Loading the Maps JavaScript API

<script async defer  
      src="https://maps.googleapis.com/maps/api/js?key=***YOUR\_API\_KEY***&callback=initMap">  
    </script>

* The URL contained in the script tag is the location of a JavaScript file that loads all of the symbols and definitions you need for using the Maps JavaScript API.
* The async attribute lets the browser render the rest of your website while the Maps JavaScript API loads.
* When the API is ready, it will call the function specified using the callback parameter.
* load the Maps JavaScript API over HTTP by requesting <http://maps.googleapis.com/>

Map Options

There are two required options for every map: center and zoom.

map = new google.maps.Map(document.getElementById('map'), {  
  center: {lat: -34.397, lng: 150.644},  
  zoom: 8  
});

**Zoom level:**

1: World

5: Landmass/continent

10: City

15: Streets

20: Buildings

## The Map Object

map = new google.maps.Map(document.getElementById("map"), {...});

The JavaScript class that represents a map is the Map class. Objects of this class define a single map on a page.. We create a new instance of this class using the JavaScript new operator.

Reference: <https://developers.google.com/maps/documentation/javascript/tutorial#https-or-http>