

Henning Muszynski

Session 5

JavaScript for Web



Feedback



What did we learn last time

Re-examination

Web development in a nutshell

```
// create element
const linkElement = document.createElement('a')

// modify element
linkElement.href = 'https://google.com'
linkElement.innerText = 'Google'

// insert element
document.body.appendChild(linkElement)
```

Store data in LocalStorage

- ▶ Synchronous Key-Value Storage
- ▶ Only Strings as values

```
localStorage.setItem('key', value)
```

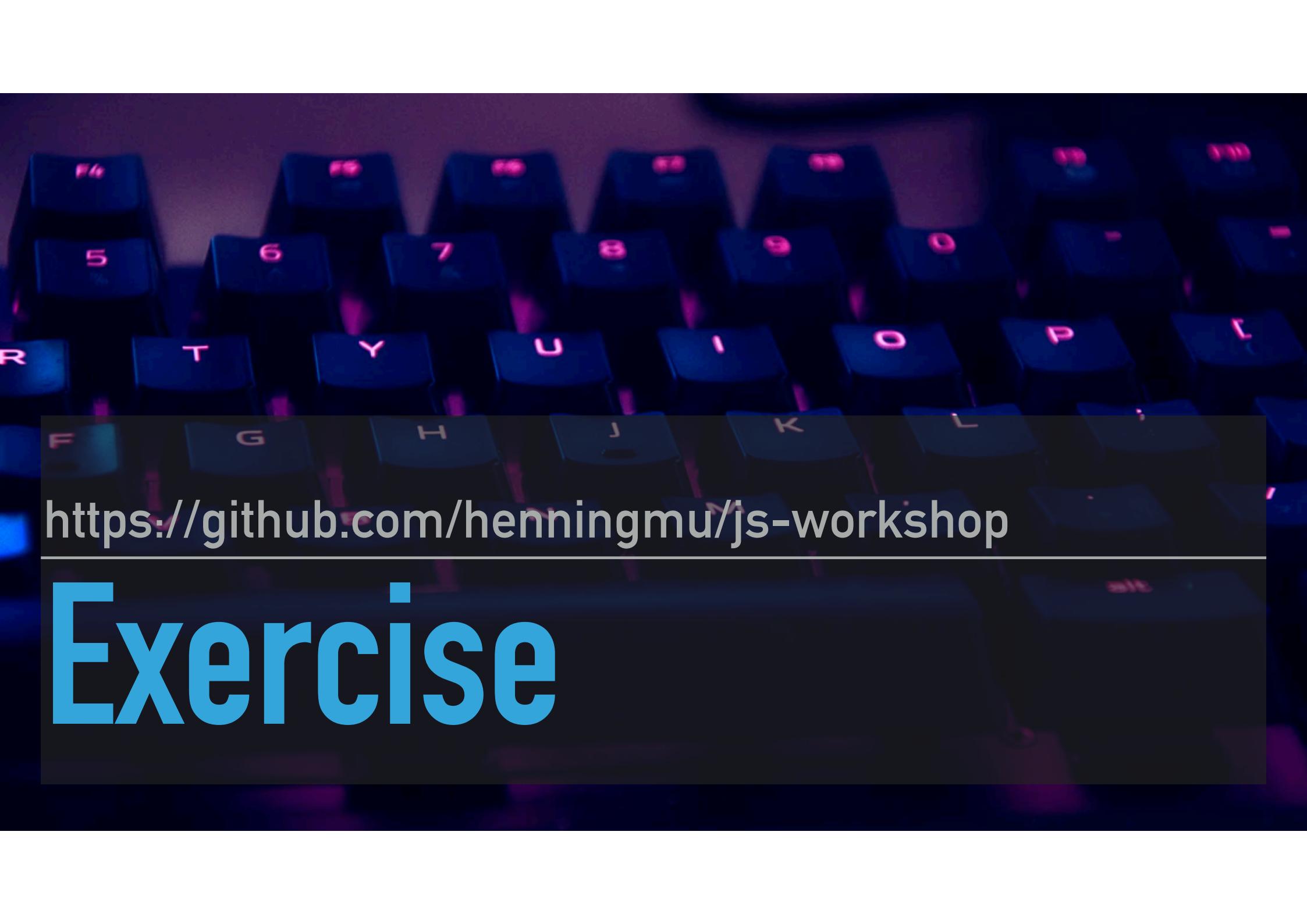
```
localStorage.getItem('key')
```

```
localStorage.removeItem('key')
```

Store data in LocalStorage

Read and write complex data

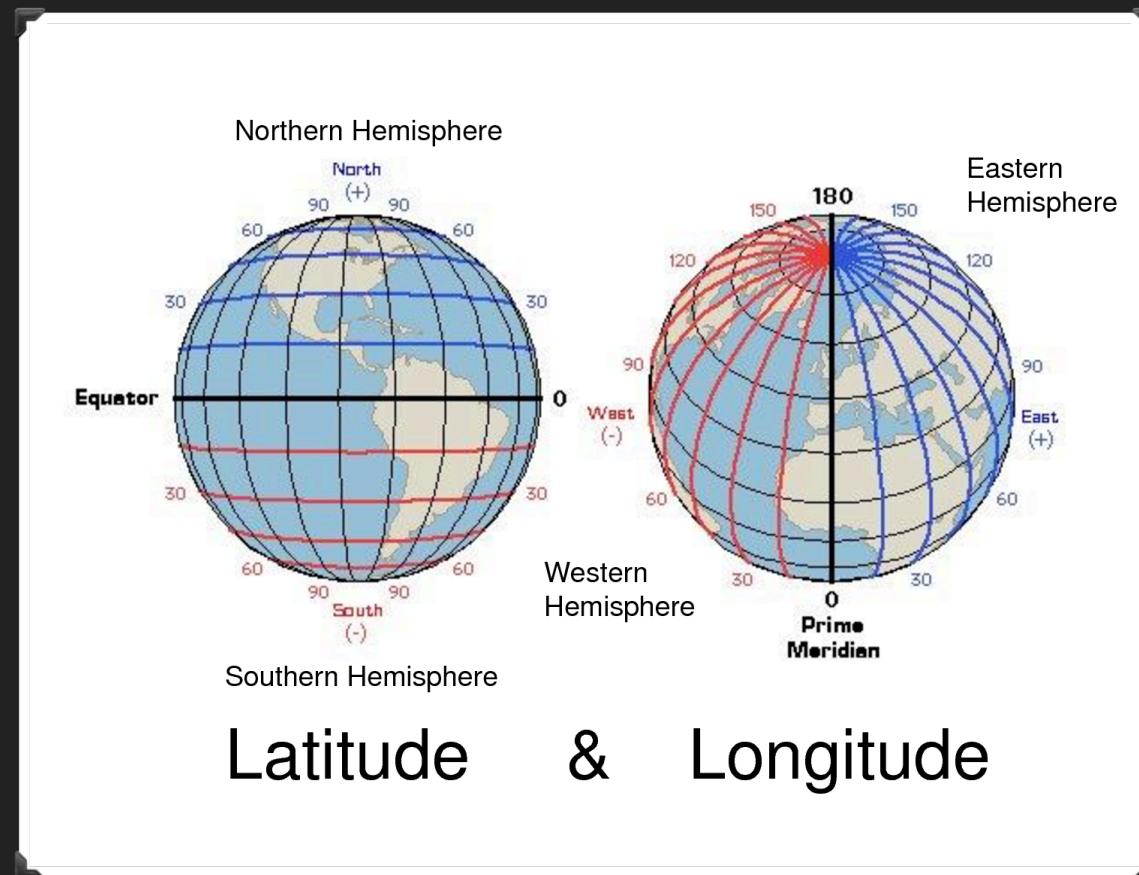
```
const data = [{ id: 1, text: 'Milk' }, { id: 2, text: 'Bread' }]  
setItem('data', JSON.stringify(data))  
JSON.parse(getItem('data'))
```



<https://github.com/henningmu/js-workshop>

Exercise

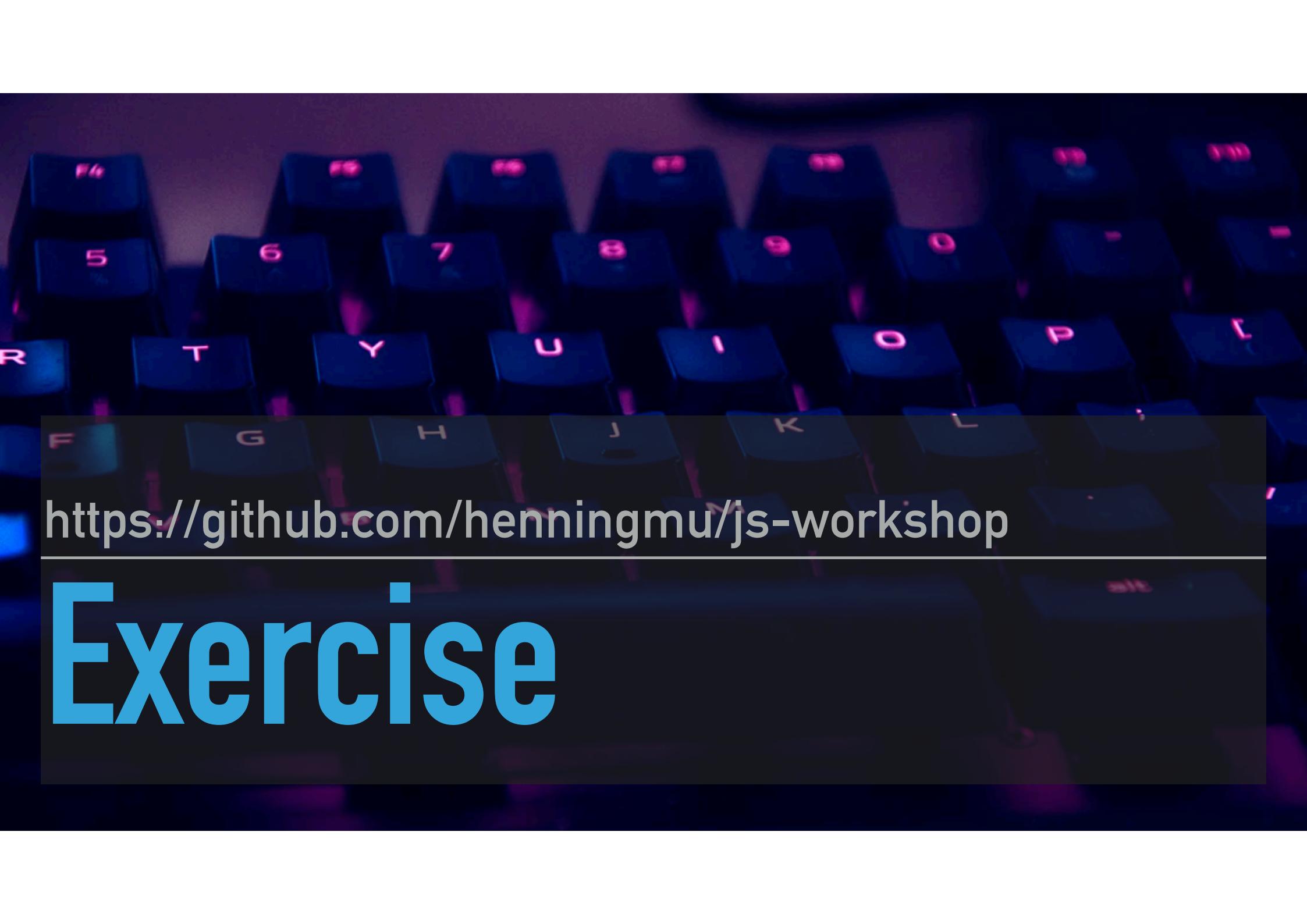
Get the current location with the Geolocation API



Get the current location with the Geolocation API

Requires user permission - so we should always handle errors gracefully

```
if (navigator.geolocation) {  
    navigator.geolocation.getCurrentPosition(  
        (position) => {  
            const { latitude, longitude } = position.coords  
            console.log('Location:', latitude, longitude)  
        },  
        (error) => {  
            console.log('Oh no:', error)  
        }  
    )  
}
```



<https://github.com/henningmu/js-workshop>

Exercise

Display a map with Google Maps API

- ▶ Interactive map of any location
- ▶ Zoom levels (continents to houses)
- ▶ Markers and Lines



```
<html lang="en">
  <head>
    <script src="googleapis.com?callback=initMap" async defer></script>
    <script>
      let map

      function initMap() {
        const mapElement = document.querySelector('#map')
        map = new google.maps.Map(mapElement, {
          center: { lat: -33.9249, lng: 18.4241 },
          zoom: 12
        })
      }
    </script>
  </head>
  <body>
    <div id="map"></div>
  </body>
</html>
```

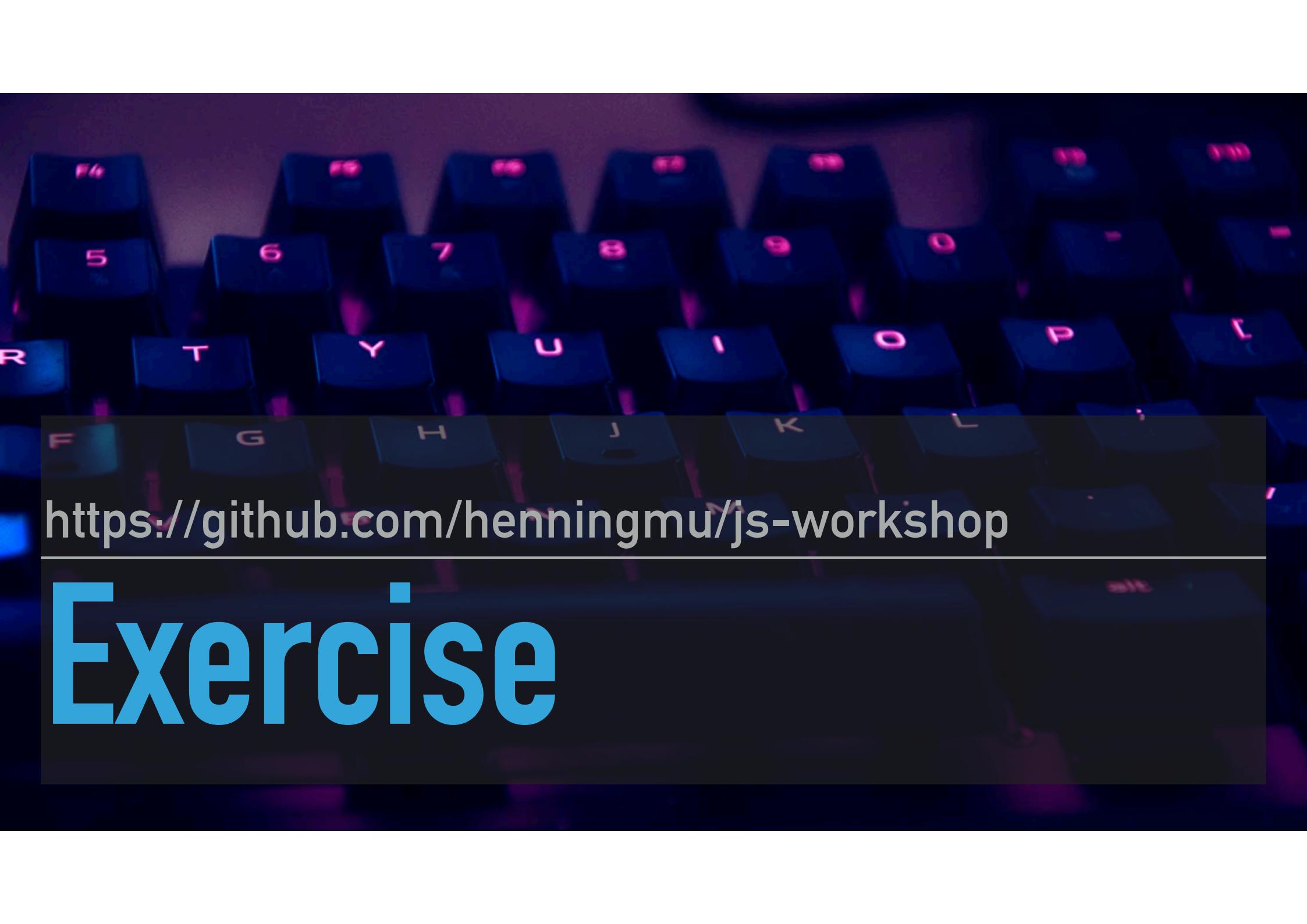


<https://github.com/henningmu/js-workshop>

Exercise

Showing a marker

```
const marker = new google.maps.Marker({  
  position: { lat: -33.0249, lng: 18.4241 },  
  map: map  
})  
  
// read position of marker  
const position = marker.getPosition()
```



<https://github.com/henningmu/js-workshop>

Exercise

Handling bounds of the map

```
const bounds = new google.maps.LatLngBounds()
cities.forEach(city => {
  const marker = new google.maps.Marker(/* ... */)
  bounds.extend(marker.getPosition())
})
map.fitBounds(bounds)
```



<https://github.com/henningmu/js-workshop>

Exercise

Handling events

```
map.addListener('click', event => {  
    /* ... */  
})
```

- ▶ Possible events include:
 - ▶ click, dblclick, rightclick, mouseout, dragend
 - ▶ center_changed, bounds_changed

Drawing a line

```
const line = new google.maps.Polyline({  
  map: map,  
  path: [  
    { lat: -33.0249, lng: 18.4241 },  
    { lat: -32.0249, lng: 19.4241 }  
  ]  
})
```



<https://github.com/henningmu/js-workshop>

Exercise

Reverse Geocoding

- ▶ New API that needs to be enabled in the Google Cloud Console
- ▶ Allows to look up addresses based on coordinates

Reverse Geocoding

```
const geocoder = new google.maps.Geocoder()
geocoder.geocode(
  { location: { lat: -33, lng: 18 } },
  (results, status) => {
    if (status === 'OK') {
      if (results) {
        console.log(results)
      } else {
        console.error('No results found')
      }
    } else {
      console.error('Geocoder failed due to: ' + status)
    }
  }
)
```



Quick Feedback