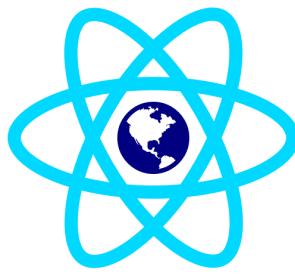


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## Workshop **react-geo - mapping mit React**

Welcome to the workshop **react-geo - mapping mit React**. This workshop is designed to give you a comprehensive overview of [react-geo](#) as a library of geo-related application components available in combination with [React](#), [Ant Design](#) and [OpenLayers](#).

If you want to visit this page on your own device or to print the PDF version, you can download the workshop materials [here](#).

### Setup

The following instructions and exercises assume that you have some requirements fulfilled on your local machine. Please check if you have the consequent packages installed:

- A suitable text editor, e.g. the lightweight [Atom](#) editor.
- [NodeJS](#) in version 10 or higher.

All set? Then, lets' go!

### Overview

This workshop is presented as a set of modules. In each module you will perform tasks designed to achieve a specific goal for that module. Each module builds upon lessons learned in previous modules and is designed to iteratively build up your knowledge base.

- [Basics](#) - Dive into the basics of EcmaScript 6, React and npm.
- [First steps](#) - Learn how to create your own React app and how to include react-geo in it.
- [react-geo components](#) - Extend your application with some react-geo components.

- [Higher order components / Provider](#) - Have a look at more advanced components.

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## Basics

Before we get started with react-geo we have a short look at some basic stuff.

- [NPM](#) - Node / Node package manager
- [ES6](#) - EcmaScript 6
- [React](#) - ReactJS

## npm

[npm](#) is the package manager for Node.js (a JavaScript runtime environment) and the world's largest software registry (more than 600k packages) with approximately 3 billion downloads per week.



You can use npm to:

- Adapt packages to your apps, or incorporate them as they are.
- Download standalone tools you can use right away.
- Run packages without downloading using npx.
- Share code with any npm user, anywhere.
- Restrict code to specific developers.
- Form virtual teams (orgs).
- Manage multiple versions of code and code dependencies.
- Update applications easily when underlying code is updated.
- Discover multiple ways to solve the same puzzle.
- Find other developers who are working on similar problems.

## package.json

The command `npm init` in your project folder opens an interactive dialogue to establish a npm project. The result is the `package.json` including all important settings, scripts and dependencies of your project.

```
{  
  "name": "name_of_your_package",  
  "version": "1.0.0",  
  "description": "This is just a test",  
  "main": "index.js",  
  "scripts": {  
    "test": "echo \\\"Error: no test specified\\\" && exit 1"  
  },  
  "repository": {  
    "type": "git",  
    "url": "http://github.com/yourname/name_of_your_package"  
  },  
  "author": "your_name",  
  "license": "ISC"  
}
```

Please check the [npm docs](#) for further information.

## Install packages with npm

The most common way to install new packages with npm is via the [CLI](#). To install a package simply type:

```
npm install packagename
```

You find the installed packages in the `node_modules` subfolder.

## Node version manager NVM

- bash script to manage multiple active node.js versions
- See [here](#)

```
wget -qO- https://raw.githubusercontent.com/creationix/nvm/  
nvm i v8
```

## ES6



ES (ECMAScript) is a trademarked scripting-language specification created to standardize JavaScript. As the name suggests, ES6 (later renamed to ES2015) is the sixth edition and came with significant new syntax for writing complex applications, including classes and modules. Some browsers do not (or only partially) support ES6, but the ES6 code can be transpiled in ES5, which enjoys a broader compatibility.

JavaScript frameworks and libraries to build modern web-applications are written in ES6.

### import

```
import { CircleMenu } from 'react-geo';
```

### export

```
const name = 'Peter';
export default name;
```

## Variable declaration

- ES5: `var`
- ES6: `var` , `let` and `const` :
  - scope dependent

## Function definition

```
// ES5
var myFunc = function (myArg) {
  if (!myArg) {
    myArg = 'Peter'
  };
  return myArg + ' is the best arg!';
}

// ES6
const myFunc = (myArg = 'Peter') => {
  return myArg + ' is the best arg!';
} // myFunc() ----> 'Peter is the best arg!'

// ES6 shortened
const myFunc = myArg => myArg + ' is the best arg!';
```

## Template string

```
// ES5
var a = 1909;
console.log('Year: ' + a)

// ES6
console.log(`Year ${a}`)
```

## Destructuring assignment

See also [here](#)

*Example 1:* Object destructuring

```
// ES5
var obj = {
  name: 'Peter',
  age: 55
}
var age = obj.age;

// ES6
const obj = {
  name: 'Peter',
  age: 55
}
const {
  age
} = obj;
```

*Example 2 (also uses Spread operator):*

## react-geo - mapping mit React

```
// ES5
var user = {name: 'peter', age: 12};
user = Object.assign(user, {email: 'peter@love.de'});
// ES6
let user = {name: 'peter', age: 12};
user = {...user, email: 'peter@love.de'};
```

# React



[React](#) is a modern and open-source JavaScript library for building user interfaces based on ES6. Originally, it has been developed by a software engineer at Facebook and is still being maintained by Facebook (among others).

React allows developers to create large web-applications that use data and can change over time without reloading the page. It aims primarily to provide speed, simplicity, and scalability. React processes only user interfaces in applications. This corresponds to View in the Model-View-Controller (MVC) pattern, and can be used in combination with other JavaScript libraries or frameworks in MVC, such as AngularJS.

The smallest React example looks like this:

```
ReactDOM.render(  
  <h1>Hello, world!</h1>,  
  document.getElementById('root')  
>;
```

Check the [docs](#) and [Tutorial](#) for more information.

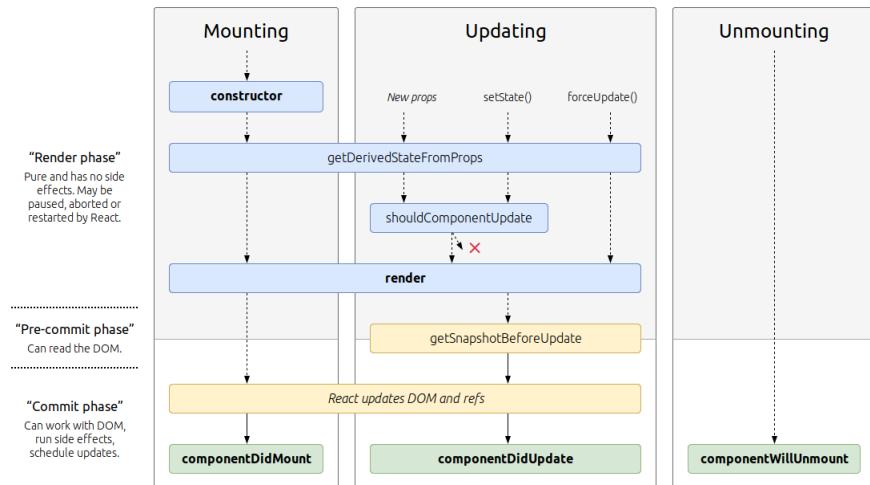
## Props

Props are the component's configurations that you pass to instances. They are received from the above component and immutable. For detailed information check [Components and Props](#)

## State

The state stores internal values of a component. It's a *serializable* representation of one point in time—a snapshot. The state can be manipulated within a component via `setState`. For detailed information check [State and Lifecycle](#)

## Lifecycle



[Image source](#), last accessed 01/03/2019

[Check State and Lifecycle](#)

## JSX

React components are typically written in JSX, a JavaScript extension syntax allowing quoting of HTML and using HTML tag syntax to render subcomponents. HTML syntax is processed into JavaScript calls of the React framework. Developers may also write in pure JavaScript. An example of JSX code:

```

import React from 'react';

class App extends React.Component {
  render() {
    return (
      <div>
        <p>Header</p>
        <p>Content</p>
        <p>Footer</p>
      </div>
    );
  }
}

export default App;

```

Syntactic sugar for React

## First steps

Now that we have set up our development setup and learned the basics about React and EcmaScript 6, we will start by creating a simple React based webapplication by the use of [create-react-app](#), that will include a simple react-geo component. This application will be extended towards a fully functional mapping application little by little later on.

Content of this chapter:

- [Base React application](#)
- [Development notes](#)
- [Include react-geo dependency](#)
- [Include a react-geo component](#)

## First steps

As a matter of course we could start this workshop by creating a React based webapplication by hand, but as you could imagine this would be a tough job for starters. So we want to dive into react-geo directly without the need to stick together all development tools to get a webapp running. Thankfully there is a project available, that we can use to generate an application for us (even without any configuration!): [create-react-app](#).

Creating a new application is easy. Just navigate to a folder of your choice and create a new app named *my-app* inside this directory with:

```
npx create-react-app my-app
```

This will take a while, but finally you will see a list of commands you can run inside the created folder. Now switch to the project's folder with:

```
cd my-app
```

Finally we can start the development server with:

```
npm start
```

To view the application in your browser please open <http://localhost:3000/>.



## Development notes

`create-react-app` includes a [webpack](#) development server. This server allows you to 'hot deploy' your edited code. This means that your code changes will be immediatly visible in the browser.

- Edit `src/App.js` to modify the example... and let the magic happen!



```
import React from 'react';
import logo from './logo.svg';
import './App.css';

function App() {
  return (
    <div className="App">
      <header className="App-header">
        <img src={logo} className="App-logo" alt="logo" />
        <p>
          Edit <code>src/App.js</code> and save to reload.
        </p>
        <a
          className="App-link"
          href="https://reactjs.org"
          target="_blank"
          rel="noopener noreferrer"
        >
          Hallo Welt!
        </a>
      </header>
    </div>
  );
}

export default App;
```

react-geo - mapping mit React

## Include react-geo dependency

react-geo is published at

<https://www.npmjs.com/package/@terrestris/react-geo> and can be integrated and installed in your *my-app* application via basic npm commands.

## Add react-geo dependency

To add the dependency react-geo please navigate to your project's folder (if not already done) and execute:

```
npm i @terrestris/react-geo
```

This will add the latest version of react-geo to your local package.json file (into the dependencies section) and download the distributed version of the library to the node\_modules directory.

## Add Ant Design und OpenLayers dependencies

You may have noticed that the step from above has produced some warnings, which include react-geo :

```
npm WARN @terrestris/react-geo@12.1.0 requires a peer dependency on react@>=16.8.0
npm WARN @terrestris/react-geo@12.1.0 requires a peer dependency on react-dom@>=16.8.0
```

npm has three different types of dependencies:

### dependencies

dependencies are used to directly specify packages needed to *run* your application's code (e.g. a front-end library like [Bootstrap](#))

### devDependencies

devDependencies are reserved to specify packages needed to *build* your application's code (e.g. test harnesses like [Jest](#) or transpilers like [Babel](#)).

### peerDependencies

However, under some conditions, one wants to express the *compatibility* of a certain package with the host package and npm calls this dependency a `peerDependencies`. Usually this is used to express the dependency of a plugin inside this host package or similar. In `react-geo` we need to have `antd`, `ol` and `react` defined as peer dependencies due to scope issues, because all of them were usually referenced by the host package/the application itself in a certain version.

As `npm` handles dependencies hierarchically, including those packages in `react-geo` twice would lead to two different dependencies available in your application at runtime. To share the dependencies between your host application and `react-geo`, we advice `react-geo` to use the dependencies given by the host package.

To meet these requirements we have to install the requested peer dependencies by ourselves with:

```
npm i antd ol
```

Now we're ready to make use of all `react-geo` components and utilities inside our *my-app* application.

## Include a react-geo component

Now that we have `react-geo` installed, we can use its components in the `my-app` application. For demonstration purposes we'll now add a [simple button](#) to the application.

Please open a text editor (if not already done) and open the file `App.js` from the `src` directory of your `my-app` application. Now import the `SimpleButton` class with the following statement:

```
import {  
  SimpleButton  
} from '@terrestris/react-geo';
```

The style definitions of `react-geo` and `antd` need to be imported as well:

```
import 'antd/dist/antd.css';  
import './react-geo.css';
```

If the `react-geo.css` file is not yet located in the `src` directory please paste it from [here](#).

Please note that we are importing css files with the ES6 `import` here. This needs a properly configured `css-loader`. `create-react-app` includes this.

Now make use of the imported class by integrating it to the `render` method inside the `App` div (e.g. within the `<p>`-element):

```
<SimpleButton>  
  Hello world!  
</SimpleButton>
```

Save the file, open the application in your browser. You should see the changes directly, otherwise reopen <http://localhost:3000>. A blue button labelled with the text *Hello world* will be rendered.



Congratulations! You just created a complete React application including your first `react-geo` component with a few commands! We will now enhance the button to alert once it has been clicked by implementing a `onClick` callback function:

```
<SimpleButton  
  onClick={() => {alert('Hello World!')}}  
>
```

Save the changes and test the results by clicking on the button. You should now see a simple alert message with a *Hello World!* message.

We can also replace the text of the button with an icon. Simply remove the *Hello world* text and add the `icon` property with the value `"bars"` to the component.

```
<SimpleButton  
  onClick={() => {alert('Hello World!')}}  
  icon="bars"  
>
```

Voilá! You added a nice menu button to your app!

Your final solution should look like the following snippet:

## react-geo - mapping mit React

```
import React from 'react';
import logo from './logo.svg';
import './App.css';
import 'antd/dist/antd.css';
import './react-geo.css';

import {
  SimpleButton
} from '@terrestris/react-geo';

function App() {
  return (
    <div className="App">
      <header className="App-header">
        <img src={logo} className="App-logo" alt="logo" />
        <p>
          Edit <code>src/App.js</code> and save to reload.
        </p>
        <SimpleButton
          onClick={() => {alert('Hello World!')}} 
          icon="bars"
        />
      </header>
    </div>
  );
}

export default App;
```

## react-geo components

Currently (12.1.0), react-geo provides a bunch of components that can be used for building Web-GIS applications. For example:

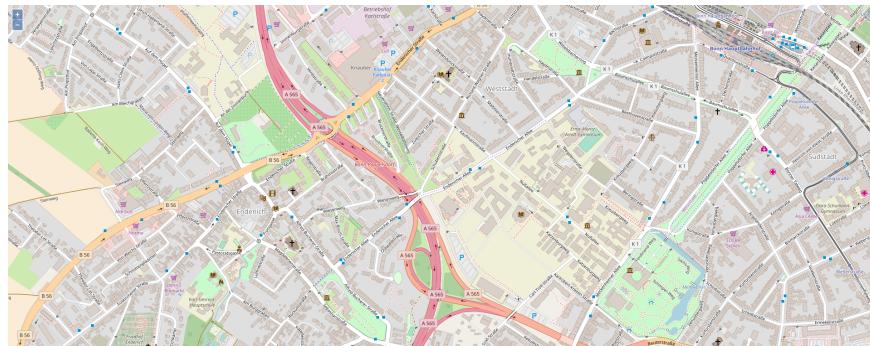
- Buttons (e.g. to enable/disable map interactions)
- CircleMenu
- NominatimSearch
- ScaleCombo
- PropertyGrid
- FeatureGrid
- LayerTree
- Legend
- MapComponent
- Panel / Window
- Slider (LayerTransparency)
- Toolbar
- AddWMS-Container
- Utils
  - GeometryUtil (topological operations)
  - FeatureUtil
  - MapUtil
- HigherOrderComponents
  - VisibleComponent
  - MapProvider

You find the full feature list (also containing future components) [here](#).

In the following, we'll have a closer look at some components in detail and show how they can be used in combination.

## MapComponent

Wrapper for an OpenLayers map. The `ol.map` is passed to the `MapComponent` as a prop.



- The map object can be shared across the whole application without passing it as prop to the whole render tree.
- The map can be created asynchronously (using a [Promise](#)) so that every child of the MapProvider is just rendered when the map is ready.
- [Documentation](#)

**Task:** Add a map to your application. Use openstreetmap as tile layer.

## react-geo - mapping mit React

```
import React from 'react';

import OlMap from 'ol/Map';
import OlView from 'ol/View';
import OlLayerTile from 'ol/layer/Tile';
import OlSourceOsm from 'ol/source/OSM';

import './App.css';
import 'ol/ol.css';
import 'antd/dist/antd.css';
import './react-geo.css';

import {
  MapComponent
} from '@terrestris/react-geo';

const layer = new OlLayerTile({
  source: new OlSourceOsm()
});

const center = [ 788453.4890155146, 6573085.729161344 ];

const map = new OlMap({
  view: new OlView({
    center: center,
    zoom: 16,
  }),
  layers: [layer]
});

function App() {
  return (
    <div className="App">
      <MapComponent
        map={map}
      />
    </div>
  );
}

export default App;
```

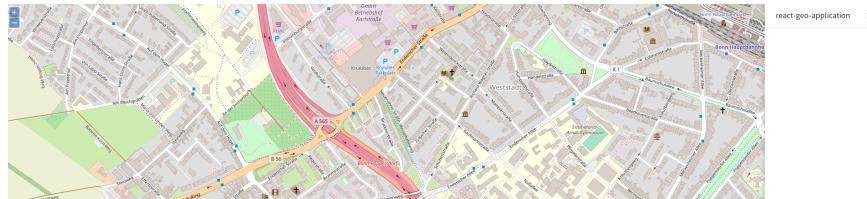
Beside the OpenLayers style the app needs its own stylesheet, e.g. to size the map.

## react-geo - mapping mit React

```
html, body, #root, .App, #map {  
  margin: 0;  
  padding: 0;  
  height: 100%;  
  width: 100%;  
}
```

## Drawer

Drawers are a nice method to add features in a visual appealing way. In this case we make use of the [Drawer component](#) provided by antd. This can be opened and closed with the SimpleButton we created previously.



**Task:** Add a drawer with the title `react-geo-application` to the right side of the app and let it open and close via a SimpleButton.

Your solution should look something like this:

## react-geo - mapping mit React

```
import React, { useState } from 'react';

import OlMap from 'ol/Map';
import OlView from 'ol/View';
import OlLayerTile from 'ol/layer/Tile';
import OlSourceOsm from 'ol/source/OSM';

import { Drawer } from 'antd';

import {
  SimpleButton,
  MapComponent
} from '@terrestris/react-geo';

import './App.css';
import 'ol/ol.css';
import 'antd/dist/antd.css';
import './react-geo.css';

const layer = new OlLayerTile({
  source: new OlSourceOsm()
});

const center = [ 788453.4890155146, 6573085.729161344 ];

const map = new OlMap({
  view: new OlView({
    center: center,
    zoom: 16,
  }),
  layers: [layer]
});

function App() {
  const [visible, setVisible] = useState(false);

  const toggleDrawer = () => {
    setVisible(!visible);
  }

  return (
    <div className="App">
      <MapComponent
        map={map}
      />
      <SimpleButton
        style={{position: 'fixed', top: '30px', right: '30px'}}
        onClick={toggleDrawer}
      >Open</SimpleButton>
    </div>
  );
}

export default App;
```

## react-geo - mapping mit React

```
        icon="bars"
      />
      <Drawer
        title="react-geo-application"
        placement="right"
        onClose={toggleDrawer}
        visible={visible}
        mask={false}
      />
    </div>
  );
}

export default App;
```

## NominatimSearch

NominatimSearch is a component that provides a search field querying [nominatim search](#) as geocoder. However, it is not limited to Nominatim search, see props `nominatimBaseUrl`.

- [Documentation](#)



**Task:** Add the NominatimSearch component to the drawer.

## react-geo - mapping mit React

```
import React, { useState } from 'react';

import OlMap from 'ol/Map';
import OlView from 'ol/View';
import OlLayerTile from 'ol/layer/Tile';
import OlSourceOsm from 'ol/source/OSM';

import { Drawer } from 'antd';

import {
  SimpleButton,
  MapComponent,
  NominatimSearch
} from '@terrestris/react-geo';

import './App.css';
import 'ol/ol.css';
import 'antd/dist/antd.css';
import './react-geo.css';

const layer = new OlLayerTile({
  source: new OlSourceOsm()
});

const center = [ 788453.4890155146, 6573085.729161344 ];

const map = new OlMap({
  view: new OlView({
    center: center,
    zoom: 16,
  }),
  layers: [layer]
});

function App() {
  const [visible, setVisible] = useState(false);

  const toggleDrawer = () => {
    setVisible(!visible);
  }

  return (
    <div className="App">
      <MapComponent
        map={map}
      />
      <SimpleButton
        style={{position: 'fixed', top: '30px', right: '30px'}}
      >Open</SimpleButton>
    </div>
  );
}

export default App;
```

## react-geo - mapping mit React

```
        onClick={toggleDrawer}
        icon="bars"
      />
      <Drawer
        title="react-geo-application"
        placement="right"
        onClose={toggleDrawer}
        visible={visible}
        mask={false}
      >
        <NominatimSearch
          key="search"
          map={map}
        />
        </Drawer>
      </div>
    );
}

export default App;
```

## MeasureButton

- Button (toggle) to en/disable certain `ol.interaction`s and `ol.layer`s to measure a distance, a polygonal area or angles
- [Documentation](#)



**Task:** Add a MeasureButton to the drawer.

## react-geo - mapping mit React

```
import React, { useState } from 'react';

import OlMap from 'ol/Map';
import OlView from 'ol/View';
import OlLayerTile from 'ol/layer/Tile';
import OlSourceOsm from 'ol/source/OSM';

import { Drawer } from 'antd';

import {
  SimpleButton,
  MapComponent,
  NominatimSearch,
  MeasureButton
} from '@terrestris/react-geo';

import './App.css';
import 'ol/ol.css';
import 'antd/dist/antd.css';
import './react-geo.css';

const layer = new OlLayerTile({
  source: new OlSourceOsm()
});

const center = [ 788453.4890155146, 6573085.729161344 ];

const map = new OlMap({
  view: new OlView({
    center: center,
    zoom: 16,
  }),
  layers: [layer]
});

function App() {
  const [visible, setVisible] = useState(false);

  const toggleDrawer = () => {
    setVisible(!visible);
  }

  return (
    <div className="App">
      <MapComponent
        map={map}
      />
      <SimpleButton
        onClick={toggleDrawer}
      >Toggle drawer</SimpleButton>
    </div>
  );
}

export default App;
```

react-geo - mapping mit React

```
        style={{position: 'fixed', top: '30px', right: '30px',
      onClick={toggleDrawer}
      icon="bars"
    />
    <Drawer
      title="react-geo-application"
      placement="right"
      onClose={toggleDrawer}
      visible={visible}
      mask={false}
    >
      <NominatimSearch
        key="search"
        map={map}
      />
      <MeasureButton
        key="measureButton"
        name="line"
        map={map}
        measureType="line"
        icon="pencil"
      >
        Measure distance
      </MeasureButton>
    </Drawer>
  </div>
);
}

export default App;
```

## LayerTree

- Tree component displaying the map layers in a hierarchical way
- [Documentation](#)

Autoconfigured with the topmost layer group ([OpenLayers LayerGroup](#)) of passed map.



**Task:** Add a basic LayerTree to the drawer.

**Hint:** To display the OSM Layer properly, add the `name` property to the `layer` variable.

```
<LayerTree  
  map={map}  
/>
```

The layer group ([OpenLayers LayerGroup](#)) can be passed as a prop as well.



**Task:** Add the layers *Food insecurity layer* and *World borders layer* as a layer group to the LayerTree.

### Steps:

1. Create the layer group for the three layers
  - SRTM30-Contour
    - <https://ows.terrestris.de/osm/service>
  - OSM-Overlay-WMS
    - <https://ows.terrestris.de/osm/service>
  - OSM-WMS (from the previous examples)
2. Add the layer group to the map
3. Extend the LayerTree component with the property `layerGroup`

```
const layerGroup = new OlLayerGroup({
  name: 'Layergroup',
  layers: [
    new OlLayerTile({
      name: 'Food insecurity layer',
      minResolution: 200,
      maxResolution: 2000,
      source: new OlSourceTileJson({
        url: 'https://api.tiles.mapbox.com/v3/mapbox.20110612-food-insecurity@2x',
        crossOrigin: 'anonymous'
      })
    }),
    new OlLayerTile({
      name: 'World borders layer',
      minResolution: 2000,
      maxResolution: 20000,
      source: new OlSourceTileJson({
        url: 'https://api.tiles.mapbox.com/v3/mapbox.world-borders@2x',
        crossOrigin: 'anonymous'
      })
    })
  ]
});
```

```
<LayerTree
  layerGroup={layerGroup}
  map={map}
/>
```

### Complete Example:

## react-geo - mapping mit React

```
import React, { useState } from 'react';

import OlMap from 'ol/Map';
import OlView from 'ol/View';
import OlLayerTile from 'ol/layer/Tile';
import OlSourceOsm from 'ol/source/OSM';
import OlSourceTileWMS from 'ol/source/TileWMS';
import OlLayerGroup from 'ol/layer/Group';

import { Drawer } from 'antd';

import {
  SimpleButton,
  MapComponent,
  NominatimSearch,
  MeasureButton,
  LayerTree
} from '@terrestris/react-geo';

import './App.css';
import 'ol/ol.css';
import 'antd/dist/antd.css';
import './react-geo.css';

const layerGroup = new OlLayerGroup({
  name: 'Layergroup',
  layers: [
    new OlLayerTile({
      source: new OlSourceOsm(),
      name: 'OSM'
    }),
    new OlLayerTile({
      name: 'SRTM30-Contour',
      minResolution: 0,
      maxResolution: 10,
      source: new OlSourceTileWMS({
        url: 'https://ows.terrestris.de/osm/service',
        params: {
          'LAYERS': 'SRTM30-Contour'
        }
      })
    }),
    new OlLayerTile({
      name: 'OSM-Overlay-WMS',
      minResolution: 0,
      maxResolution: 200,
      source: new OlSourceTileWMS({
        url: 'https://ows.terrestris.de/osm/service',
        params: {
          'LAYERS': 'SRTM30-Contour'
        }
      })
    })
  ],
  style: {
    color: 'red',
    fill: 'blue',
    stroke: 'green'
  }
});
```

## react-geo - mapping mit React

```
        params: {
          'LAYERS': 'OSM-Overlay-WMS'
        }
      })
    })
  ]
);
};

const center = [ 788453.4890155146, 6573085.729161344 ];

const map = new OlMap({
  view: new OlView({
    center: center,
    zoom: 16,
  }),
  layers: [layerGroup]
});

function App() {
  const [visible, setVisible] = useState(false);

  const toggleDrawer = () => {
    setVisible(!visible);
  }

  return (
    <div className="App">
      <MapComponent
        map={map}
      />
      <SimpleButton
        style={{position: 'fixed', top: '30px', right: '30px'}}
        onClick={toggleDrawer}
        icon="bars"
      />
      <Drawer
        title="react-geo-application"
        placement="right"
        onClose={toggleDrawer}
        visible={visible}
        mask={false}
      >
        <NominatimSearch
          key="search"
          map={map}
        />
        <MeasureButton
          key="measureButton"
        />
      
```

## react-geo - mapping mit React

```
        name="line"
        map={map}
        measureType="line"
        icon="pencil"
      >
      Measure distance
    </MeasureButton>
    <LayerTree
      map={map}
      layerGroup={layerGroup}
    />
    </Drawer>
  </div>
);
}

export default App;
```

## Higher-order components

A higher-order component (HOC) is a function that takes a component and returns a new component.

A HOC is an advanced technique in React for reusing component logic. HOCs are not part of the React API, per se. They are a pattern that emerges from React's compositional nature.

To learn more about HOCs visit <https://reactjs.org/docs/higher-order-components.html>.

Commonly used HOC are [redux](#) or [react-i18next](#), for example.

react-geo provides currently:

- `mappify`
- `isVisibleComponent`
- `timeLayerAware`

## MapProvider / mappify

### MapProvider

- The `MapProvider` supplies the passed map to the React context (see also [here](#)) for the child elements.

### mappify

- The `mappify` HOC grabs a map object from the context (see also [here](#)) and passes it as a prop to the wrapped component
- Commonly used in combination with the `MapProvider`

**Task:** Update your app by mappifying your components.

## react-geo - mapping mit React

```
import React, { useState } from 'react';

import OlMap from 'ol/Map';
import OlView from 'ol/View';
import OlLayerTile from 'ol/layer/Tile';
import OlSourceOsm from 'ol/source/OSM';
import OlSourceTileWMS from 'ol/source/TileWMS';
import OlLayerGroup from 'ol/layer/Group';

import { Drawer } from 'antd';

import {
  SimpleButton,
  MapComponent,
  NominatimSearch,
  MeasureButton,
  LayerTree,
  MapProvider,
  mappify
} from '@terrestris/react-geo';

import './App.css';
import 'ol/ol.css';
import 'antd/dist/antd.css';
import './react-geo.css';

const MappifiedNominatimSearch = mappify(NominatimSearch);
const MappifiedMeasureButton = mappify(MeasureButton);
const MappifiedLayerTree = mappify(LayerTree);
const Map = mappify(MapComponent);

const layerGroup = new OlLayerGroup({
  name: 'Layergroup',
  layers: [
    new OlLayerTile({
      source: new OlSourceOsm(),
      name: 'OSM'
    }),
    new OlLayerTile({
      name: 'SRTM30-Contour',
      minResolution: 0,
      maxResolution: 10,
      source: new OlSourceTileWMS({
        url: 'https://ows.terrestris.de/osm/service',
        params: {
          'LAYERS': 'SRTM30-Contour'
        }
      })
  ]
})
```

## react-geo - mapping mit React

```
        }),
        new OlLayerTile({
            name: 'OSM-Overlay-WMS',
            minResolution: 0,
            maxResolution: 200,
            source: new OlSourceTileWMS({
                url: 'https://ows.terrestris.de/osm/service',
                params: {
                    'LAYERS': 'OSM-Overlay-WMS'
                }
            })
        })
    ]
});

const center = [ 788453.4890155146, 6573085.729161344 ];

const map = new OlMap({
    view: new OlView({
        center: center,
        zoom: 16,
    }),
    layers: [layerGroup]
});

function App() {
    const [visible, setVisible] = useState(false);

    const toggleDrawer = () => {
        setVisible(!visible);
    }

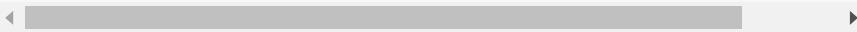
    return (
        <div className="App">
            <MapProvider map={map}>
                <Map />
                <SimpleButton
                    style={{position: 'fixed', top: '30px', right: '30px'}}
                    onClick={toggleDrawer}
                    icon="bars"
                />
                <Drawer
                    title="react-geo-application"
                    placement="right"
                    onClose={toggleDrawer}
                    visible={visible}
                    mask={false}
                >

```

## react-geo - mapping mit React

```
<MappifiedNominatimSearch
  key="search"
/>
<MappifiedMeasureButton
  key="measureButton"
  name="line"
  measureType="line"
  icon="pencil"
>
  Measure distance
</MappifiedMeasureButton>
<MappifiedLayerTree
  layerGroup={layerGroup}
/>
</Drawer>
</MapProvider>
</div>
);
}

export default App;
```

A screenshot of a code editor showing a single file with the following content:

```
<MappifiedNominatimSearch
  key="search"
/>
<MappifiedMeasureButton
  key="measureButton"
  name="line"
  measureType="line"
  icon="pencil"
>
  Measure distance
</MappifiedMeasureButton>
<MappifiedLayerTree
  layerGroup={layerGroup}
/>
</Drawer>
</MapProvider>
</div>
);
}

export default App;
```

The code uses color-coded syntax highlighting where red is used for tags, green for attributes, and purple for the export statement. The code itself is a standard React component definition.

## DropTargetMap / onDropAware

Wrapped map allows dropping in data such as Shapefiles or GeoJSONs. The wrapped map component needs to be mapped in order to access the map.

- [Documentation](#)



**Task:** Wrap the map component with `onDropAware`. An example GeoJSON for testing can be found [here](#).

## react-geo - mapping mit React

```
import React, { useState } from 'react';

import OlMap from 'ol/Map';
import OlView from 'ol/View';
import OlLayerTile from 'ol/layer/Tile';
import OlSourceOsm from 'ol/source/OSM';
import OlSourceTileWMS from 'ol/source/TileWMS';
import OlLayerGroup from 'ol/layer/Group';

import { Drawer } from 'antd';

import {
  SimpleButton,
  MapComponent,
  NominatimSearch,
  MeasureButton,
  LayerTree,
  MapProvider,
  mappify,
  onDropAware
} from '@terrestris/react-geo';

import './App.css';
import 'ol/ol.css';
import 'antd/dist/antd.css';
import './react-geo.css';

const MappifiedNominatimSearch = mappify(NominatimSearch);
const MappifiedMeasureButton = mappify(MeasureButton);
const MappifiedLayerTree = mappify(LayerTree);
const Map = mappify(onDropAware(MapComponent));

const layerGroup = new OlLayerGroup({
  name: 'Layergroup',
  layers: [
    new OlLayerTile({
      source: new OlSourceOsm(),
      name: 'OSM'
    }),
    new OlLayerTile({
      name: 'SRTM30-Contour',
      minResolution: 0,
      maxResolution: 10,
      source: new OlSourceTileWMS({
        url: 'https://ows.terrestris.de/osm/service',
        params: {
          'LAYERS': 'SRTM30-Contour'
        }
      })
    })
  ]
});
```

## react-geo - mapping mit React

```
        })
      },
      new OlLayerTile({
        name: 'OSM-Overlay-WMS',
        minResolution: 0,
        maxResolution: 200,
        source: new OlSourceTileWMS({
          url: 'https://ows.terrestris.de/osm/service',
          params: {
            'LAYERS': 'OSM-Overlay-WMS'
          }
        })
      })
    ]
);
};

const center = [ 788453.4890155146, 6573085.729161344 ];

const map = new OlMap({
  view: new OlView({
    center: center,
    zoom: 16,
  }),
  layers: [layerGroup]
});

function App() {
  const [visible, setVisible] = useState(false);

  const toggleDrawer = () => {
    setVisible(!visible);
  }

  return (
    <div className="App">
      <MapProvider map={map}>
        <Map />
        <SimpleButton
          style={{position: 'fixed', top: '30px', right: '30px'}}
          onClick={toggleDrawer}
          icon="bars"
        />
        <Drawer
          title="react-geo-application"
          placement="right"
          onClose={toggleDrawer}
          visible={visible}
          mask={false}
        </Drawer>
      </MapProvider>
    </div>
  );
}

export default App;
```

## react-geo - mapping mit React

```
>
  <MappifiedNominatimSearch
    key="search"
  />
  <MappifiedMeasureButton
    key="measureButton"
    name="line"
    measureType="line"
    icon="pencil"
  >
    Measure distance
  </MappifiedMeasureButton>
  <MappifiedLayerTree
    layerGroup={layerGroup}
  />
</Drawer>
</MapProvider>
</div>
);
}

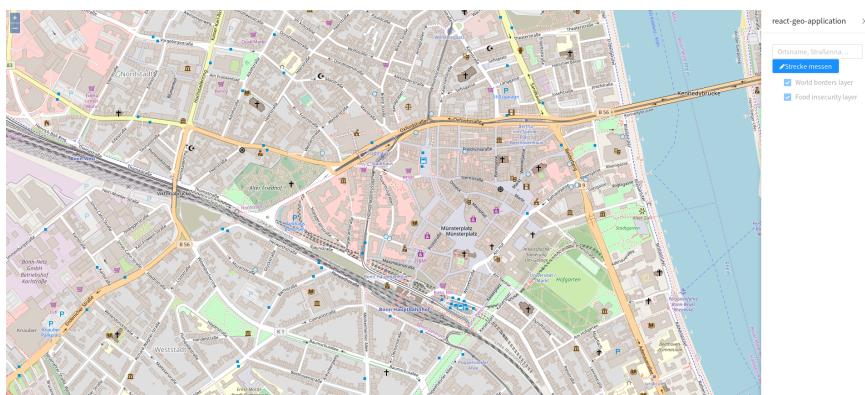
export default App;
```

## Summary

Congratulations! You finished the react-geo-workshop!

In this workshop you learned to setup your first react-based application. Through the addition of different react-geo components such as `MapComponent` , `NominatimSearch` and `MeasureButton` you made the step from a simple `Hello World` to a fully fledged map application.

Your complete application should look something like this:



And here is the complete source code:

## react-geo - mapping mit React

```
import React, { useState } from 'react';

import OlMap from 'ol/Map';
import OlView from 'ol/View';
import OlLayerTile from 'ol/layer/Tile';
import OlSourceOsm from 'ol/source/OSM';
import OlSourceTileWMS from 'ol/source/TileWMS';
import OlLayerGroup from 'ol/layer/Group';

import { Drawer } from 'antd';

import {
  SimpleButton,
  MapComponent,
  NominatimSearch,
  MeasureButton,
  LayerTree,
  MapProvider,
  mappify,
  onDropAware
} from '@terrestris/react-geo';

import './App.css';
import 'ol/ol.css';
import 'antd/dist/antd.css';
import './react-geo.css';

const MappifiedNominatimSearch = mappify(NominatimSearch);
const MappifiedMeasureButton = mappify(MeasureButton);
const MappifiedLayerTree = mappify(LayerTree);
const Map = mappify(onDropAware(MapComponent));

const layerGroup = new OlLayerGroup({
  name: 'Layergroup',
  layers: [
    new OlLayerTile({
      source: new OlSourceOsm(),
      name: 'OSM'
    }),
    new OlLayerTile({
      name: 'SRTM30-Contour',
      minResolution: 0,
      maxResolution: 10,
      source: new OlSourceTileWMS({
        url: 'https://ows.terrestris.de/osm/service',
        params: {
          'LAYERS': 'SRTM30-Contour'
        }
      })
    })
  ]
});
```

## react-geo - mapping mit React

```
        })
      },
      new OlLayerTile({
        name: 'OSM-Overlay-WMS',
        minResolution: 0,
        maxResolution: 200,
        source: new OlSourceTileWMS({
          url: 'https://ows.terrestris.de/osm/service',
          params: {
            'LAYERS': 'OSM-Overlay-WMS'
          }
        })
      })
    ]
);
};

const center = [ 788453.4890155146, 6573085.729161344 ];

const map = new OlMap({
  view: new OlView({
    center: center,
    zoom: 16,
  }),
  layers: [layerGroup]
});

function App() {
  const [visible, setVisible] = useState(false);

  const toggleDrawer = () => {
    setVisible(!visible);
  }

  return (
    <div className="App">
      <MapProvider map={map}>
        <Map />
        <SimpleButton
          style={{position: 'fixed', top: '30px', right: '30px'}}
          onClick={toggleDrawer}
          icon="bars"
        />
        <Drawer
          title="react-geo-application"
          placement="right"
          onClose={toggleDrawer}
          visible={visible}
          mask={false}
        </Drawer>
      </MapProvider>
    </div>
  );
}

export default App;
```

## react-geo - mapping mit React

```
>
  <MappifiedNominatimSearch
    key="search"
  />
  <MappifiedMeasureButton
    key="measureButton"
    name="line"
    measureType="line"
    icon="pencil"
  >
    Measure distance
  </MappifiedMeasureButton>
  <MappifiedLayerTree
    layerGroup={layerGroup}
  />
</Drawer>
</MapProvider>
</div>
);
}

export default App;
```

## Imprint

This workshop is licensed under the [CC BY-SA](#) license. In case of questions, feel free to contact us via GitHub [@terrestris](#), e-mail [info@terrestris.de](mailto:info@terrestris.de) or telephone 0228 – 962 899 51.

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