Experience Builder Help: Select data (https://links.esri.com/SelectData).

a On the Canvas, click the map to select it.

b In the Map configuration panel, under Source, click Select Map.



*Step 2b***: Configure a Map widget.*

The Select Data pane opens, prompting you to add data. You will add a map from ArcGIS Online.

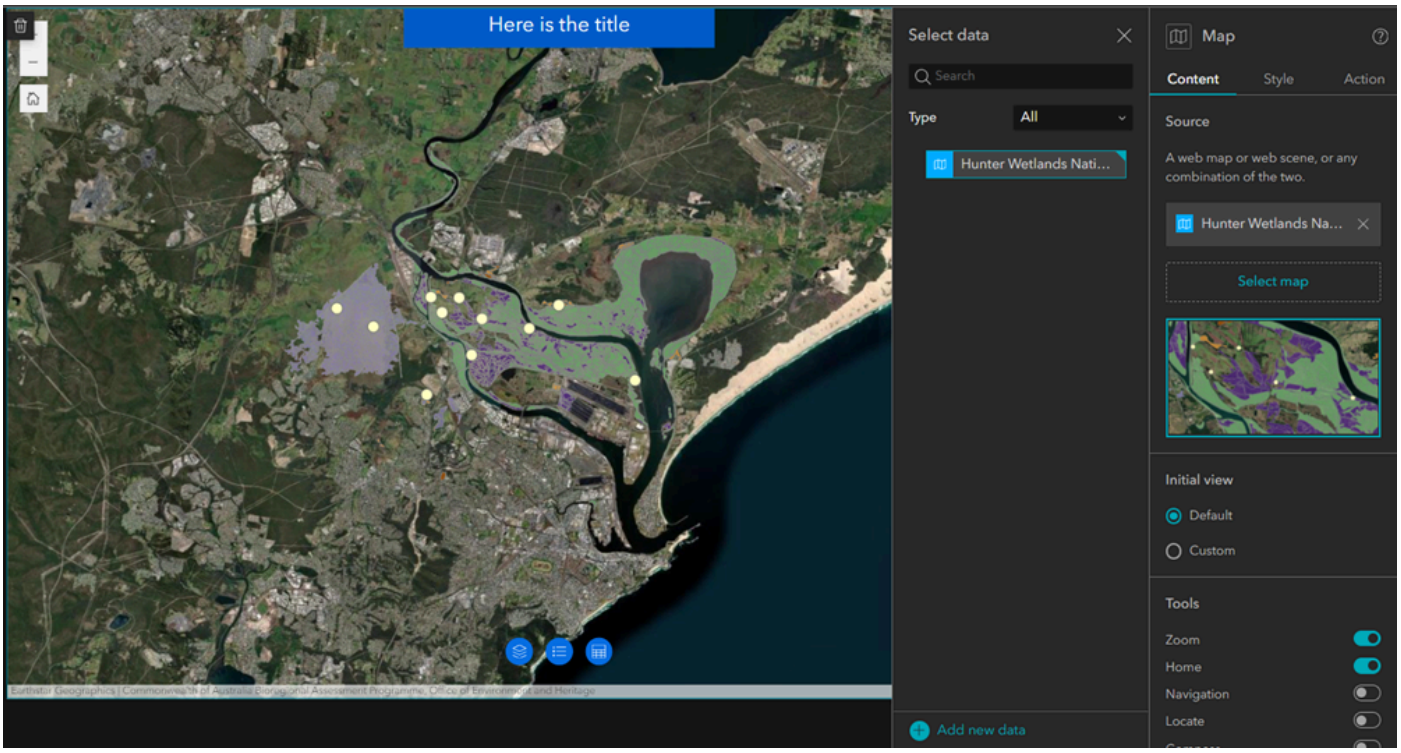
c At the bottom of the Select Data pane, click Add New Data.

d In the Add Data window, click the ArcGIS Online tab.

e In the Search field, type **Hunter Wetlands National Park owner:esritrainingsvc**.

f Click the Hunter Wetlands National Park web map (owner: EsriTrainingSvc), and then click Done.

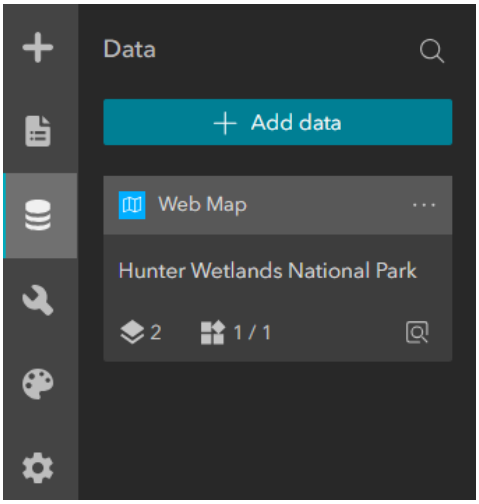
g In the Select Data pane, click Hunter Wetlands National Park.



*Step 2g***: Configure a Map widget.*

The data source, in this case a map with layers, has been added to the widget. The map, displaying wildlife sightings and native vegetation cover at Hunter Wetlands National Park, is now visible on the Canvas.

h On the Sidebar, click the Data button .



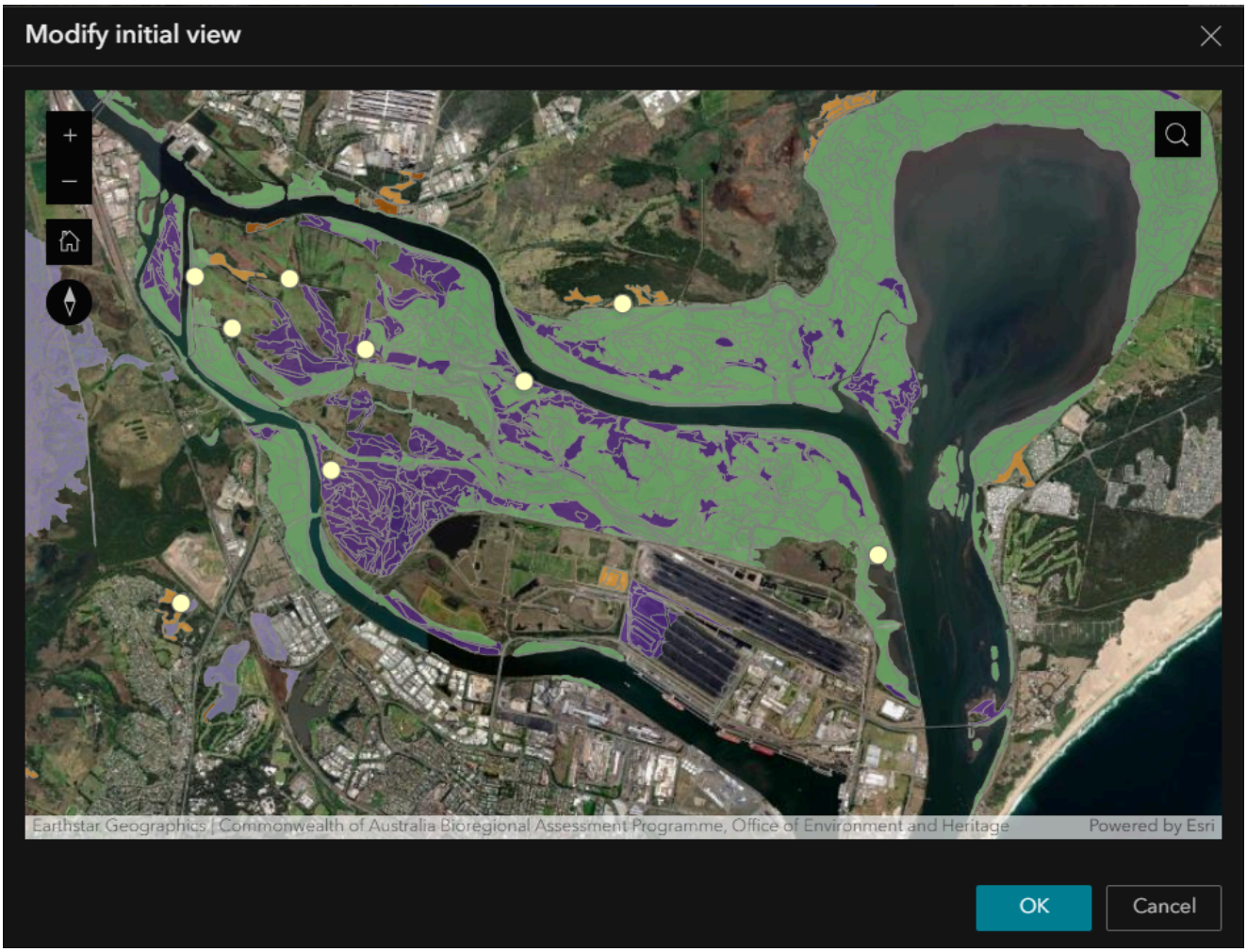
*Step 2h***: Configure a Map widget.*

When you add data to the map, it also is visible in the Data panel. You can see what kind of data you have—in this case, a web map with two layers connected to one widget. From here, you can add additional data to the app and use it in other widgets.

i In the Map configuration panel, under Initial View, click Custom.

j Click Modify.

k In the Modify Initial View window, click the Zoom In button once.



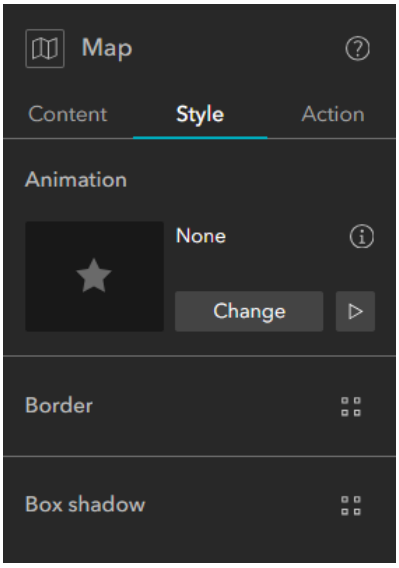
*Step 2k***: Configure a Map widget.*

When the web experience opens, the initial view of the map will be zoomed in to the wetlands.

l Click OK.

You will adjust the size and position of the map so that you can add more widgets to the Canvas.

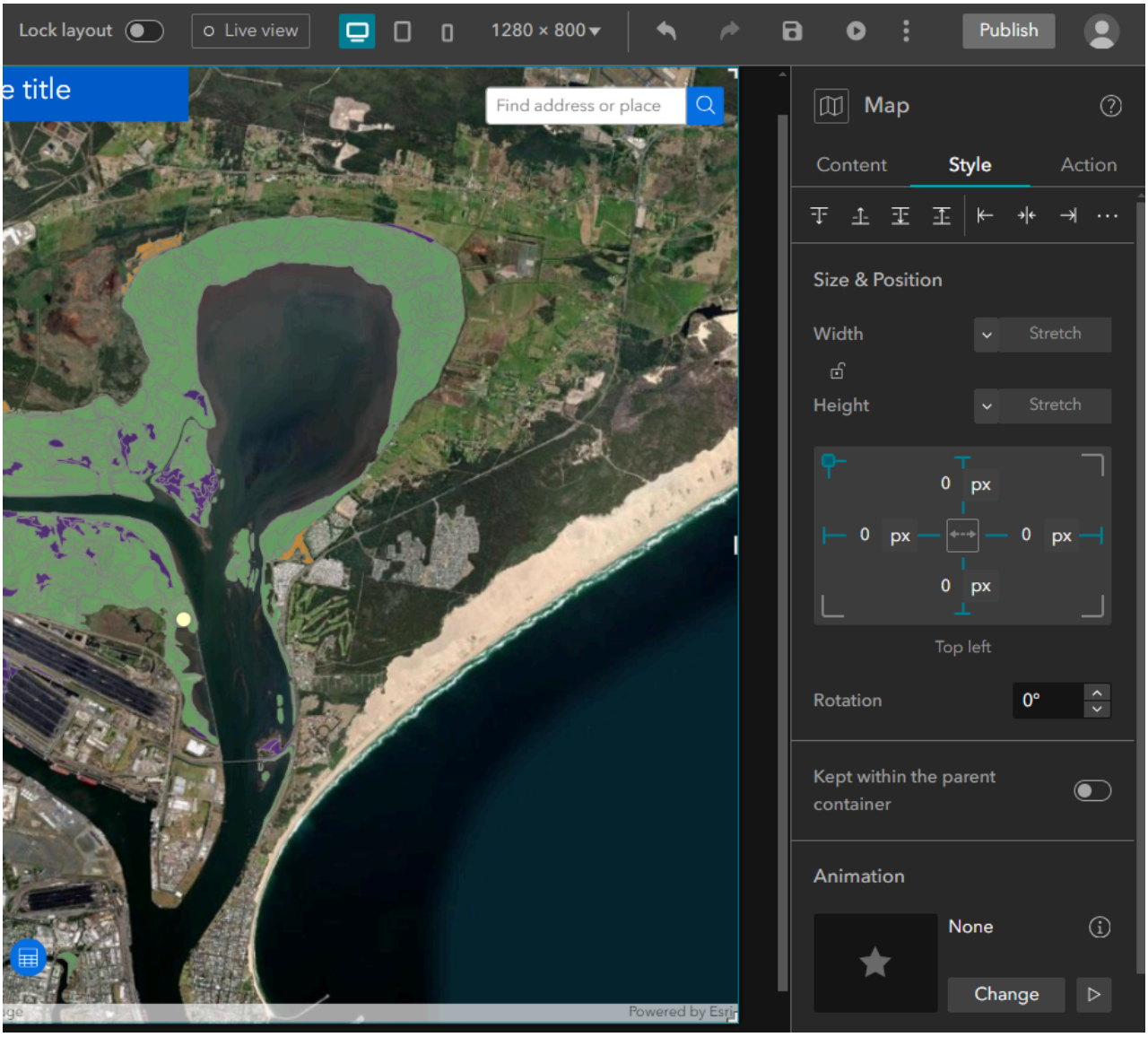
m At the top of the Map configuration panel, click the Style tab.



*Step 2m***: Configure a Map widget.*

There are limited options on the Style tab, because the layout is locked to prevent accidental movement or deletion of widgets on the Canvas. You will now unlock the layout so that you can adjust the size and position of the map.

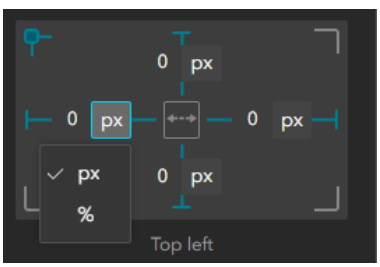
n On the Builder toolbar, turn off Lock Layout.



*Step 2n***: Configure a Map widget.*

After the layout is unlocked, size and position options are available in the Map configuration panel. These options allow you to set specific values for widgets, rather than manually sizing them on the Canvas.

o Under Size & Position, click pixel (px) on the left side, as shown in the following graphic, and choose percent (%).



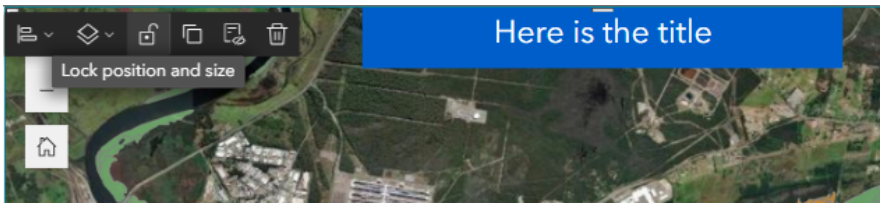
p Update the value from 0 to **30** %.

*Step 2p***: Configure a Map widget.*

The position of the Map widget is now adjusted so that, on the left side of the Canvas, there is 30 percent of empty space available to add additional widgets.

For more information about style settings, see ArcGIS Experience Builder Help: Change style settings (https://links.esri.com/ChangeStyle).

q Click the Map widget, and then click the Lock Position And Size button, as shown in the following graphic.



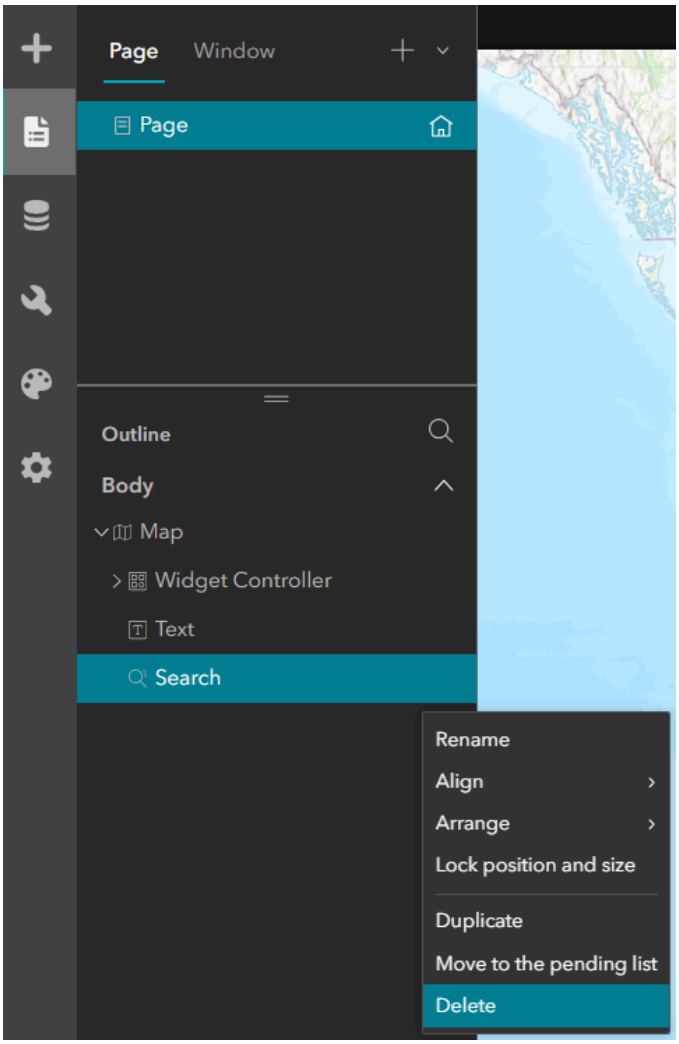
Locking the position and size of the Map widget prevents inadvertent movement while you are adding and adjusting other widgets on the Canvas.

In this template, there are nested widgets in the Map widget, including a Widget Controller, a Text widget, and a Search widget. For the purposes of your web experience, you do not need a map title (the Text widget) or a search function, so you will delete those widgets.

r On the Sidebar, click the Page button .

s In the Page panel, under Outline, click Map to expand it.

t Click Search, click the More button ··· and choose Delete.



*Step 2t***: Configure a Map widget.*

u If a pop-up appears asking if you are sure that you want to delete this widget from all devices and states, click Delete.

v Under Map, delete Text.

w On the Builder toolbar, click the Save button .

In this step, you selected a data source for your Map widget and configured additional settings.

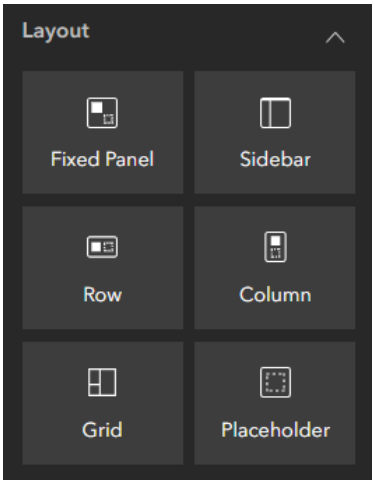
- Step 3: Configure a Column widget

Now that you have a Map widget, you will add a Column widget. The Column widget acts as a layout container to organize widgets. Within this widget, you can position and vertically align multiple widgets.

For more information about the Column widget, see ArcGIS Experience Builder Help: Column widget (https://links.esri.com/ColumnWidget).

a On the Sidebar, click the Insert button .

b On the Insert Widget panel, scroll down to the Layout category.



*Step 3b***: Configure a Column widget.*

c Drag and drop the Column widget onto the blank space on the Canvas.

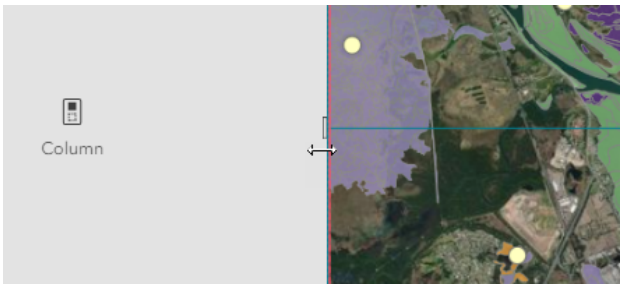
*Step 3c***: Configure a Column widget.*

Like with the Map widget, you can manually size and position the Column widget, or you can adjust it through the style settings found in the Configuration panel. Some style settings are also accessible from the widget toolbar on the Canvas.

d On the Column widget on the Canvas, click the Align button and choose Snap To Left.

e Click the Align button again and choose Full Height.

f On the right edge of the Column widget, drag the handle toward the map until the red snap line appears, as seen in the following graphic.



The column is snapped to the edges of the Canvas and the Map widget.

g At the top of the Column widget, click the Lock Position And Size button.

h Save your experience.

In this step, you added and adjusted the position of a Column widget. In the next few steps, you will add widgets to the Column.

- Step 4: Configure a Feature Info widget

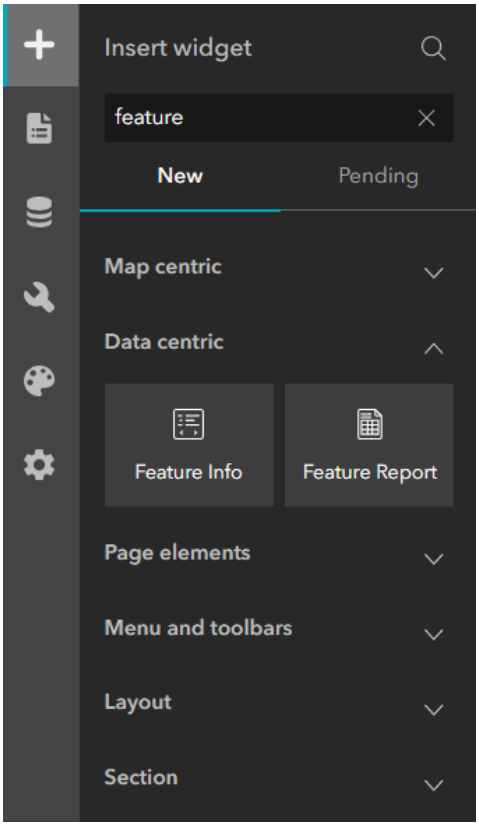
Members of the public have photographed various birds and insects in Hunter Wetlands National Park. The photographs and accompanying information are included in one of the feature layers in the map. You want this content displayed in a widget separate from the map, so that people can page through the different photographs and immediately see where they are located on the map.

In this step, you will add a Feature Info widget to the Column that you just added. The Feature Info widget displays details about a feature. The details are inherited from pop-up content configured in the layer.

For more information about the Feature Info widget, see ArcGIS Experience Builder Help: Feature Info widget (https://links.esri.com/FeatureInfoWidget).

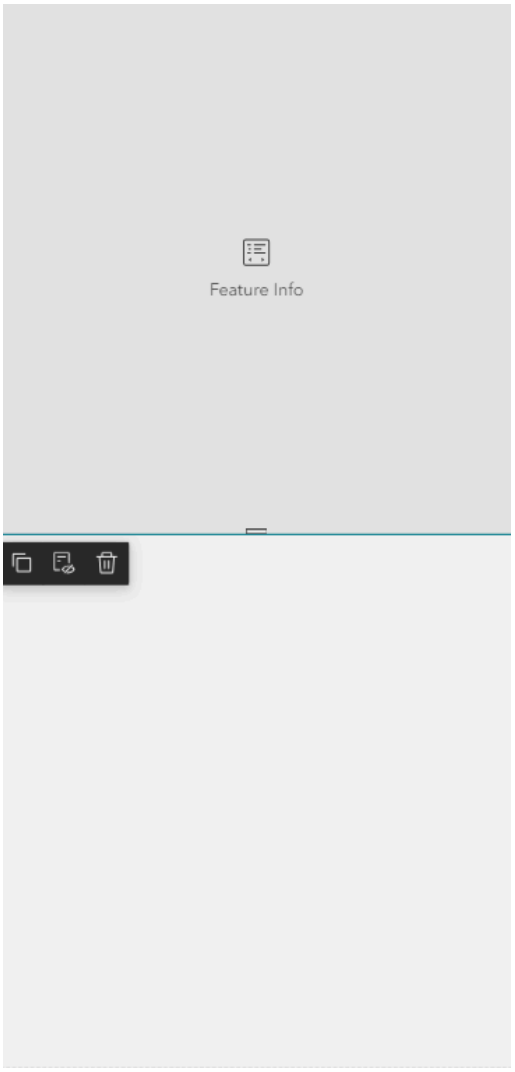
a From the Sidebar, click the Insert button to open the Insert Widget panel, if necessary.

b At the top of the Insert Widget panel, click the Search button and type **feature**.



*Step 4b***: Configure a Feature Info widget.*

c Drag the Feature Info widget to the Canvas and drop it at the top of the column.



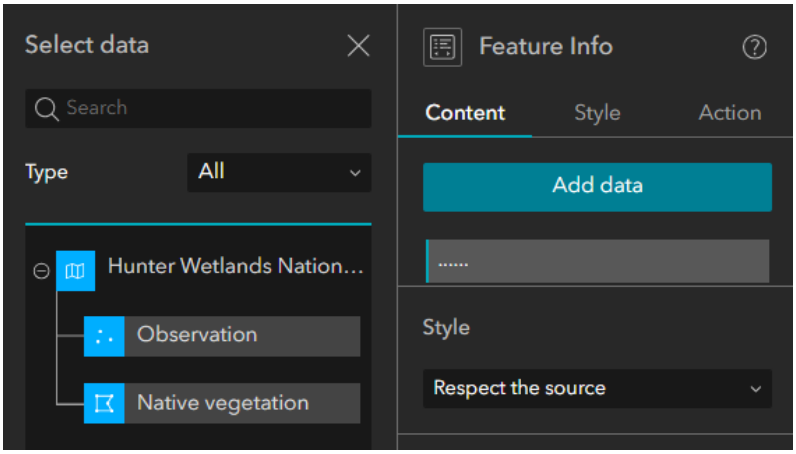
*Step 4c***: Configure a Feature Info widget.*

The Feature Info widget has been added to the Canvas, but it is empty. You will connect the widget to the feature layer containing the observational data.

d In the Feature Info configuration panel, click Add Data.

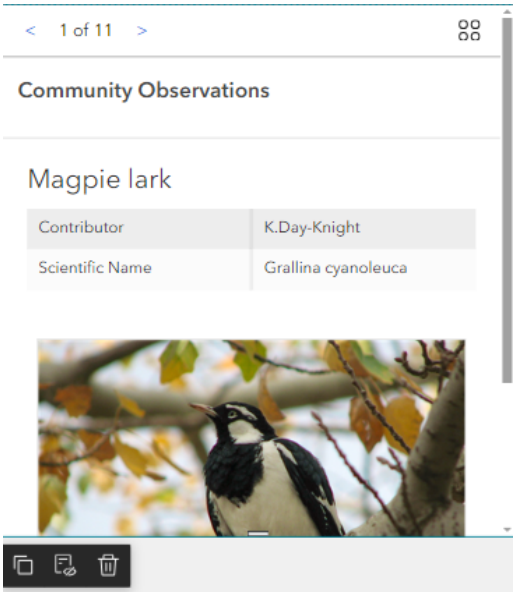
e In the Content Configuration pane, under Data, click Select Data.

f In the Select Data pane, next to Hunter Wetlands National Park, click the Expand button .



*Step 4f***: Configure a Feature Info widget.*

g Next to Observation, click the Feature Layer button.



*Step 4g***: Configure a Feature Info widget.*

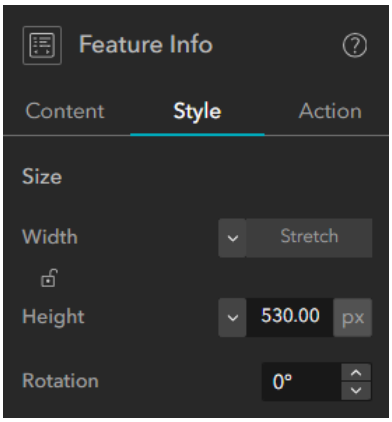
The Feature Info widget on the Canvas is now populated with the data from the Observation layer. The layer was previously configured for pop-up content, so the Feature Info widget displays those attributes. At the top of the widget are navigation tools to move from one observation to the next.

To learn more best practices for configuring pop-ups in ArcGIS Online, see the ArcGIS Blog: Pop-ups: The essentials (https://links.esri.com/PopUpBasics).

You will now adjust the size of the widget to make room for additional widgets.

h In the Feature Info configuration panel, click the Style tab.

i In the Size section, for Height, type **530** px, as shown in the following graphic.



j In the Border section, click the Quick Style button and choose Border Style 7.

- Hint

  Point to each border to see the name.

You will now add actions to the widget. There are two types of actions in ArcGIS Experience Builder widget: message actions and data actions.

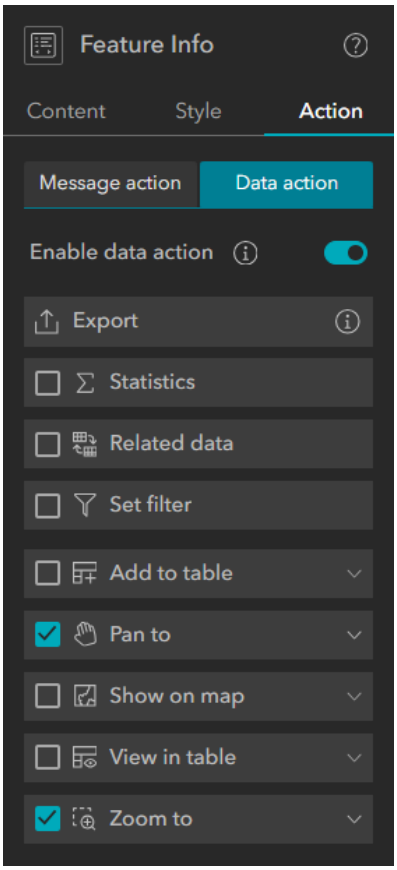
Message actions respond to interactions between a widget and data. These interactions are called triggers. For instance, you can create a trigger that filters data in a widget when the map view changes.

Data actions allow users to perform certain actions, such as exporting records or zooming to a feature. For the Feature Info widget, you will configure data actions to zoom and pan to a feature in the map.

k Click the Action tab.

l Click Data Action.

m Uncheck all data actions except for Zoom To and Pan To.



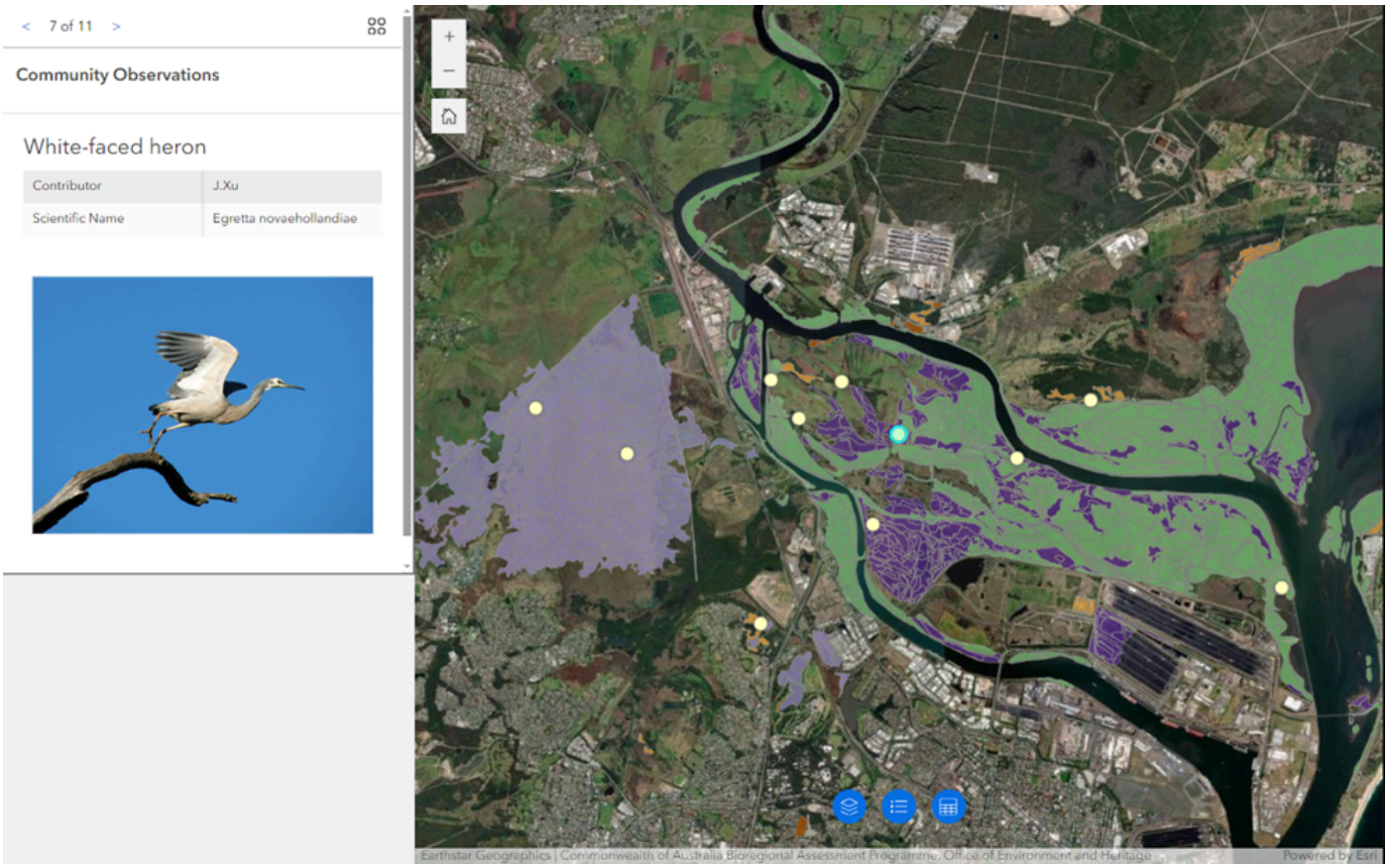
*Step 4m***: Configure a Feature Info widget.*

n Save your experience.

Before publishing, you can test your app by turning on Live View. This view allows you to interact with widgets to confirm how they will work when published.

o On the Builder toolbar, click Live View.

p On the Feature Info widget, click the Next button > to page through the features.



*Step 4p***: Configure a Feature Info widget.*

q On the Feature Info widget, click the Actions button .

On the Actions pop-up, you should see options to zoom and pan to the current feature or all data in the layer.

r Under Current, click Zoom To.

The map zooms to the feature on the map.

s Click the Previous button < to return to the first observation (magpie lark).

t Click Live View to turn it off.

In this step, you added a Feature Info widget to the app, and then positioned, configured, and tested it. With the Feature Info widget, your audience will be able to view information about each point without clicking the map.

- Step 5: Configure a Text widget

You have already added one widget to the Column. You will now add two more widgets. In this step, you will add a Text widget that will serve as a title for a Bookmark widget, which you will add in another step.

You can use Text widgets in a variety of ways in a web experience. You can use a Text widget to support other content (acting as a caption or a title, for example). A Text widget can also display select information from an expression or a dynamic field in a data source.

For more information about Text widgets, see ArcGIS Experience Builder Help: Text widget (https://links.esri.com/TextWidget).

a On the Sidebar, click the Insert button.

b Search for the Text widget.

c Drag the Text widget to the Canvas, below the Feature Info widget.

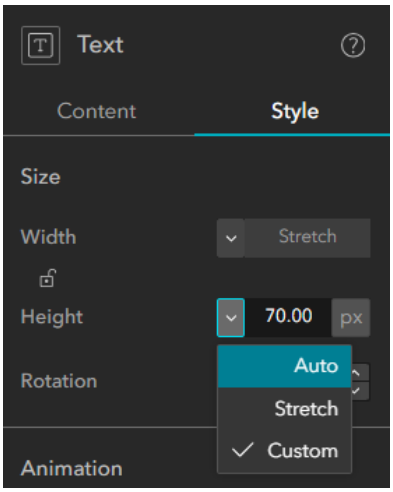
d Double-click in the widget and type **Jump to a location**.

You can format text through the Style toolbar on the widget or in the Text Configuration panel.

e Double-click to select the text and, in the Style toolbar, change the text size to **15** px.

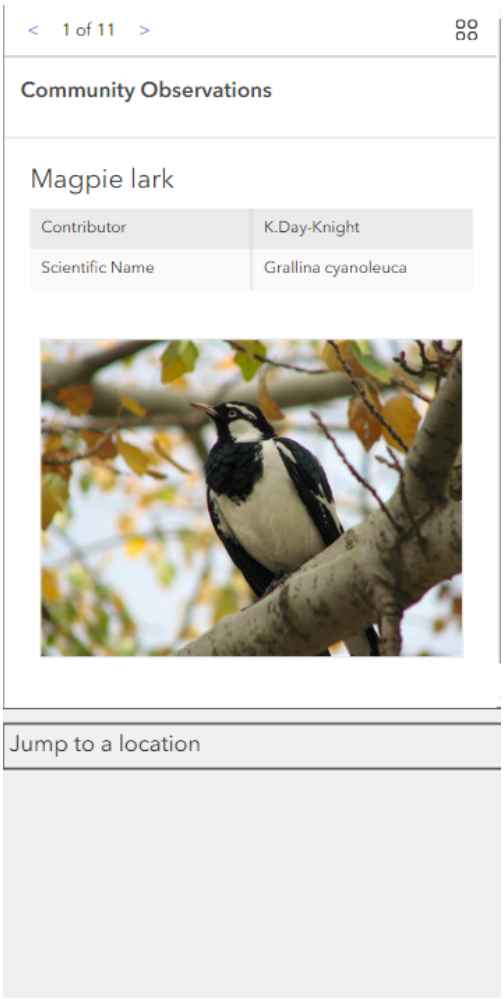
f In the Text configuration panel, click the Style tab.

g Under Size, for Height, click the arrow next to the pixel size and choose Auto, as shown in the following graphic.



The widget block height will now adjust automatically based on the size of the text.

h Under Border, click the Quick Style button and choose Border Style 7.



*Step 5h***: Configure a Text widget.*

i Save your experience.

In this step, you configured a Text widget, which acts as a title for the Bookmark widget that you will add in the next step.

- Step 6: Configure a Bookmark widget

The Bookmark widget stores bookmarks connected to a map. The bookmarks can originate from different sources, including the following sources:

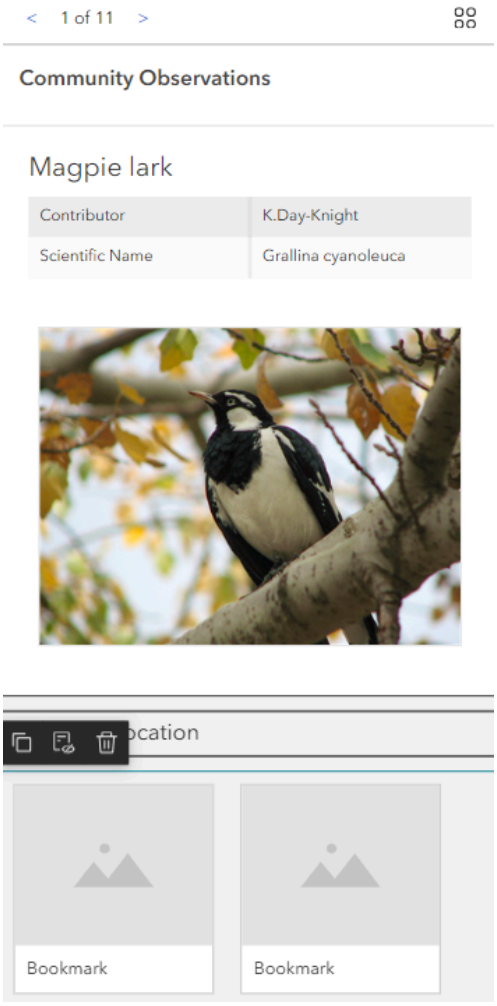
- Existing bookmarks
- Bookmarks added from the Configuration panel
- Bookmarks created by end users as they are using the app

In this step, you will add a Bookmark widget. You will configure it so that it displays existing bookmarks that were created with the original map.

For more information about Bookmark widgets, see ArcGIS Experience Builder Help: Bookmark widget (https://links.esri.com/ExpBldrBookmarkWidget).

a In the Insert Widget panel, search for the Bookmark widget.

b Drag the Bookmark widget below the Text widget on the Canvas.

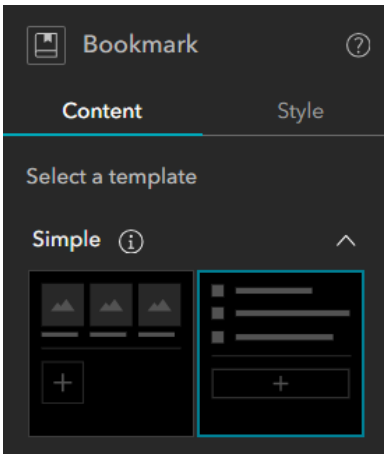


*Step 6b***: Configure a Bookmark widget.*

The Bookmark widget is added to the Column. The bookmarks default to displaying as cards. You will change the way that they are displayed, so that you can view more bookmarks at a glance.

c In the Bookmark configuration panel, click the Content tab.

d Under Select A Template, in the Simple category, click the List card, as shown in the following graphic.

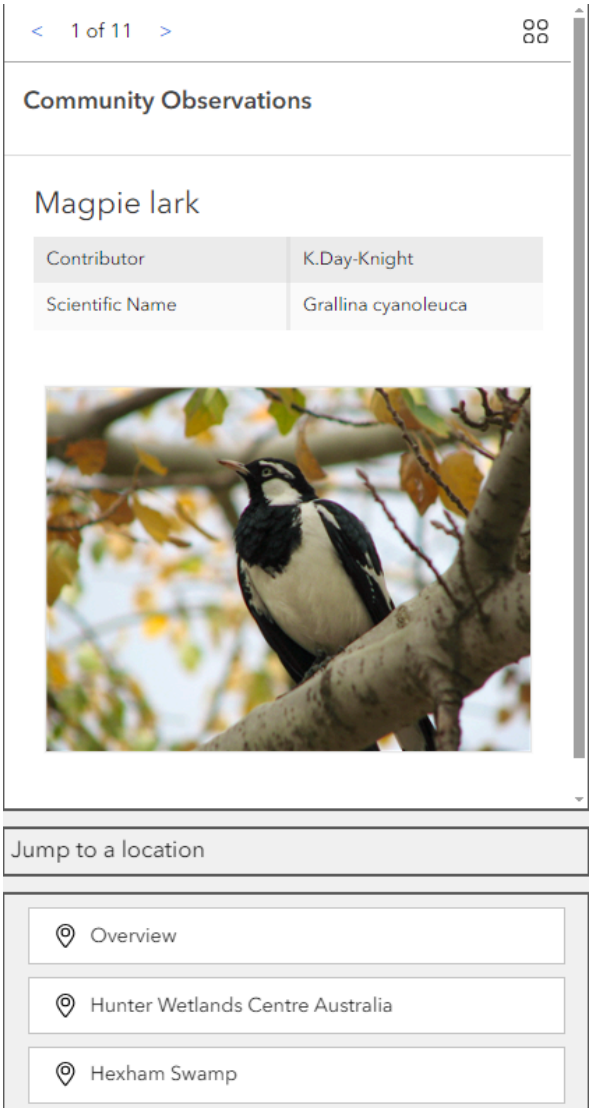


e At the bottom of the Bookmark configuration panel, click Start.

f In the Bookmark Drawing Display section, check the Display Bookmarks From Web Map box.

g Click the Style tab.

h Under Border, click the Quick Style button and choose Border Style 7.



*Step 6h***: Configure a Bookmark widget.*

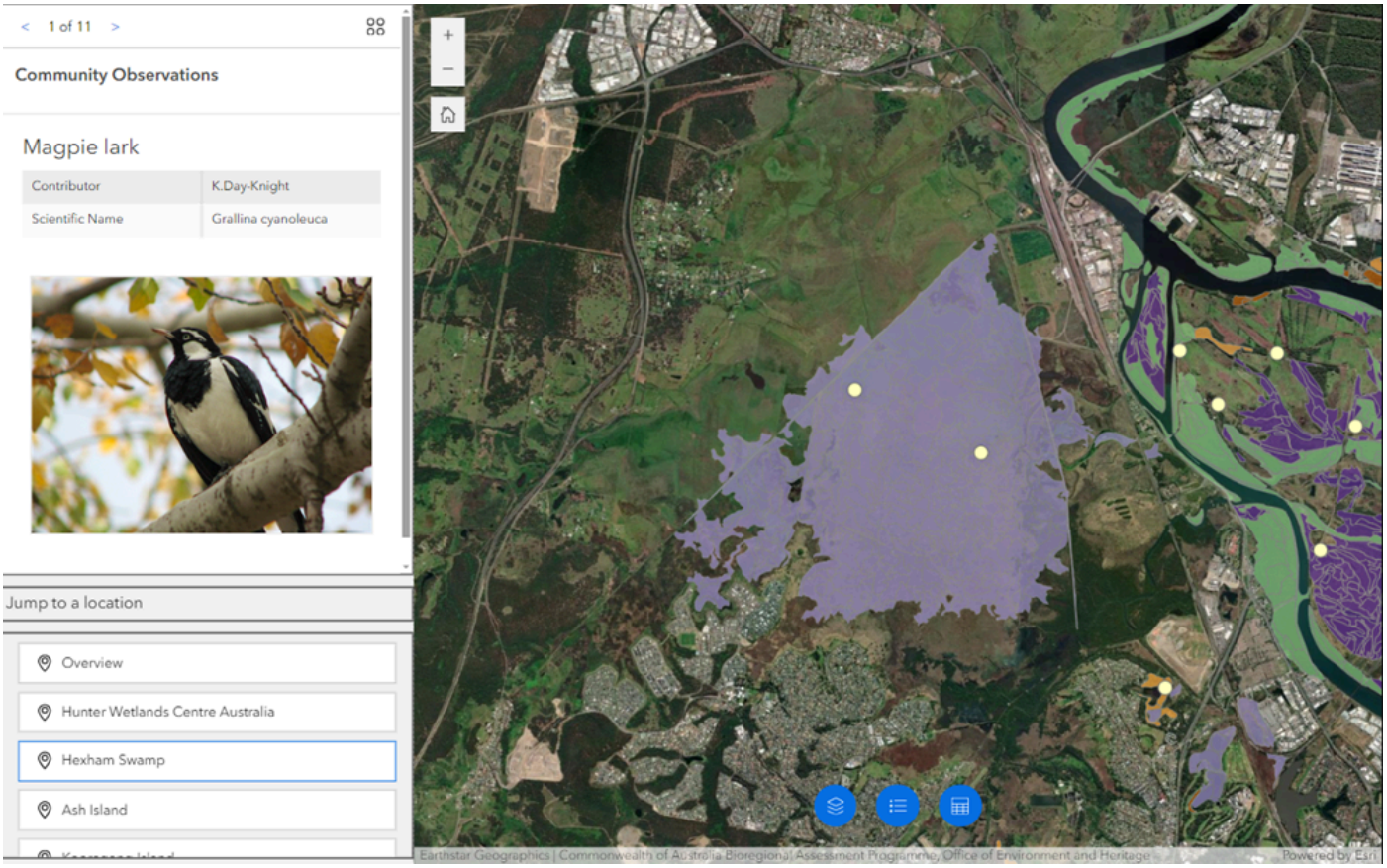
The bookmarks from the map are displayed in the widget as a list.

i Save your experience.

You will now test the Bookmark widget.

j Turn on Live View.

k In the Bookmark widget, click the Hexham Swamp bookmark.



*Step 6k***: Configure a Bookmark widget.*

The map zooms to Hexham Swamp, a large area of estuarine wetlands that serves as a natural flood barrier.

l Click the Overview bookmark.

m Turn off Live View.

In this step, you added a Bookmark widget and configured it to display spatial bookmarks from the map. You will add a few more widgets to the Canvas before publishing it.

- Step 7: Configure the Widget Controller

So far, you have added a few widgets to the Canvas, including Map, Feature Info, Text, and Bookmark widgets.

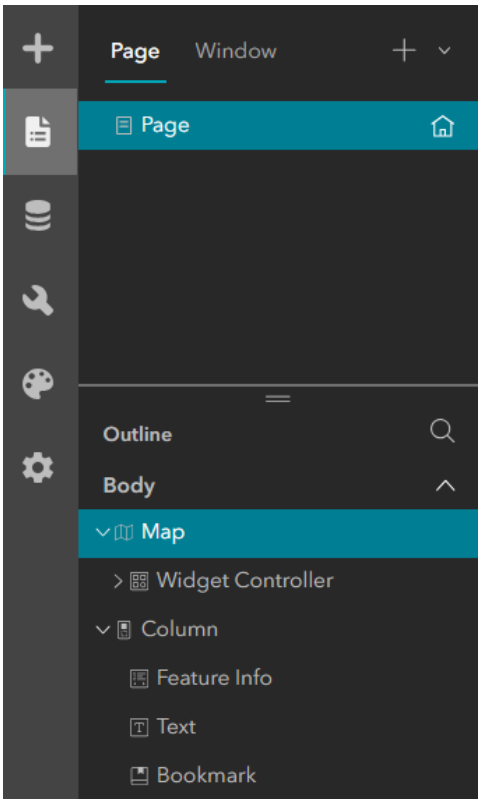
The Launchpad template that you used to create your experience from has a Widget Controller widget at the bottom of the map, containing three widgets: Map Layers, Legend, and Table widgets. The Widget Controller organizes widgets as buttons on a vertical or horizontal toolbar. It allows you to add more widgets to an experience while keeping the Canvas streamlined and uncluttered.

In this step, you will configure the Widget Controller so that it stands out more against the basemap imagery. You will configure the widgets that are contained inside the Widget Controller in upcoming steps.

For more information about the Widget Controller, see ArcGIS Experience Builder Help: Widget Controller widget (https://links.esri.com/WidgetController).

a On the Sidebar, click the Page button, if necessary.

b On the Page panel, click the arrow > next to Map to expand it, if necessary.

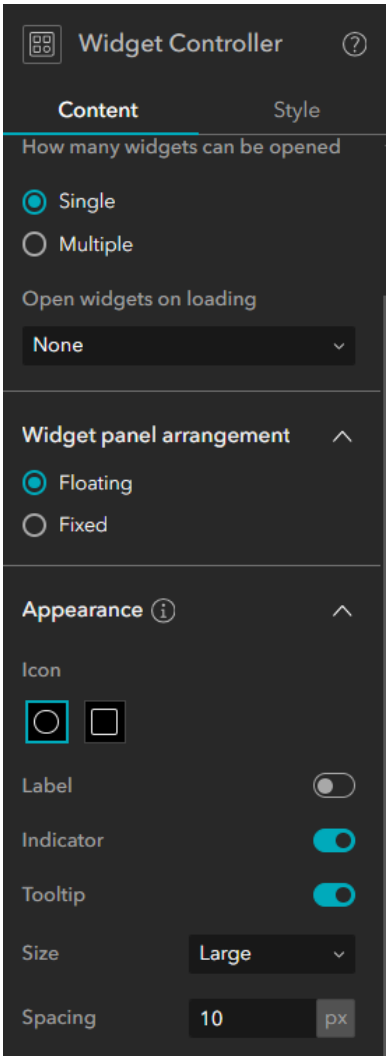


*Step 7b***: Configure the Widget Controller.*

c Click Widget Controller to open the Widget Controller configuration panel.

You will first make the icons in the Widget Controller larger, so that it is easier to see them.

d In the Configuration panel, under Appearance and next to Size, click Medium and choose Large.



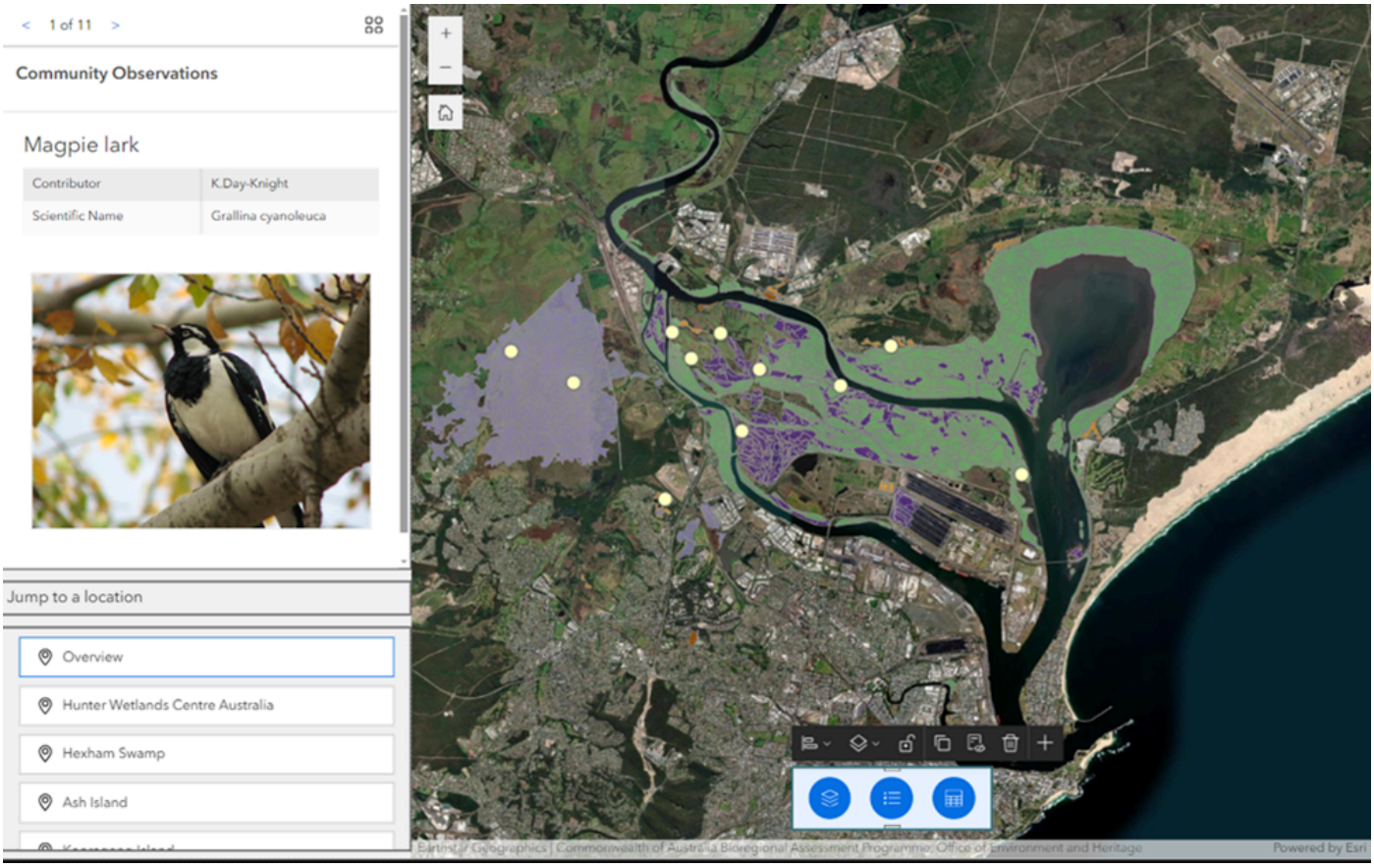
*Step 7d***: Configure the Widget Controller.*

You will now change the background color and border of the Widget Controller.

e Click the Style tab.

f Next to Background, click the Quick Style button and choose Background Style 1.

g Next to Border, click the Quick Style button and choose Border Style 7.



*Step 7g***: Configure the Widget Controller.*

h Save your experience.

In this step, you updated the appearance of the Widget Controller widget, increasing the size of the buttons that it contains. You also added a background color and border so that it is easier to see the Widget Controller against the background imagery on the map.

- Step 8: Configure a Swipe widget

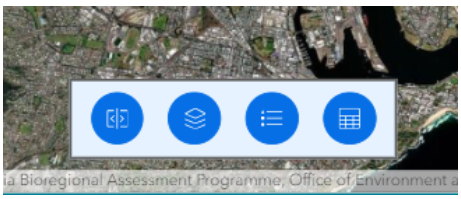
With the widgets that you have added so far, you can navigate through a map, see information and images about features on the map, and zoom to different locations. You would also like to have the option to compare the vegetation layer to the basemap imagery beneath it to see, for example, what a salt marsh might look like from above.

In this step, you will add and configure a Swipe widget, which will allow you to swipe the vegetation layer to see what is underneath. You will add the Swipe widget to the Widget Controller so that is easily accessible but does not take up additional space on the Canvas.

For more information about the Swipe widget, see ArcGIS Experience Builder Help: Swipe widget (https://links.esri.com/SwipeWidget).

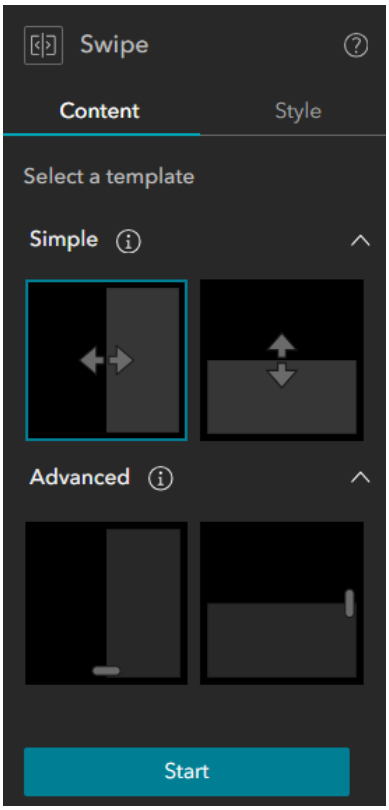
a On the Sidebar, click the Insert button and search for the Swipe widget.

b Drag the Swipe widget to the far-left side of the Widget Controller.



*Step 8b***: Configure a Swipe widget.*

c Click the Swipe widget to open the Swipe configuration panel.



You will first select a template, either Simple or Advanced. The Simple template adds a slider to the map with a draggable handle. This template is used to compare two items. The Advanced template is for comparing two or more layers.

Because you are comparing the vegetation layer to the image in the basemap beneath it, you will use the default Simple template.

d Under Select A Template, click Start.

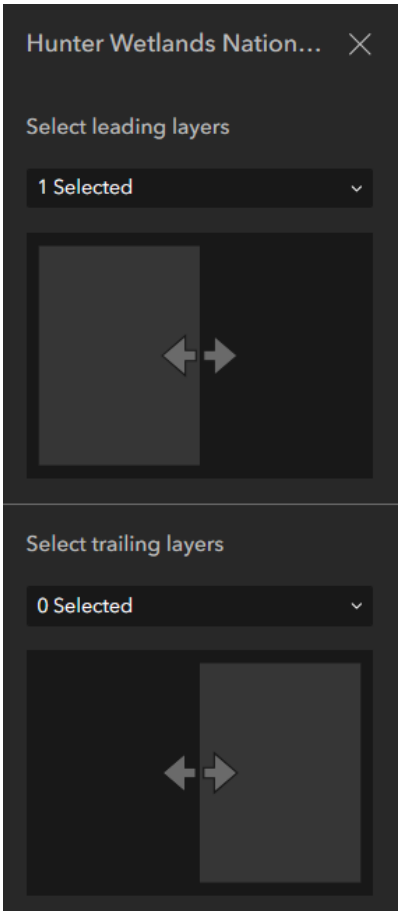
The Swipe widget is automatically connected to the map (Hunter Wetlands National Park). You will customize the settings by designating the Native Vegetation layer as the leading layer. The leading layer is the layer that appears above or to the left of the slider when you are swiping.

As you swipe, the leading layer disappears and you can see the layer underneath, which is called the trailing layer. In this case, you only want to see the basemap beneath the layer, so you will not designate a trailing layer.

e Under Customize Settings, click Hunter Wetlands National Park.

f Under Select Leading Layers, click 0 Selected and choose Native Vegetation.

g Click the Hunter Wetlands National Park pane to close the pop-up.



*Step 8g***: Configure a Swipe widget.*

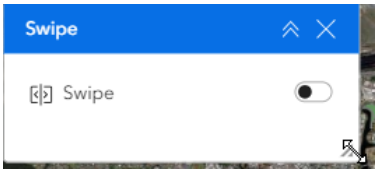
The pane now indicates that one layer is selected as a leading layer.

h Close the Hunter Wetlands National Park pane.

Because you are only swiping one layer, you do not need the leading and trailing layers listed, so you will change the arrangement style.

i In the Swipe configuration panel, under Arrangement Style, click Bar.

j On the Canvas, drag the bottom-right corner of the Swipe widget to make it smaller, as shown in the following graphic.



k Save your experience.

You will now test the Swipe widget.

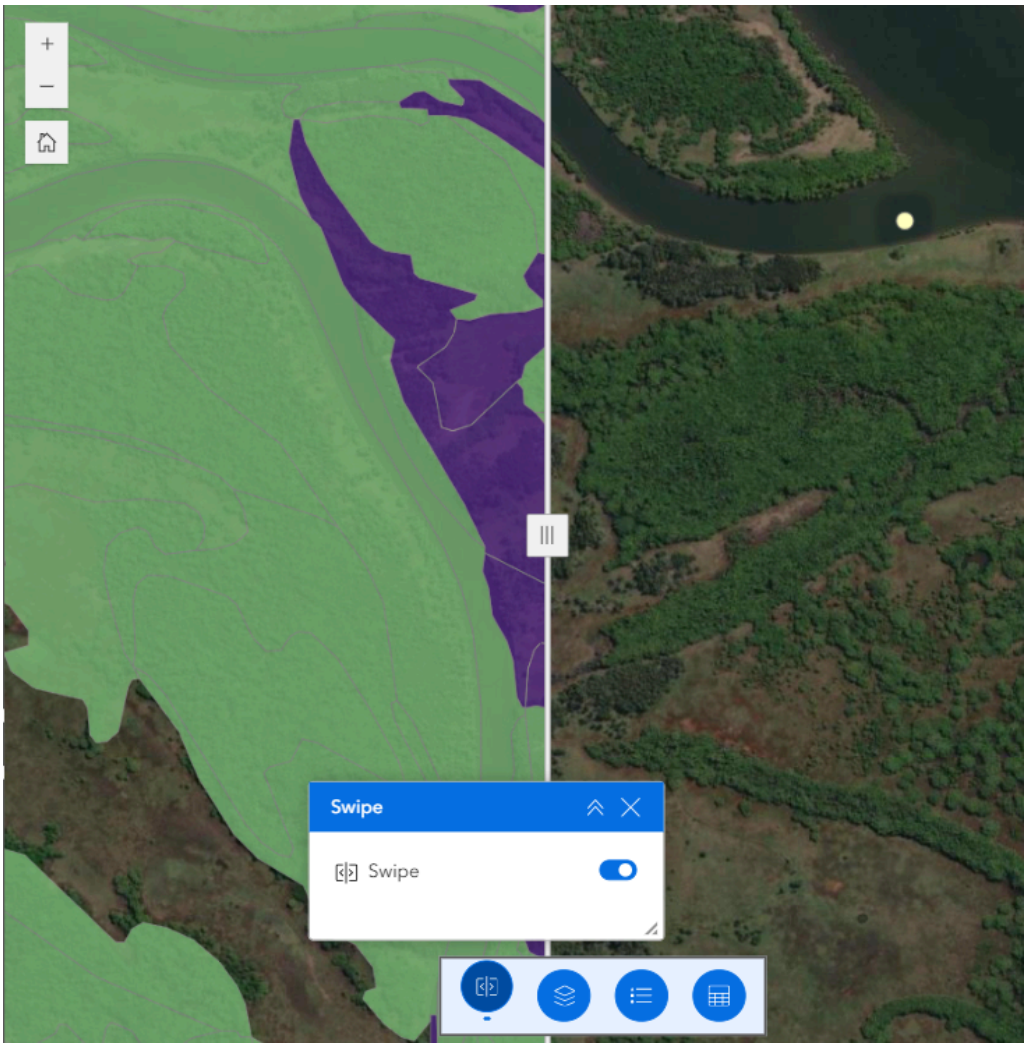
l Turn on Live View.

m Click the Swipe widget to open it.

n In the Swipe widget, turn on Swipe.

o Zoom into any area on the map where the Native Vegetation layer is displayed.

p Drag the Swipe handle to the right and left to see the basemap imagery beneath the layer.



*Step 8p***: Configure a Swipe widget.*

In this scenario, the imagery that you are viewing is in the World Imagery basemap tile layer. The layer contains satellite or aerial imagery at a resolution of one meter or better, from a variety of sources and dates. If you had a specific imagery layer that you wanted to use for this experience, you would add it to the original map and then designate it as a trailing layer in the Map Widget configuration panel.

q Turn off the Swipe widget.

r Click the Overview bookmark.

s Turn off Live View.

In this step, you added and configured a Swipe widget to show the imagery basemap beneath the Native Vegetation layer.

- Step 9: Configure a Map Layers widget

So far, you have configured a Widget Controller containing a Map Layers widget, a Legend widget, and a Table widget. In the previous step, you added a Swipe widget to the Widget Controller. In the next few steps, you will configure the Map Layers widget and the Table widget. The Legend widget is already populated with the layers from the map and needs no further updates.

In this step, you will configure the Map Layers widget. The widget displays a list of map layers and has settings to customize layers and allow certain options, such as changing the transparency of the layer and controlling layer visibility.

For more information about the Map Layers widget, see ArcGIS Experience Builder Help: Map Layers widget (https://links.esri.com/MapLayersWidget).

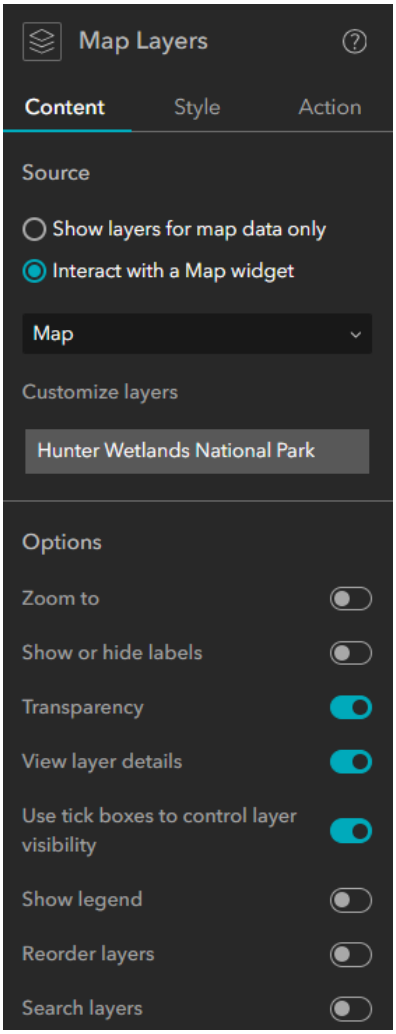
a On the Widget Controller, click the Map Layers widget to open the Configuration panel.

- Hint

Point to a widget on the Controller to see its name. The Map Layers widget is the second widget from the left.

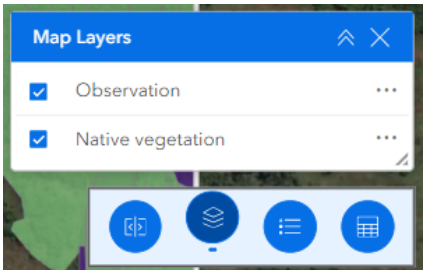
b On the Map Layers configuration panel, under Options, turn on the following options:

- Transparency
- View Layer Details
- Use Tick Boxes To Control Layer Visibility



*Step 9b***: Configure a Map Layers widget.*

c On the Canvas, drag the bottom-right corner of the Map Layers widget to make it smaller.



*Step 9c***: Configure a Map Layers widget.*

The widget displays both map layers. There is a check box next to each layer to turn visibility off or on. The Options button ••• contains the options that you set in the Map Layers configuration panel, as well as some default options, such as setting a filter.

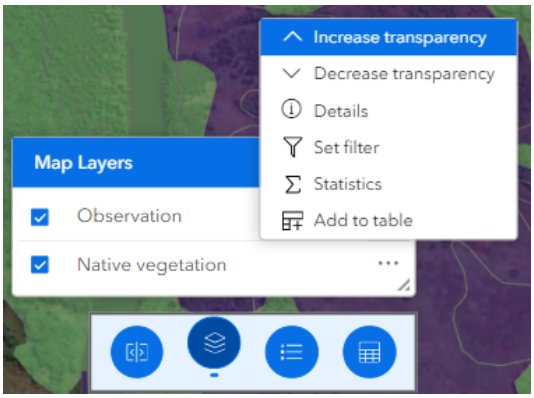
d Save your experience.

You will now test the widget.

e Turn on Live View.

f Click the Map Layers widget.

g Next to Native Vegetation, click the Options button •••, and then click Increase Transparency.



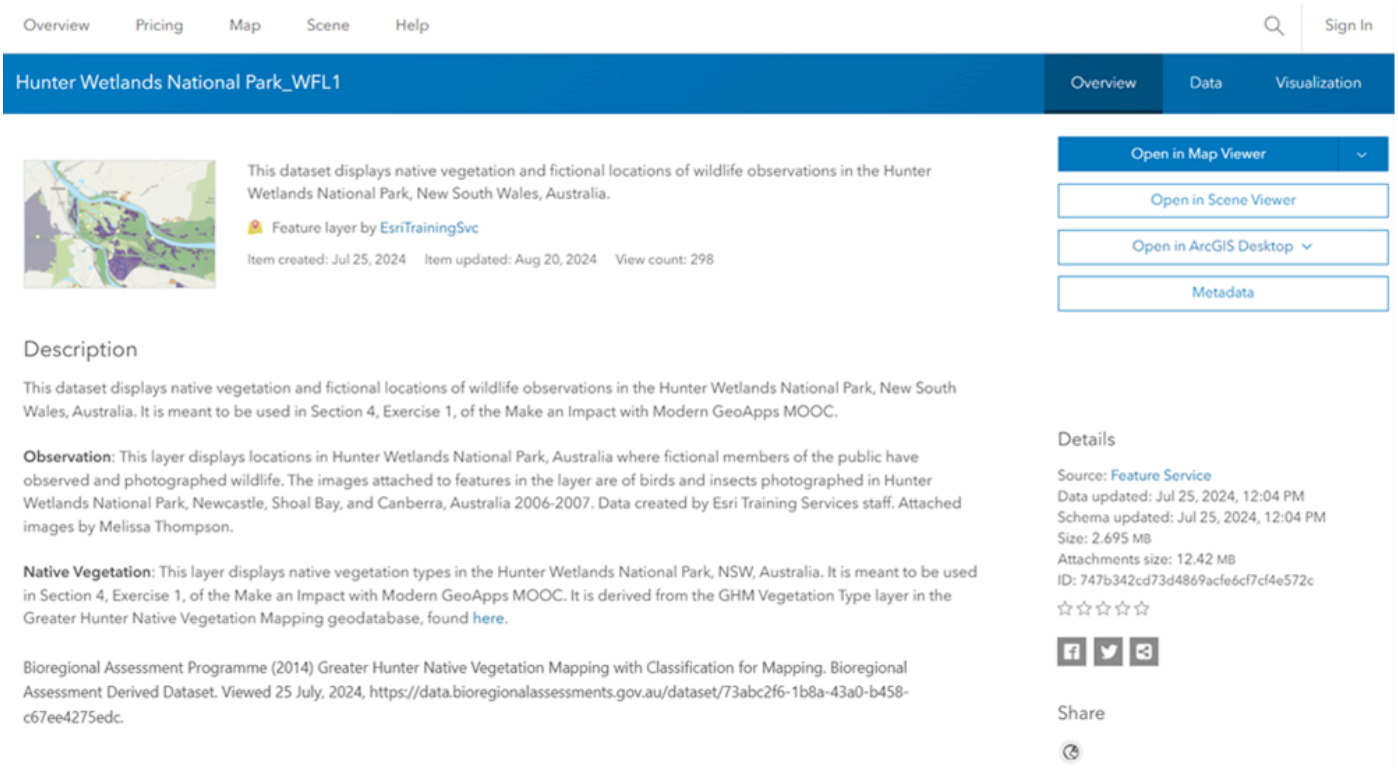
*Step 9g***: Configure a Map Layers widget.*

The transparency of the Native Vegetation layer increases on the map.

h Click the Options button again and click Decrease Transparency.

You previously set the option to view the layer details. You set that option so that a person can view information about the layer, including how it is meant to be used and any restrictions on its use.

i Next to Observation, click the Options button, and then click Details.



*Step 9i***: Configure a Map Layers widget.*

You are taken to the item page, where you can find information about the layer. From this page, you can also open and view the layer in a Map Viewer, Scene Viewer, ArcMap, or ArcGIS Pro.

j Close the item page tab.

k Turn off Live View.

In this step, you configured the Map Layers widget, allowing users to change the transparency of the layer and set the layer visibility.

- Step 10: Configure a Table widget

It is important that you and your audience can view information about the features in the Native Vegetation layer in a variety of ways. For example, you can view the legend and see what types of vegetation are displayed on the map. You can also click to select a feature on the map and see information associated with that feature in a pop-up. You also want to give your audience the ability to view feature information in an table, as well as to search for specific types of vegetation. Because there is already a Table widget added to the Widget Controller, in this step, you will configure the Table widget so that you can view the Native Vegetation layer in a table and search for specific features.

For more information about the Table widget, see ArcGIS Experience Builder Help: Table widget (https://links.esri.com/TableWidget).

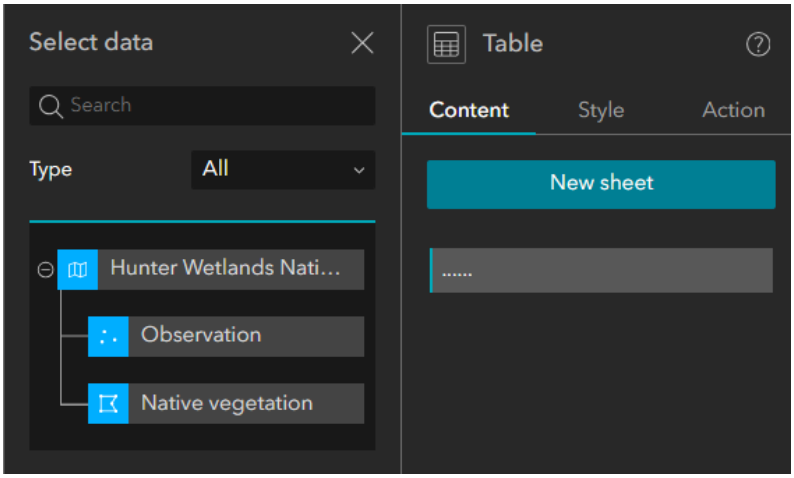
a On the Widget Controller, click the Table widget to open the Configuration panel.

You will first select the data source for the table, which will be the Native Vegetation layer.

b In the Table configuration panel, click New Sheet.

c In the Sheet Configuration pane, click Select Data.

d In the Select Data pane, next to Hunter Wetlands National Park, click the Expand button .



*Step 10d***: Configure a Table widget.*

e Next to Native Vegetation, click the Feature Layer button.

You will now set up tools to interact with the table.

f Under Tools, turn on Search.

There are two fields in the Native Vegetation layer that contain information about vegetation types. You will designate these fields as the searching fields. When you initiate a search, it will only search for results from those two fields.

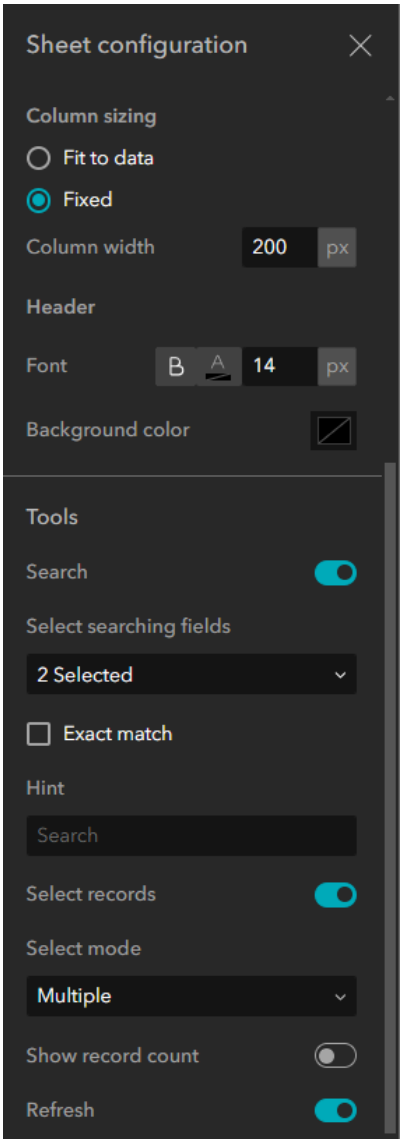
g Under Select Searching Fields, click 0 Selected, and then check the boxes for the following fields:

- Native_Vegetation_Type_Common_Name
- Native_Vegetation_Type_Scientific_Name

h Click the Sheet Configuration pane to close the Select Searching Field window.

You will now set the option to allow selection of multiple results in the table.

i Under Select Mode, click Single and choose Multiple.



*Step 10i***: Configure a Table widget.*

j Close the Sheet Configuration pane.

k Save your experience.

You will now test the Table widget.

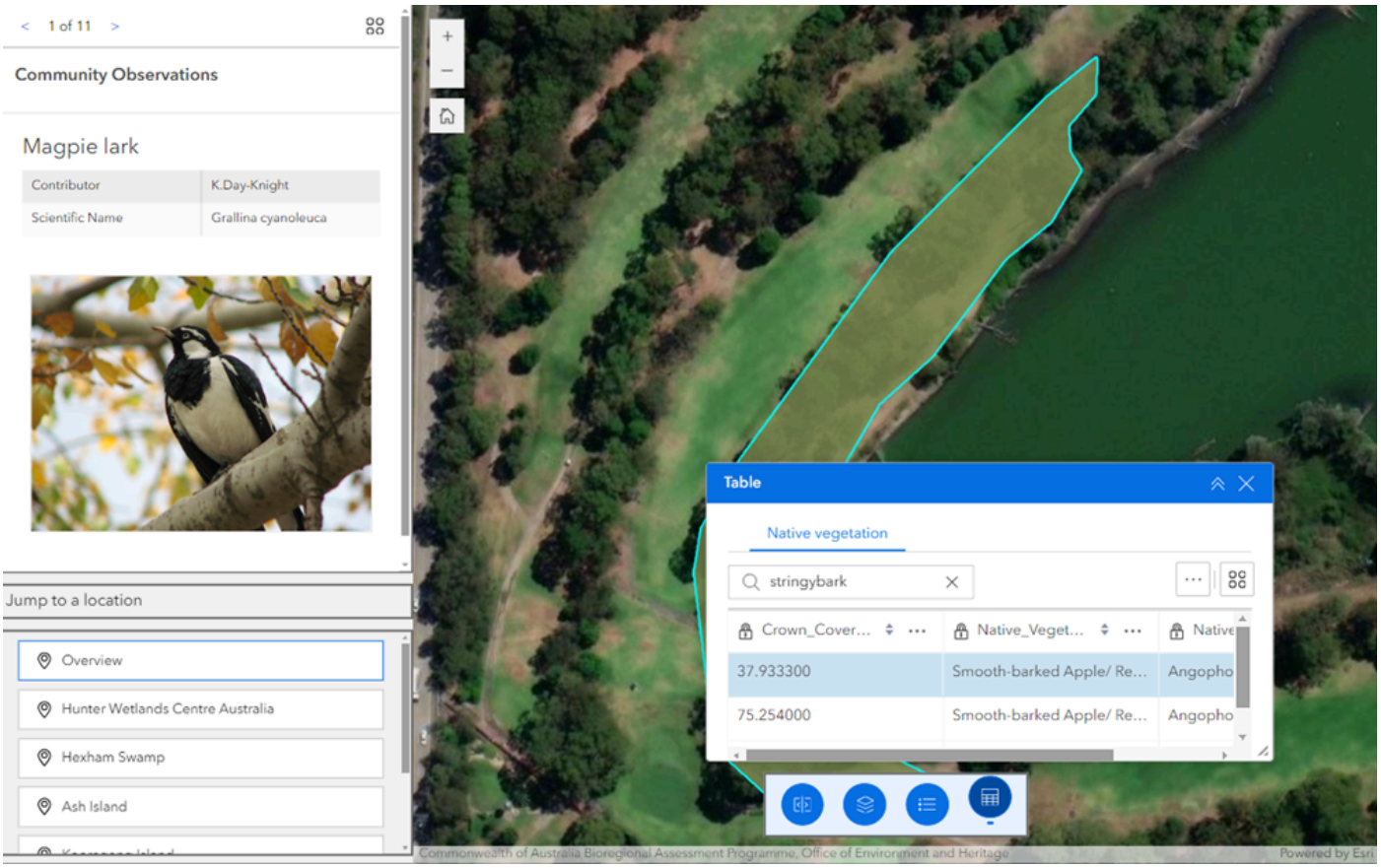
l Turn on Live View.

m Click the Table widget.

n In the search field, type **stringybark** and press Enter.

o In the table, click to select one of the results.

p On the Table widget, click the Actions button and, under Selected, choose Zoom To.



*Step 10p***: Configure a Table widget.*

The map zooms to the selected feature.

q On the Table widget, click the Options button ••• and choose Clear Selection.

r On the Bookmark widget, click the Overview bookmark.

s Turn off Live View.

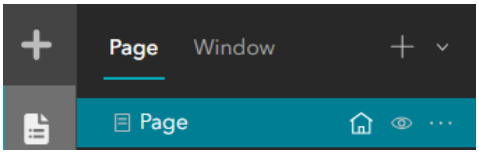
You have configured the Table widget to display attributes from the Native Vegetation layer. You have also configured options to search for specific text.

- Step 11: Configure a header

Now that you have finished configuring the widgets, your audience will be able to interact with and explore the web experience. Before publishing, you will configure a header so that your audience will know the theme of the page when they open it.

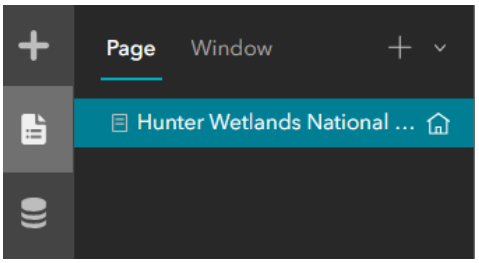
a Open the Page panel, if necessary.

b In the Page panel, below the Page tab, point to Page.



*Step 11b***: Configure a header.*

c Click the More button ···, choose Rename, and type **Hunter Wetlands National Park**.



*Step 11c***: Configure a header.*

d Click the Hunter Wetlands National Park page name, if necessary, to open the Configuration panel.

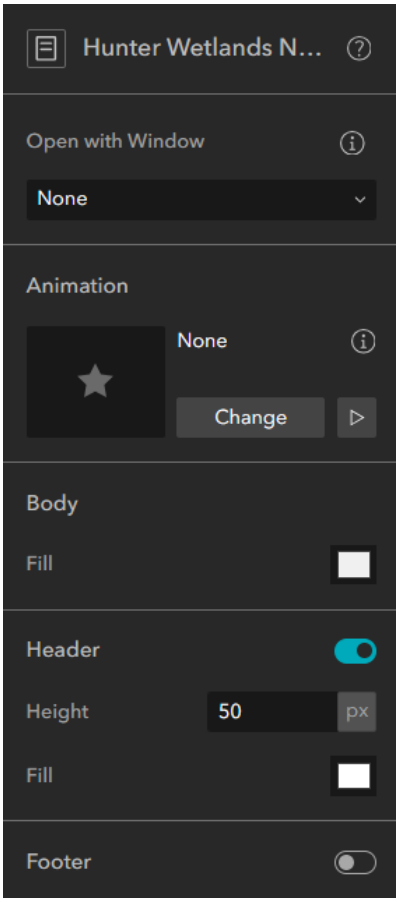
e In the Hunter Wetlands National Park configuration panel, turn on Header.

f For Height, type **50**.

g Next to Fill, click the color swatch button.

h In the color palette, under Theme Colors, click the swatch in the first row and third column (#f0f0f0).

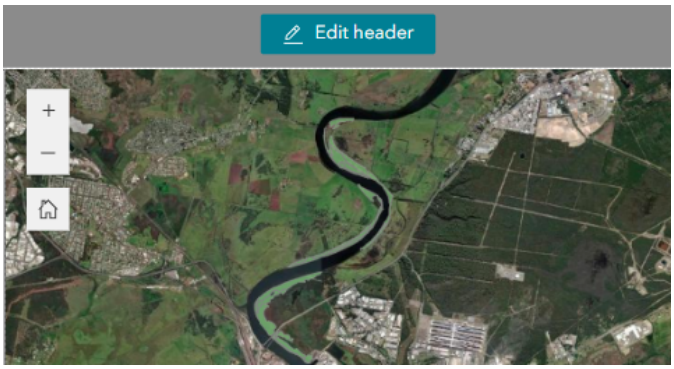
i Click anywhere on the Configuration panel to close the color palette.



*Step 11i***: Configure a header.*

You have changed the header color and will now add text to the header.

j On the Canvas, point to the header and click Edit Header.

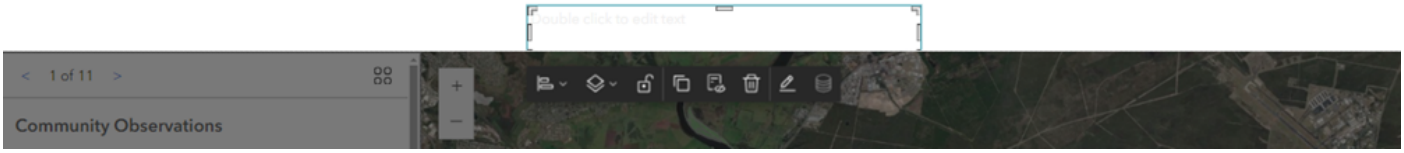


*Step 11j***: Configure a header.*

You can choose a preset header layout, or you can add one or more widgets to customize the layout. At this stage, you will only add a title. Next, you will add and configure a Text widget.

k On the Sidebar, click the Insert button and search for the Text widget.

l Drag and drop the Text widget anywhere on the header.



*Step 11l***: Configure a header.*

m In the Text 2 configuration panel, under Text Format, click the Font Color button .

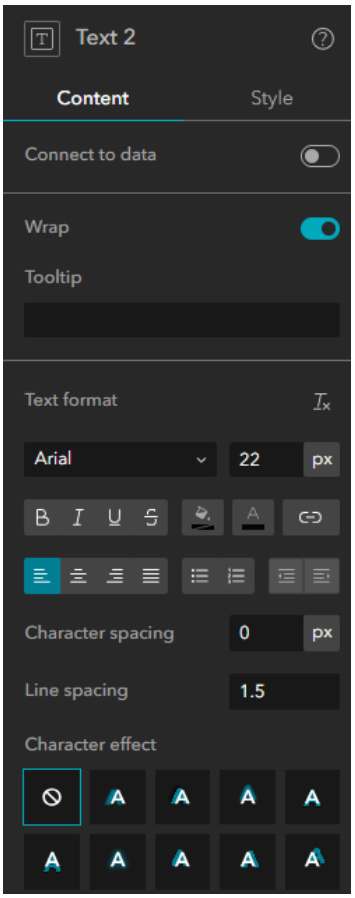
n In the color palette, under Theme Colors, click the swatch in the first row and fourth column (#050505).

o Click anywhere on the configuration panel to close the color palette.

You will format and add header text to the widget.

p Under Text Format, click Avenir Next and choose Arial.

q For font size, type **22** px.



*Step 11q***: Configure a header.*

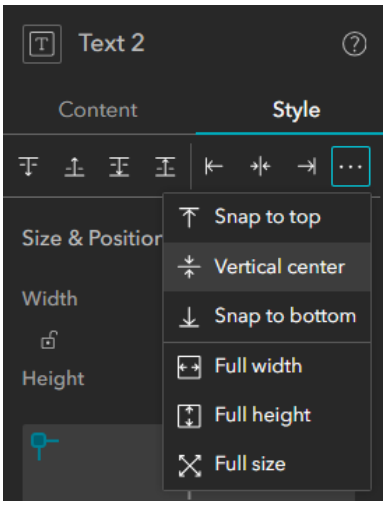
r On the Canvas, double-click the Text 2 widget and type **Hunter Wetlands National Park**.

You will now set the size and position of the Text widget.

s On the Text 2 configuration panel, click the Style tab.

t Under the Style tab, click the Snap To Left button.

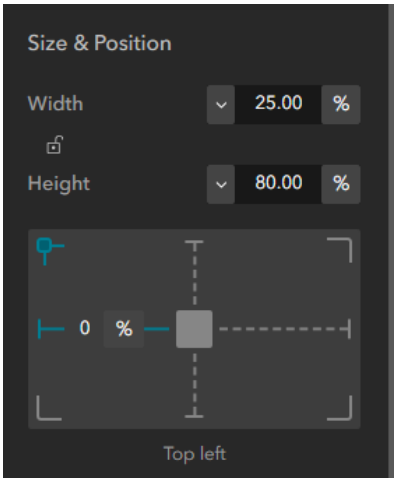
u Click the More button ··· and choose Vertical Center.



*Step 11u***: Configure a header.*

v Under Size & Position, change the Width to **25** %.

w For Height, type **80** %.



*Step 11w***: Configure a header.*

x Save your experience.

You have added a header to your page and are now ready to publish your experience.

- Step 12: Publish the experience

You have created a single-page web experience from a template. You have added and configured several widgets that will allow project stakeholders and members of the public to explore and view different aspects of Hunter Wetlands National Park. In the future, you plan to add pages to this experience; you will learn about that process in a separate exercise. For now, you are ready to share the web experience with the public.

In this step, you will preview and publish the web experience.

For more information about previewing and publishing a web experience, see ArcGIS Experience Builder Help: Save, preview, and publish (https://links.esri.com/XBPublish).

Because you have finished adding and configuring all widgets on the Canvas, you will lock the layout to prevent further moving or resizing of widgets.

a On the Builder toolbar, turn on Lock Layout.

b Click the map to deselect the header.

You will now preview the web experience.

c On the Builder toolbar, click the Preview button .

d Test out some widgets, such as in the following example steps:

- In the Bookmarks widget, zoom to a different location using a bookmark.
- In the Swipe widget, swipe between the Native Vegetation layer and the basemap.
- In the Map Layers widget, turn off a layer in the map.
- In the Table widget, search for a vegetation feature containing eucalyptus.

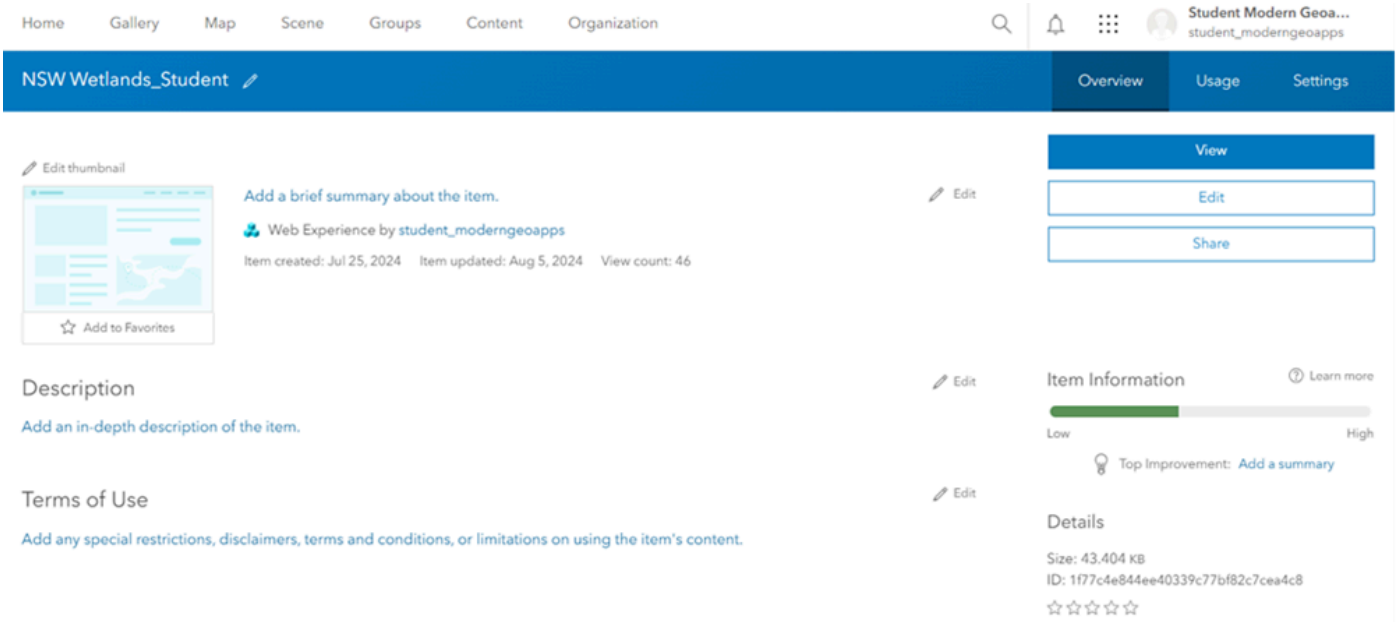
e Close the preview tab and return to the experience that you are editing.

f On the Builder toolbar, click Publish.

*Step 12f***: Publish the experience.*

After the experience has been published, the Publish button shows as Published and is grayed out. Also, a green Published status appears on the left side of the toolbar. If you make changes to the experience after it has been published, the Published status changes to Unpublished Changes and the Publish button is available again.

g On the Builder toolbar, next to Published, click the More button and choose Change Share Settings.



*Step 12g***: Publish the experience.*

The item page for the web experience opens in a new tab. You will edit the Description and Terms Of Use so that a person can understand what the experience is about and any limitations on its use.

h Next to Description, click Edit , and then type **This web experience was created in the Make an Impact with Modern GeoApps MOOC.**

i Click Save.

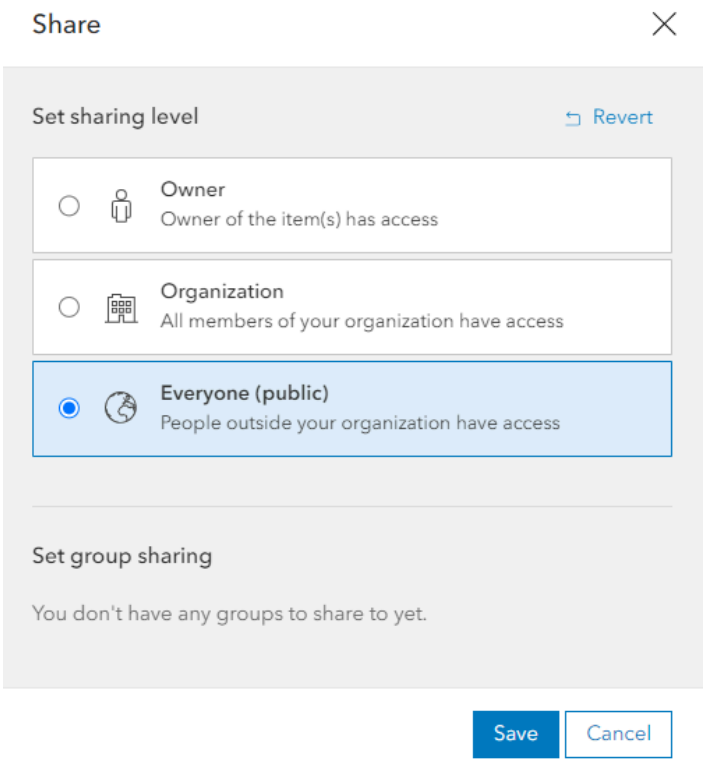
j For Terms Of Use, type **For training purposes only.**

k Click Save.

You will now set the sharing level so that anyone with a web browser can view the experience.

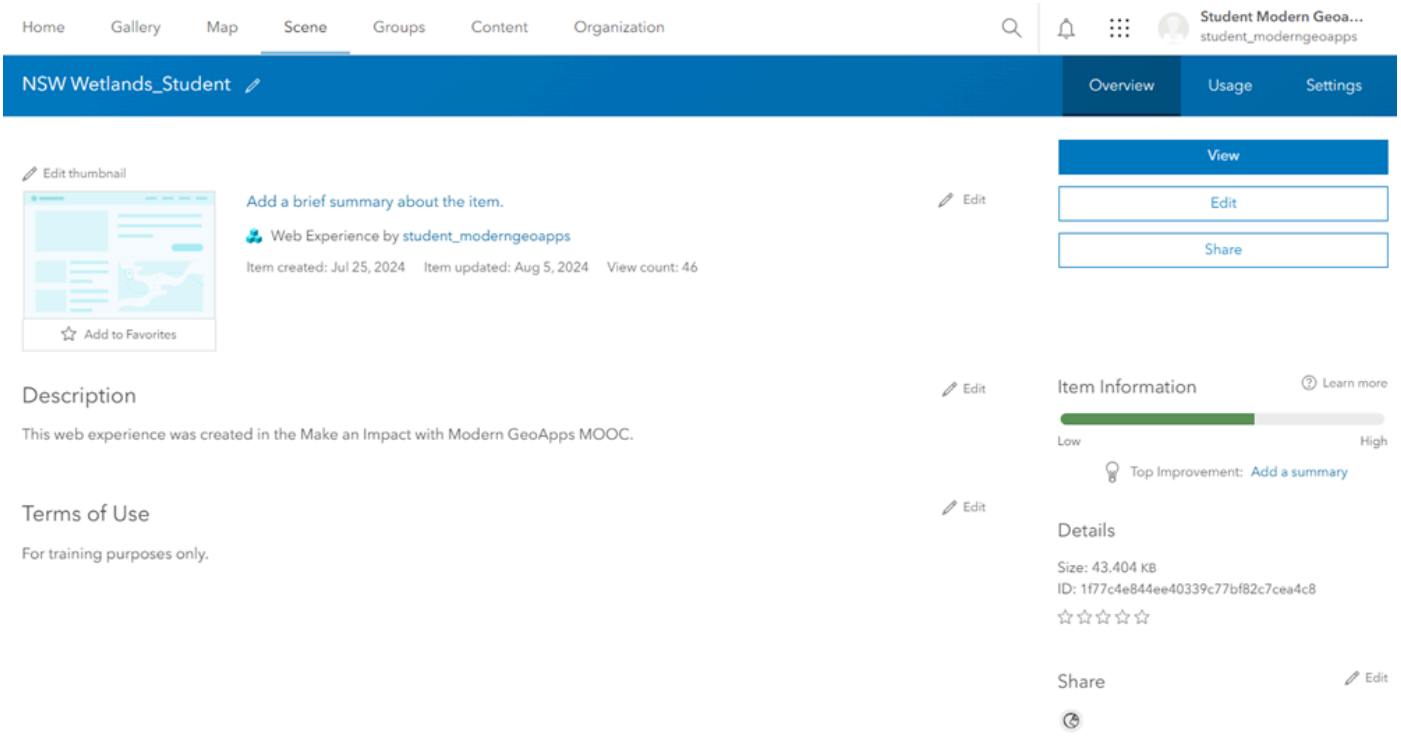
l On the right side of the page, next to Share, click Edit.

m Under Set Sharing Level, click Everyone (Public).



*Step 12m***: Publish the experience.*

n Click Save.



*Step 12n***: Publish the experience.*

You can also add a more robust summary and description, along with credits and tags, but you will leave those sections as is for this exercise.

o Close the tab with the item page to return to the builder.

In this exercise, you created an experience, adding and configuring several interactive widgets. Each time that you configured a widget, you were able to test the experience by turning on Live View. After you published your experience, you previewed the way that your intended audience will be viewing and interacting with it. You can come back at any time and make changes to the experience, building on what you already created, and then republishing it.