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## Intro to Maps

To add a map to the screen:

1/ Add a MapView to the storyboard

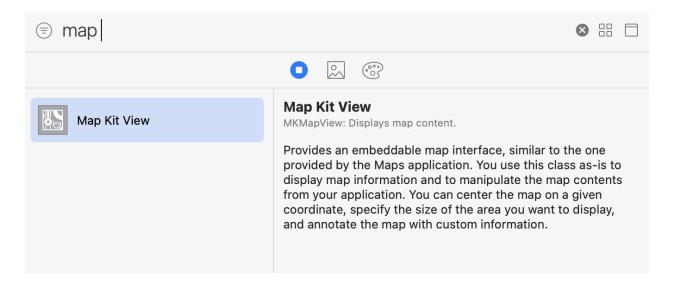
2/ In the ViewController:

- Specify the default zoom level of the map
- Specify where the coordinates of the center of the map
- Associate the zoom level and center with the storyboard's MapView
- Add any other features, such as a pin
- Done!

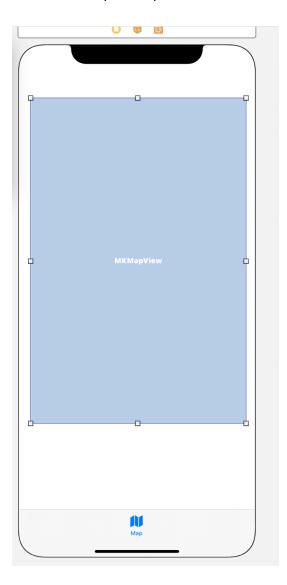
# **Adding Map to Storyboard**

In examples below, we are modifying the Main.storyboard found in the LocationServices-starter.zip file.

In Storyboard, drag and drop a Map Kit View to the screen



## Resize the map as required:



### Create an outlet for the MapView



#### View Controller code for the map

- Import MapKit
- Configure the mapView outlet's zoom and center
- Add a pin

#### MapViewController.swift

```
import UIKit
// 1. import MapKit
import MapKit
class MapViewController: UIViewController {
    // 2. Create an outlet for your map
    @IBOutlet weak var mapView: MKMapView!
    override func viewDidLoad() {
        super.viewDidLoad()
        // span = describes the zoom level of your map
        // smaller numbers = more zoomed in
        // larger numbers = more zoomed out
        // 0.01 = street level zom
        let zoomLevel = MKCoordinateSpan(latitudeDelta:0.05, longitudeDelta:0.05)
        // region = visible area of the map --> center of your map
        let centerOfMap = CLLocationCoordinate2D(latitude:43.64196690, longitude:
-79.38892370)
        let visibleRegion = MKCoordinateRegion(center: centerOfMap, span: zoomLevel)
        // setup the map to show this region
        self.mapView.setRegion(visibleRegion, animated: true)
        // add a pin
        let pin = MKPointAnnotation()
        pin.coordinate = centerOfMap
        pin.title = "This is my pin!"
        self.mapView.addAnnotation(pin)
    }
}
```

