**04.06 WebGL Earth API**

**Difficulty: medium  
Size: M**

*In this exercise, you extend your own application by using the API (Application Programming Interface) of an open source service. This time, you use*[*The WebGL Earth service*](http://www.webglearth.com/)*. It provides a mechanism for inserting interactive maps into web pages.*

1. In the HTML document, add two new buttons inside the buttons < div> . The texts shown on the buttons should be "**GO HOME**" and "SHOW COORDS". When the user clicks the button "GO HOME" the function **goHome()** should be called. When the user clicks the button "SHOW COORDS" the function **showCoords()** should be called.
2. In your JavaScript code, write a function called **showCoords()**. When the function is called it should show the current coordinates of the map center in an alert dialog box.
3. In your JavaScript code, write a function called **goHome()**. When the function is called it should set the map center to the latitude / longitude position of your own home and zoom the map close enough.

**HINTS:**

You can get the current coordinates of the map center by calling the method earth.getCenter(). You can show the coordinates in an alert dialog box as follows: alert(earth.getCenter()); You can set the map center to desired latitude / longitude position as follows:

earth.setView([41.893292620836945,12.483070431973514]);

You can set the zoom level of the Earth at desired level (0-18) as follows:

earth.setZoom(13);

To find the latitude / longitude position of your home: scroll (zoom) and drag (location) with your mouse to view your own home on the map center and press the button "SHOW COORDS".

*Example output:*

*The verification of program output does not account for whitespace and is not case-sensitive (the least strict comparison level)*

https://sites.google.com/site/webglearth/