



# Using Locations and Maps

in TouchDevelop

# So what is a Location?

TouchDevelop offers a data structure known as *Location*

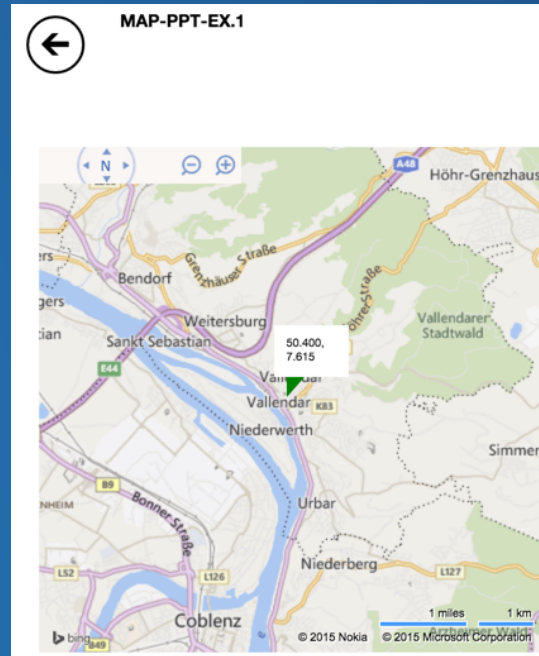
- Location stores a GPS coordinate on earth, using latitude and longitude (in degrees)
  - i.e. (51.9, 10.27)
- Location offers many useful features, such as:
  - senses -> current location
    - gets our user's current GPS location
  - locations -> search location(address, postalCode, city, country)
    - returns a GPS location as close as possible to the given address information

# How can we use Locations?

Let's say the user wants to see where he/she is on a map

- we can do this in one easy-to-read line of code

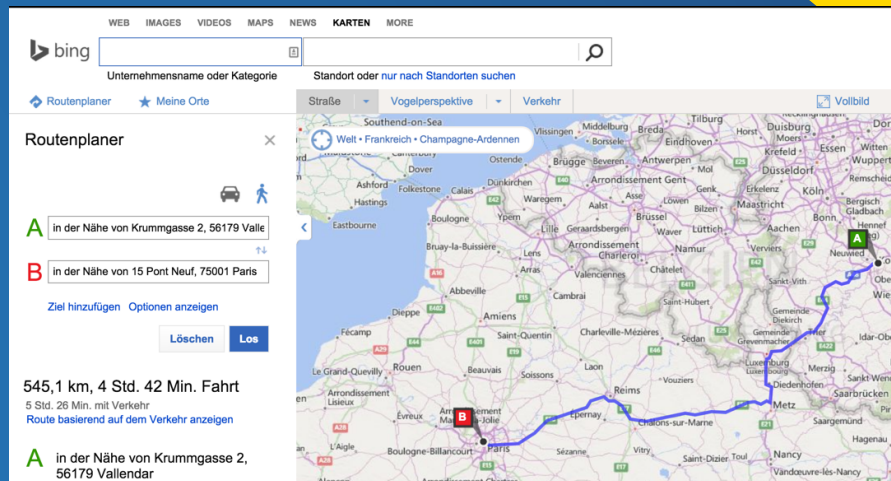
```
function main () {  
  senses → current location → post to wall  
}
```



# Providing directions

Sending directions to the user is almost as simple:

```
function main () {  
  | var currLoc := senses → current location  
  | var visitStr := wall → ask string("Which city would you like to v...")  
  | var visitLoc := locations → search location("", "", visitStr, "")  
  maps → open directions("", currLoc, "", visitLoc)  
}
```



# Maps

Maps utilize Locations to provide powerful Bing maps for the user to interact with



## Maps

Maps, location to address, address to location

**action** create full map **returns** Map

Creates a full screen Bing map. Use 'post to wall' to display it.

**action** create map **returns** Map

Creates a Bing map. Use 'post to wall' to display it.

**action** directions(from : Location, to : Location, walking : Boolean) **returns**

Collection of Location

Calculates the directions between two coordinates using Bing.

**action** open directions(start search : String, start loc : Location, end search : String, end loc : Location)

Shows the directions in the Bing map application. If search term is provided, location is ignored. Provide search term or location for start and end.

**action** open map(center : Location, search : String, zoom : Number)

Opens the Bing map application. zoom between 0 (close) and 1 (far).

# Pushpin

Pushpins allow us to associate a name with a location

```
function m
var user
var Korc
9", "Valle
var map
map→ s
var user
Korova
map→ a
map→ a
map→ p
}
```



in Street 43", "5617

.oc)  
, KorovaLoc)  
s→ white)  
olors→ white)