Get More Help

# Google Maps API (Javascript)

* Home page: <http://code.google.com/apis/maps/documentation/javascript/>
* Straight to the developer’s guide: <https://developers.google.com/maps/documentation/javascript/tutorial>
* All the workshop materials: <http://code.google.com/p/mmdmapsdev/>

# HTML Writing

Whether you’re embedding stylized text in your infowindow or writing instructions, you need HTML:

* Look up elements, tutorials: <http://www.w3schools.com/html/default.asp>
* Separate site dedicated to HTML5: <http://www.w3schools.com/html/html5_intro.asp>
* HTML to Javascript Converter: <http://accessify.com/tools-and-wizards/developer-tools/html-javascript-convertor/>

# Javascript

Google just links to its own search results for this, and so do I:

* <http://www.w3schools.com/js/default.asp>
* <http://www.pageresource.com/jscript/>
* Also, a brand new site just popped up on teaching Javascript in a fun, competitive way: <http://www.codecademy.com/> Check it out!

# CSS

CSS is what makes your site look like a web site instead of a cinder block. (Links are embedded for readability.) Here’s how to get better:

* [The 30 CSS Selectors you Must Memorize](http://net.tutsplus.com/tutorials/html-css-techniques/the-30-css-selectors-you-must-memorize/) - a whole bunch of CSS selectors, from the common to the obscure. It also includes browser compatibility for each selector.
* [CSS3: A Practical Introduction](http://leaverou.me/ft2010/#intro) - walks you through CSS3 and it’s functionality in a visual, slideshow style format.
* [CSS Processor](http://procssor.com/) – takes ugly CSS code and turns it into something neat and easy to read.

# KML Reference

<http://code.google.com/apis/kml/documentation/kmlreference.html>

# Outline/Course Timeline

**9:00** Intro  
 People, Disclaimers, Why, Structure of Course & Exercises, & How to get help

**9:10** Lecture 1: Static Locations, Dynamic Content

* Basic Map Frame
* Marker Overlays
* Info Windows & HTML content
* Stream Gauge Overlays

**9:40:** Exercise 1

**10:10** Lecture 2: KML Overlays

* Compatible KMLs, Limitations
* Add Overlays
* Legend/TOC

**10:30:** Exercise 2 & Break

**11:00:** Lecture 3: Server Overlays

* .js download & reference, Services to use
* Capabilities
* Geocode & Identify

**11:20:** Exercise 3

**12:00:** Wrap-up