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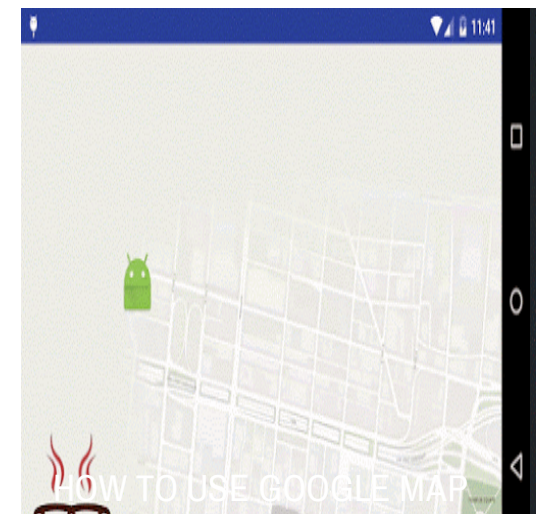
GOOGLE MAP JAVA LIBRARY



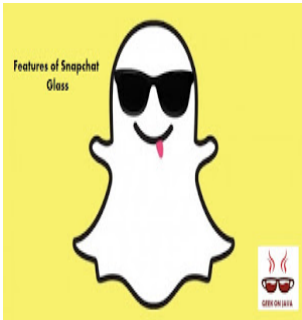
## Google Map Java Library

## Java client library for Google Maps API Web

## HOW TO



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## Services

Use Java? Want to geocode something? Looking for directions? Maybe matrices of directions? This library brings the Google Maps API Web Services to your server-side Java application.



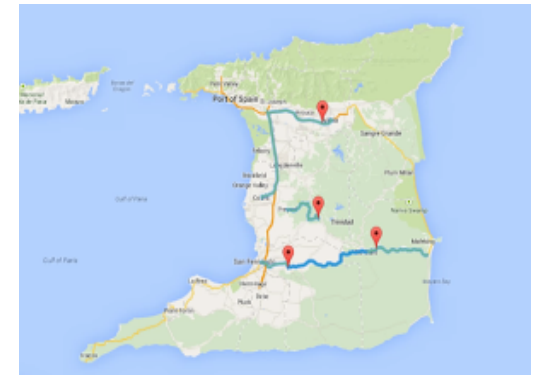
## The Java Client for Google Maps Services is a Java Client library for the



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## following Google Maps APIs:

- **Directions API**
- **Distance Matrix API**
- **Elevation API**
- **Geocoding API**
- **Places API**
- **Roads API**
- **Time Zone API**

Keep in mind that the same terms and conditions apply to usage of the APIs when they're accessed through this library.

**Read this also :** **Animated Moving Marker on Google Map**



### Note:

The Java Client for Google Maps Services is for use in server applications. If you're building a mobile application, you will need to introduce a proxy server to act as intermediary between your mobile application and the Google Maps API Web Services.

The Java Client for **Google Maps Services** would



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make an excellent choice as the basis for such a proxy server.

## Downlaod Project



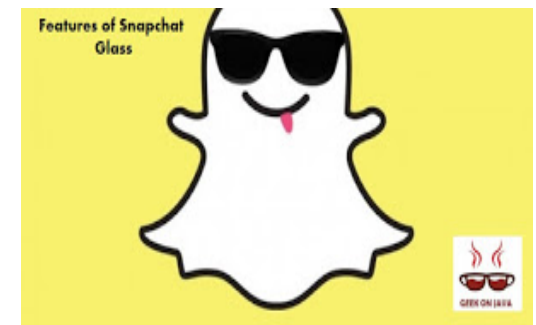
### Support

This library is community supported. We're comfortable enough with the stability and features of the library that we want you to build real production applications on it. We will try to support, through Stack Overflow, the public and protected surface of the library and maintain backwards compatibility in the future; however, while the library is in version 0.x, we reserve the right to make backwards-incompatible changes. If we do remove some functionality (typically because better functionality exists or if the feature proved infeasible), our intention is to deprecate and give developers a year to update their code.

If you find a bug, or have a feature suggestion, please comment below.



### Requirements



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- Java 1.7 or later.
- A Google Maps API key.



## API keys

Each Google Maps Web Service requires an API key or Client ID. API keys are freely available with a Google Account at <https://developers.google.com/console>.

To generate a server key for your project:

- Visit <https://developers.google.com/console> and log in with a Google Account.
- Select an existing project, or create a new project.
- Click **Enable an API**.
- Browse for the API, and set its status to "On".  
The Java Client for Google Maps Services accesses the following APIs:

1. **Directions API**
2. **Distance Matrix API**
3. **Elevation API**
4. **Geocoding API**
5. **Places API**
6. **Roads API**
7. **Time Zone API**

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- Once you've enabled the APIs, click **Credentials** from the left navigation of the Developer Console.
- In the "**Public API access**", click **Create new Key**.
- Choose **Server Key**.
- If you'd like to restrict requests to a specific IP address, do so now.
- Click **Create**.

Your API key should be 40 characters long, and begin with **Alza**.

**Important:** This key should be kept secret on your server.



## Installation

You can add the library to your project via Maven or Gradle.

## Maven



```
<dependency>  
  <groupId>com.google.maps</groupId>  
  <artifactId>google-maps-services</ar  
tifactId>
```

```
<version>(insert latest version)</version>
</dependency>
```

## Gradle

```
</>
repositories {
    mavenCentral()
}

dependencies {
    compile 'com.google.maps:google-maps-
services:(insert latest version)'
    ...
}
```

You can find the latest version at the top of this README or by searching **Maven Central** or **Gradle, Please**.



## Developer Documentation

View the **javadoc**.

Additional documentation for the included web services is available at <https://developers.google.com/maps/>.



- **Directions API**
- **Distance Matrix API**
- **Elevation API**
- **Geocoding API**
- **Places API**
- **Roads API**
- **Time Zone API**



## Usage

This example uses the Geocoding API.



```
GeoApiContext context = new GeoApiContext  
t().setApiKey("AIza...");  
GeocodingResult[] results = GeocodingAp  
i.geocode(context,  
    "1600 Amphitheatre Parkway Mountain  
View, CA 94043").await();  
System.out.println(results[0].formattedA  
ddress);
```

For more usage examples, **check out the tests.**



## Features



## Google App Engine Support

You can use this client library on Google App Engine with a single line code change.



```
GeoApiContext context = new GeoApiContext  
t(new GaeRequestHandler()).setApiKey(API  
_KEY);
```

The new `GaeRequestHandler()` argument to the `GeoApiContext` constructor tells the Java Client for Google Maps Services to utilise the appropriate calls for making HTTP requests from Google App Engine, instead of the default `OkHttp` based strategy.

## Rate Limiting

Never sleep between requests again! By default, requests are sent at the expected rate limits for each web service, typically 10 queries per second for free users. If you want to speed up or slow down requests, you can do that too, using new `GeoApiContext().setQueryRateLimit(qps)`.

## Retry on Failure

Automatically retry when intermittent failures occur. That is, when any of the retrievable 5xx errors are returned from the API.

## Keys and Client IDs

Maps API for Work customers can use their client ID and secret to authenticate. Free customers can use their API key, too.

## POJOs

Native objects for each of the API responses.

## Asynchronous or synchronous -- you choose

All requests support synchronous or asynchronous calling style.



```
GeocodingApiRequest req = GeocodingApi.n
```

```

ewRequest(context).address("Sydney");

// Synchronous
try {
    req.await();
    // Handle successful request.
} catch (Exception e) {
    // Handle error
}

req.awaitIgnoreError(); // No checked exception.

// Async
req.setCallback(new PendingResult.Callback<GeocodingResult[]>() {
    @Override
    public void onResult(GeocodingResult[] result) {
        // Handle successful request.
    }

    @Override
    public void onFailure(Throwable e) {
        // Handle error.
    }
});

```

That's the joy of this library because your work is done now. Just grab API Key and play with this Google Map library. If you've any problem, suggestion or issue then comment below.

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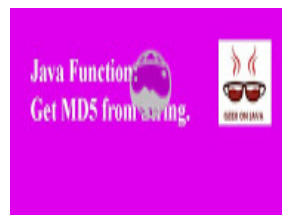


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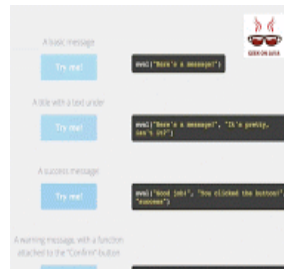
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