

**Esri Developer Summit**

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# ArcGIS API for JavaScript

## Discover 4.0 - the Next Generation

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# Agenda

- Overview
- Coding patterns
- Map and View Architecture
- UI and Widgets
- Features

# Overview

# Overview

- project started late 2013
- introduction of 3D and WebScene
- new [WebScene Viewer](#) built with new API
- new [SDK](#) rebuilt from scratch

# Overview

- New Portal API
- Better integration of [WebMap](#)
  - place the intelligence of the [arcgis.com map viewer](#) in the API
  - addition of missing components like [GroupLayer](#)
  - switching spatial reference
- APIs and Widgets redesign

# Overview

- new development patterns
- new architecture
- 3D
- AMD only
- Modern browsers only: IE11+

# Coding patterns

# Coding patterns

New core classes to get the job done

- `esri/core/Accessor`
- `esri/core/Promise`
- `esri/core/Loadable`
- `esri/core/Collection`

# esri/core/Accessor

- base class of most of the API
- consistent pattern:
  - getting and setting properties value
  - watching properties change
- unified object constructor
- computed properties
- autocast



# Properties watching

- Direct benefits:
  - remove inconsistancies between constructor, getter, setter functions, events
  - one convention everywhere. "*just need to know what properties for a class*"
  - Single object constructor, no more 3+ constructors
  - Leaner SDK: we doc only the properties, the rest is convention
- Changes:
  - no more *property*-change events, use `watch()`
  - in 3.x, listen for `extent-change` event.
  - in 4.0 `extent` watchers will be call very often

# Accessor - Properties watching

```
var map = new Map(...);
var view = new MapView({ map: map });

// watch for view scale updates
view.watch('scale', function(newValue, oldValue, property, target) {
  console.log(newValue, oldValue, property, target);
})

// chain watching
map.watch('basemap.title', function(value) {
  console.log(value);
});
map.basemap = 'topo';
```

- demo



# Accessor - Unified Object Constructor

```
require([
  'esri/Map',
  'esri/Basemap',
  'esri/core/Collection',
  'esri/layers/ArcGISTiledLayer'
],
function(
  Map,
  Basemap,
  Collection,
  ArcGISTiledLayer
) {
  var map = new Map({
    basemap: new Basemap({
      baseLayers: new Collection([
        new ArcGISTiledLayer(url)
      ])
    })
  });
});
```

# Accessor - Autocast

```
require([
  'esri/Map',
  'esri/layers/ArcGISTiledLayer',
  'esri/views/MapView'
],
function(
  Map,
  ArcGISTiledLayer,
  MapView
) {
  var map = new Map({
    basemap: {
      baseLayers: [
        new ArcGISTiledLayer(url)
      ]
    }
  });

  var view = new MapView({
    map: map,
    container: 'viewDiv',
    extent: {
```



# Accessor - Autocast

```
// 3.x
new SimpleMarkerSymbol(SimpleMarkerSymbol.STYLE_SQUARE, 10,
  new SimpleLineSymbol(SimpleLineSymbol.STYLE_SOLID,
    new Color([255,0,0]), 4),
  new Color([255,255,255,0.25]));

// 4.0
new SimpleMarkerSymbol({
  style: 'square',
  color: 'red',
  size: 10,

  outline: {
    color: 'rgba(255, 255, 255, 0.5)'
    width: 4
  }
});
```



# Accessor - Autocast

class example:

```
var Map = Accessor.createSubclass({  
    // or declare([Accessor], { ... })  
  
    classMetadata: {  
        properties: {  
            basemap: {  
                type: Basemap  
            },  
            initialExtent: {  
                type: Extent  
            },  
            layers: {  
                type: Collection  
            }  
        }  
    }  
});
```

# Accessor - Computed properties

```
var Person = Accessor.createSubclass({  
  
  classMetadata: {  
    properties: {  
      fullName: {  
        readOnly: true,  
        dependsOn: ['lastname', 'firstname']  
      }  
    }  
  },  
  
  _fullNameGetter: function() {  
    return this.firstname + ' ' + this.lastname;  
  }  
});  
  
var JohnDoe = new Person({  
  firstname: 'John',  
  lastname: 'Doe'  
});
```



# Promises

- All asynchronous methods return a promise, no more `events`
- The basic pattern looks like this:

```
someAsyncFunction().then(  
  function(resolvedVal){  
    //This is called when the promise resolves  
    console.log(resolvedVal); //logs the value the promise resolves to  
  },  
  function(error){  
    //This function is called when the promise is rejected  
    console.error(error); //logs the error message  
  }  
)
```

# Promises

- Classes may be Promise
  - Load resources
  - Asynchronously initialized Layer, WebMap, WebScene, View
  - `view.then()` replaces `map.on('load', ...)`

```
var map = new Map({...})  
  
view = new SceneView({  
  map: map,  
  //...  
});  
  
view.then(function() {  
  // the view is ready to go  
});
```

# Loadables

- brings better control, and scheduling of loading resources.
- extension of [esri/core/Promise](#)
- in 3.x, instantiating a layer loads it. in 4.0, it's an explicit call
- the views automatically loads the map and its layers

# Loadables

- `WebMap` / `WebScene` need to load:
  - the portal item
  - the layer module
  - the layer's item
- `MapView` / `SceneView` need to load:
  - the map
  - the layers

# In a single page application, get a feature from a FeatureLayer from a WebMap without displaying it, ASAP!

```
var webmap = new WebMap({
  portalItem: {
    id: 'affa021c51944b5694132b2d61fe1057'
  }
});

webmap.load()
  .then(function() {
    return webmap.getLayer('myFeatureLayerId').load();
  })
  .then(function(featureLayer) {
    return featureLayer.queryFeatures({
      where: 'OBJECTID = 1'
    });
  })
  .then(function(result) {
    displayDetails(result.features[0]);
  })
  .otherwise(function(error) {
    console.error(error);
  });
});
```

# Collection

- More or less like an Array
- in house methods `add / remove ...`
- array methods `forEach / map ...`
- newer array methods `find / findIndex...`
- emit "change" events when something is added/removed/moved
- used for layers, used for layers in Basemap, used for graphics...
- autocasting support

```
var PointCollection = Collection.ofType(Point);
var collection = new PointCollection();

collection.add([-100,40]);

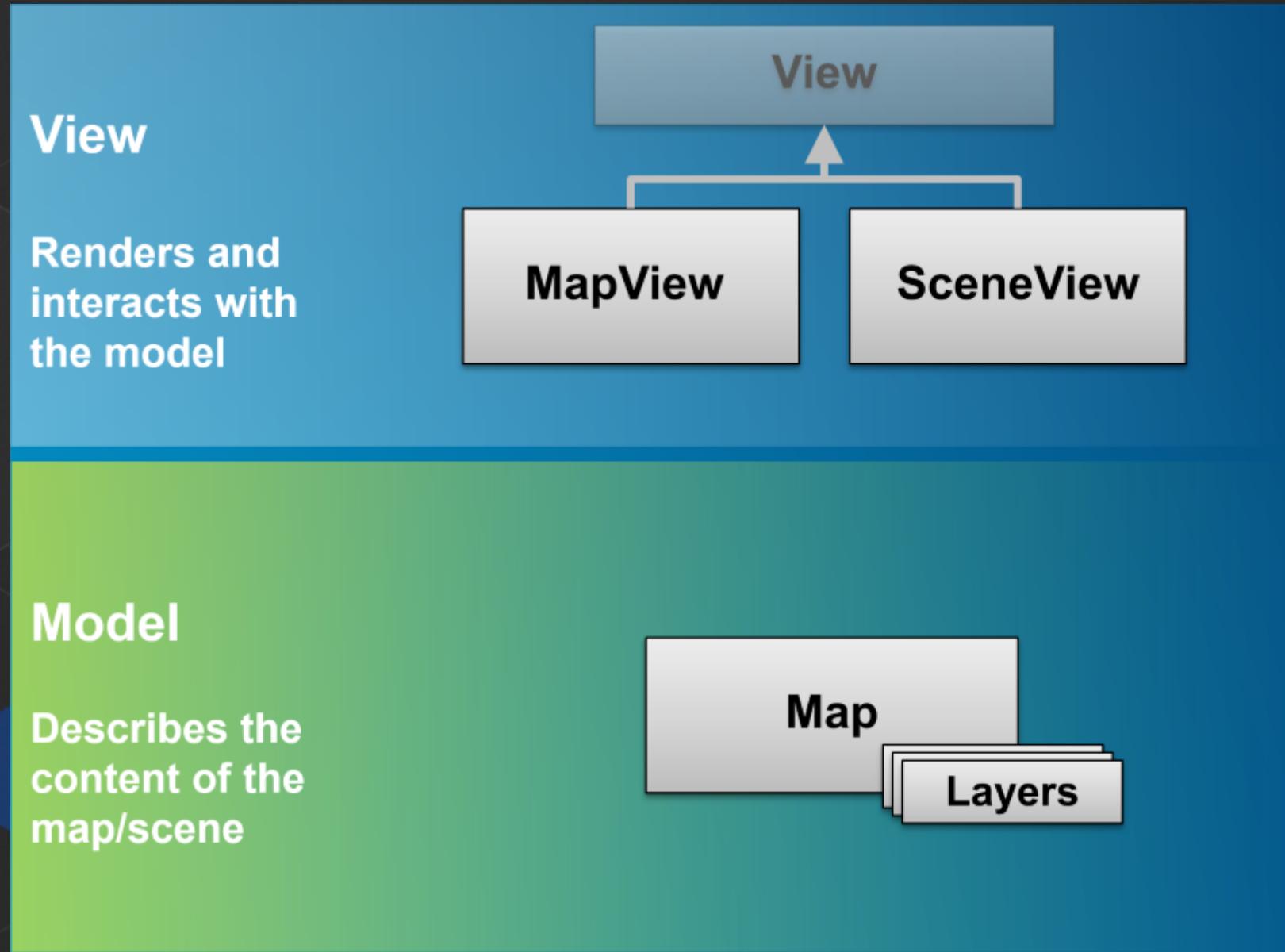
var point = collection.getItemAt(0);
//point.x = -100; point.y = 40
```

# Map and View architecture

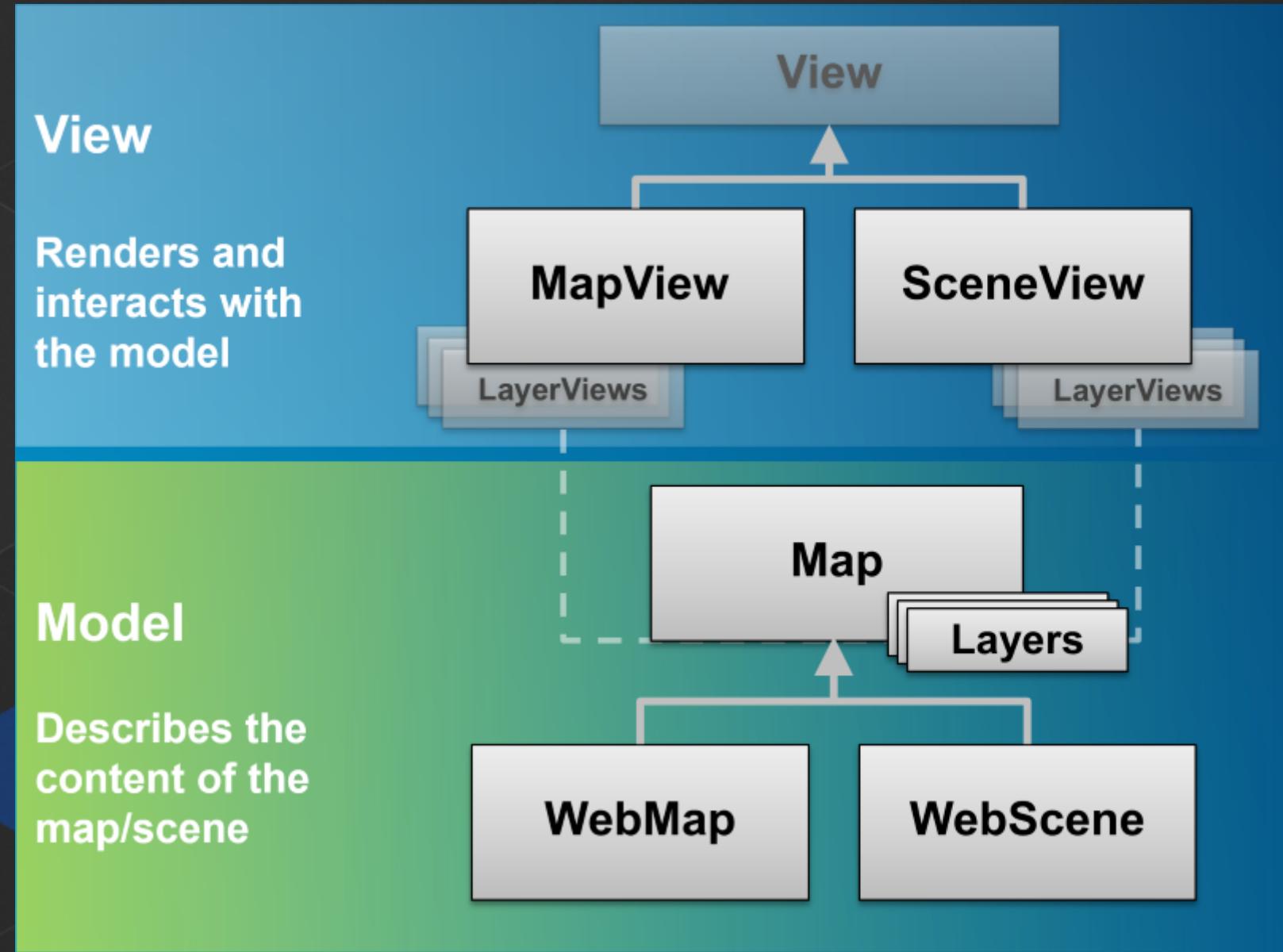
# Map and View architecture

- One of the starting point of 4.0: bring 3D
- completely different rendering system
- isolate the 2D rendering from the 3D one

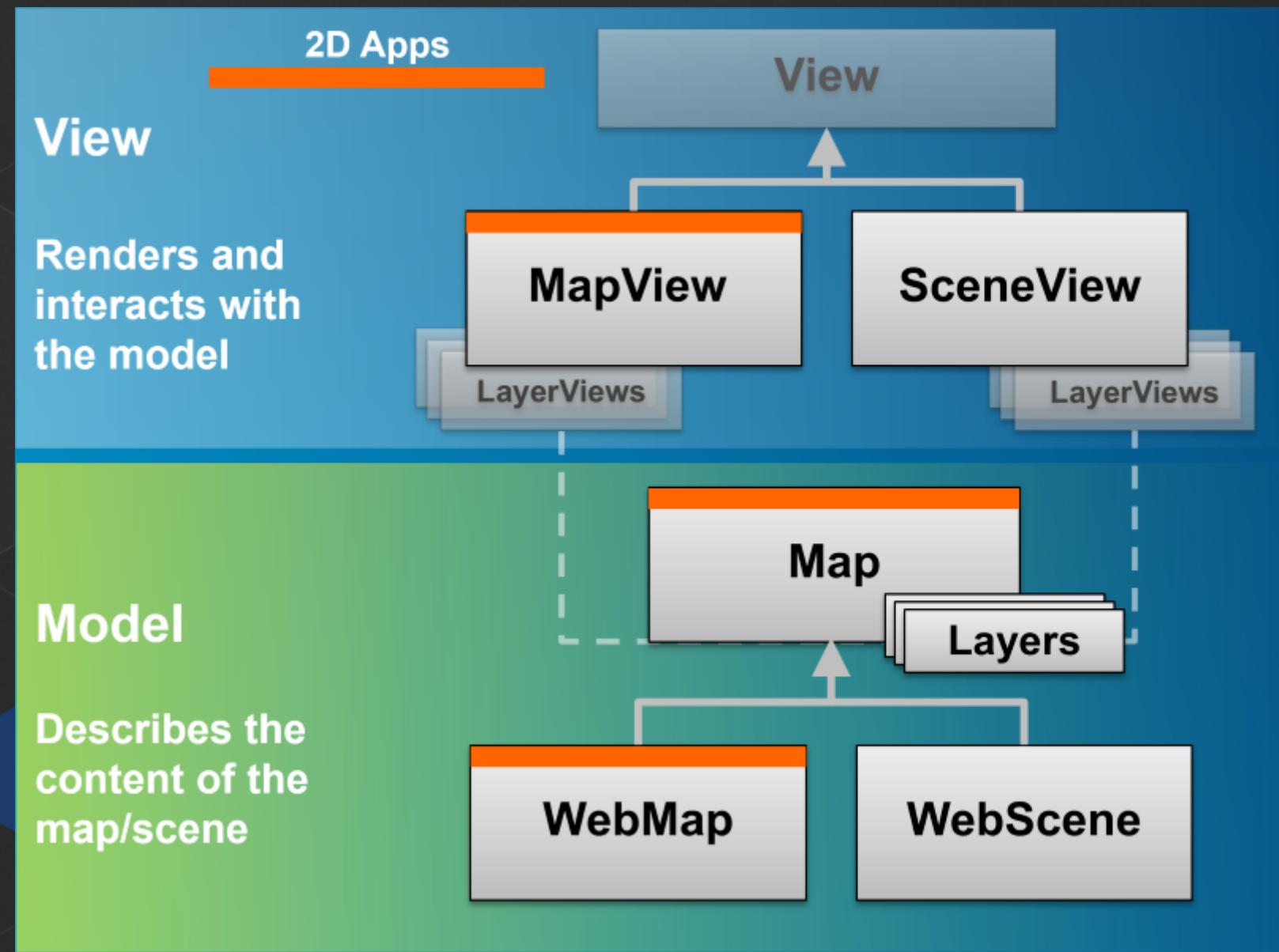
# Map and View architecture



# Map and View architecture



# Map and View architecture



# MapView and SceneView - multiple views

```
var map = new Map({
  basemap: 'topo',
  layers: [
    new ArcGISDynamicLayer(...)
  ]
});
```

```
var mapView = newMapView({
  map: map,
  container: 'mapDiv'
});
```

```
var sceneView = newSceneView({
  map: map,
  container: 'sceneDiv'
});
```

# side by side views

## plenary demo



# LayerViews

- `LayerViews` renders the layers on the view.
- `LayerView` has limited API so far.
- give info about layer rendering
  - 3.x: `Layer.suspended` now `LayerView.suspended`
- will give access to data displayed on the screen
  - Features
  - Elevation data
- ability to override properties from the layer
  - visibility
  - renderer
  - ...



# LayerViews

- access a layerview with `View.whenLayerView()`

```
var map = new Map({
  basemap: 'topo'
});
var mapView = newMapView({
  map: map,
  container: 'mapDiv'
});

var layer = new FeatureLayer(...)
map.add(layer);

view.whenLayerView(layer)
  .then(function(layerView) {
    layerView.visible = false
});
```

- or `View.allLayerViews`

# Widgets and UI

# Widgets

- Out of the box widgets at 4.0:
  - Zoom
  - Attribution
  - Compass
  - Home
  - Locate
  - Search
  - Legend
  - Popup
    - **dockable**
    - **custom actions**
- New design and user experience

# Widgets

- Extensibility through:
  - **CSS, matching vectortiles**
  - SASS
  - View Model

# Widgets - View Model

- New architecture
- Logic of the widget separated from the representation
- View implementations made in dijit/Accessor
- Views' source code available in the [SDK](#)
- View's can be rewritten in [any framework](#)
- ViewModels can be combined to create [Frankenwidgets](#)

# UI

- Managed overlay to place widgets over the view.
- Well known widgets can be directly added or removed from the view
- Provides responsive information, plenary demo

```
var view = new MapView({  
  
    ui: {  
  
        padding: {  
            top: 16,  
            left: 16,  
            right: 16,  
            bottom: 16  
        },  
  
        components: ["zoom", "compass", "attribution"]  
    }  
});
```

# UI

- API to add widgets or any DOM element to the 4 corners of the view

```
var view = new MapView({  
  //...  
});  
  
var legend = new Legend({  
  //...  
});  
  
view.ui.add(legend, "top-left");
```

- plenary demo

# Features

# Features

- Basemap
- GroupLayer
- Animation
- Environment
- Portal API
- WebMap and WebScene

# Basemap

- full fledge class `esri/Basemap`
- basemap's layers are *not* part of the `map.layers`, but from `map.basemap`
- contains 2 Collections: `baseLayers`, `referenceLayers`
- can be set with
  - `string` for esri's basemap
  - or custom Basemap instance
  - in 2D and 3D

# Basemap

- **basemap** as a string, creation of the appropriated Basemap instance

```
var map = new Map({  
  basemap: 'topo'  
});  
  
map.basemap = 'streets';
```

- **basemap** as an instance of Basemap

```
var map = new Map({/*...*/});  
  
var toner = new Basemap({  
  baseLayers: [  
    new WebTiledLayer({  
      urlTemplate: '...'  
    })  
  ]  
});  
  
map.basemap = toner;
```

# GroupLayer

- New layer: GroupLayer
- group layers together
- structure your data visualization
- visibility modes: **exclusive, independent**
- listMode: **hide-children, hidden**
- **demo**

# GroupLayer

```
map = new Map({
  basemap: 'dark-gray',
  layers: [
    new GroupLayer({
      title: 'USA Tiled Services',
      visibilityMode: 'exclusive',
      //listMode: 'hide-children',
      layers: [
        new ArcGISTiledLayer({
          url: '//server.arcgisonline.com/ArcGIS/rest/services/Demographics/USA_Median_Household_Income/MapServer',
          title: 'Median Household Income',
          visible: false
        }),
        new ArcGISTiledLayer({
          "url": '//services.arcgisonline.com/ArcGIS/rest/services/Demographics/USA_Tapestry/MapServer',
          "title": "Tapestry Segmentation",
          visible: true
        })
      ]
    })
});
```

# Also

- `map.layers`, a collection of the operational layers
  - mix of image AND graphics
- Shorter names: `ArcGISTiledLayer`, `ArcGISDynamicLayer`
- new ones:
  - `ArcGISElevationLayer`
  - `SceneLayer`

# Animation

- both in 2D and 3D, navigating around can be complex
- generic function `goTo(target, options):Promise`
- accepts a wide variety of target parameters

```
querytask.execute(query)
  .then(function(result) {

    // Animate to the features
    return view.goTo(result.features, {
      duration: 3000
    });

  })
  .then(function() {
    // animation is done
  });
}
```

demo

# Environment

- defines light characteristics
- stars!

```
sceneView.environment = {  
    atmosphere: {  
        quality: 'high'  
    },  
  
    starsEnabled: true,  
  
    lighting: {  
        directShadowsEnabled: true,  
        ambientOcclusionEnabled: true,  
  
        // The time and date for which  
        // the sun position and light direction is computed.  
        date: new Date("Mon Mar 07 2016")  
    }  
};
```

demo, plenary demo

# Portal API

- redesigned API
- access portal information: basemaps, featuring content
- query items, users, groups
- loading items like layers, webmap and webscene
- creating, deleting and updating items

# Portal API

```
var portal = new Portal();

// Setting authMode to immediate signs the user in once loaded
portal.authMode = 'immediate';

// Once loaded, user is signed in
portal.load()
.then(function() {
  // Create query parameters for the portal search
  var queryParams = new PortalQueryParams({
    query: 'owner:' + portal.user.username,
    sortField: 'numViews',
    sortOrder: 'desc',
    num: 20
  });

  // Query the items based on the queryParams created from portal above
  portal.queryItems(queryParams).then(createGallery);
});

});
```

demo

# Portal API

```
var promise = Layer.fromPortalItem({  
  portalItem: {  
    id: '8444e275037549c1acab02d2626daaee',  
    portal: {  
      url: 'https://myorg.maps.arcgis.com'  
    }  
  }  
}).then(function(layer) {  
  // Adds the layer to the map once it loads  
  map.add(layer);  
})  
.otherwise(function(error) {  
  //handle the error  
});
```

demo

# WebMap and WebScene

- **WebMap** is the document of a 2D Map
- **WebScene** is the document of a 3D Map
- extend common **Map** class
- first class citizens of the API
- can be consumed by apps accross the platform

# WebMap and WebScene

- full `WebScene` support
- `WebMap` support for key layers
  - degrade non yet supported layers as `UnsupportedLayer`
  - full support planned for end 2016
- writing under-development

# WebMap and WebScene

- similarities
  - basemap
  - operational data: layers
- specialities
  - environment, ground, SceneLayer
  - different type of presentations
  - more...



# WebMap and WebScene

```
var webmap = new WebMap({  
  portalItem: {  
    id: 'e691172598f04ea8881cd2a4adaa45ba'  
  }  
});
```

demo

```
var webscene = new WebScene({  
  portalItem: {  
    id: '19dcff93eeb64f208d09d328656dd492'  
  }  
});
```

demo

# WebScene specificities - slides

- created with the webscene viewer
- store layers visibility, camera, environment

```
// slides from webscene's presentation
var slides = scene.presentation.slides;

// create a clickable thumbnails
slides.forEach(function(slide) {
  var thumb = new Slide({
    slide: slide
  });
  thumb.on('click', function() {
    // apply the slide on the view
    slide.applyTo(view);
  });
  slidesDiv.appendChild(thumb.domNode);
});
```

# WebScene specificities - viewingMode

- visualize **global** or **local** scenes
- **local** scenes are best for projected data and underground display

```
var view = new SceneView({  
  
    viewingMode: 'local',  
  
    clippingArea: {  
        xmin: ...  
        ymin: ...  
        xmax: ...  
        ymax: ...  
        spatialReference: ...  
    },  
  
    map: new WebScene({  
        basemap: 'topo',  
  
        layers: [  
            ...  
        ]  
    })  
});
```



# Questions

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