User Interaction: Google Maps API

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Why maps?

- Central to much mobile interaction work.
- It can be generalized to interactions with enormous images very easily.
- Mapping data is a natural visualization that helps to reveal patterns.
- It was the first infographic
Why maps?

http://gigapan.org/viewGigapanFullscreen.php?auth=033ef14483ee899496648c2b4b06233c
Credit: John Snow, On the Mode of Communication of Cholera, 1855
Thursday, November 1, 12
Google Maps API

- Google Maps v3 is optimized for mobile
- It used to be just for mobile but is being adapted as the standard Maps API for all platforms
Google Maps API v3

Basics

• Google hosts most of the code in a javascript library
• A developer includes the javascript library
  • Just like jQuery
• A developer makes calls to the library to:
  • display the map
  • display controls
  • display points
  • display other U/I elements
Basics

- You can register event handlers
- So that when a user does something on the map, you can do something on the webpage also (through JavaScript)
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Basic Map Objects

• Create a placeholder in your webpage to hold the map object

```html
<!DOCTYPE html>
<html>
<head>
  <script src="//ajax.googleapis.com/ajax/libs/jquery/1.8.2/jquery.min.js"></script>
  <script src="//ajax.googleapis.com/ajax/libs/jqueryui/1.9.0/jquery-ui.min.js"></script>
  <script src="Step01.js"></script>
  <style type="text/css">
    html { height: 100%}
    body { height: 100%; margin: 0; padding: 0 }
  </style>
</head>

<body>
  <div id="map_canvas" style="float:right;width:500px;height:353px;border:black">
    <p>
      <img src="/farm5.static.flickr.com/4093/4770854356_143415fb82.jpg" width="500" height="353" alt="Globe centred on the Americas - Satellite image - PlanetObserver"/>
    </p>
    <div class="dataXML">
      <img src="/images/coffeebean.jpg" alt="coffeebean" />
      Replace this with XML
    </div>
    <hr/>
    <div class="dataJSON">
      <img src="/images/coffeebean.jpg" alt="coffeebean" />
      Replace this with JSON
    </div>
    <hr/>
    <div class="dataJSONP">
      <img src="/images/coffeebean.jpg" alt="coffeebean" />
      Replace this with JSONP
    </div>
    <button onClick="myReadyFunction()">Start!</button>
  </div>
</body>
</html>
```

Basic Map Objects

- The size is up to you
- Android/iPhone work best at full screen
- Setting to full screen in HTML 5 is easy

```html
type="text/css">
html { height: 100%}
body { height: 100%; margin: 0; padding: 0 }
</style>
```

```html
div id="map_canvas" style="width: 100%; height: 100%"></div>"```
Basic Map Objects

- Figuring out if you are using Android/iPhone etc. is possible, but complicated and changing all the time

- Quick and Dirty Method:

```javascript
function detectBrowser() {
    var userAgent = navigator.userAgent;
    var mapdiv = document.getElementById("map_canvas");

    if (userAgent.indexOf('iPhone') !== -1 || userAgent.indexOf('Android') !== -1) {
        mapdiv.style.width = '100%';
        mapdiv.style.height = '100%';
    }
}
```

- See [http://detectmobilebrowsers.com/](http://detectmobilebrowsers.com/) for code
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Basic Map Loading

• Loading the Google Maps Library

<script src="//maps.googleapis.com/maps/api/js?sensor=false&language=en&region=US"></script>

• Parameters for the library
  • “sensor”: does your location come from a GPS?
    • mandatory parameter
  • allows Google to respect business agreements
  • “language”: what language are the labels in? (dep?)
  • “region”: bias behavior toward a region (dep?)
  • “Paris” in TX or “Paris” in France?
Basic Map Loading

- Do I need a key?
  - Not for this assignment
  - If you are going to be deploying for real, then yes
    - More than 25,000 loads per day
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Putting the map on the web page

```javascript
function initializeMap()
{
    var latlng = new google.maps.LatLng(33.643298,-117.841983);
    var myOptions = {
        zoom: 8,
        center: latlng,
        mapTypeId: google.maps.MapTypeId.ROADMAP
    }
    var map = new google.maps.Map(document.getElementById("map_canvas"), myOptions);
}
```
Basic Map Usage

• Make sure that if you use jQuery to get your elements you pass the DOM element to Google

    map = new google.maps.Map$('#map_canvas').get(0), myOptions);
Google Maps API v3

Making a Latitude Longitude Pair

```javascript
var latlng = new google.maps.LatLng(33.643298, -117.841983);
```

- This doesn’t put anything on the map
- It’s just an internal reference to a point
- Does not need to be hard coded
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Passing options to a map

```javascript
var myOptions = {
  zoom: 8,
  center: centerPoint,
  mapTypeId: google.maps.MapTypeId.ROADMAP
};
```

- Uses standard Javascript Object Notation
- `zoom 0`, is the whole earth, anything higher is closer
- `center` is where the map should be centered when drawn
- `mapTypeId` is what kind of map you want
  - `ROADMAP, SATELLITE, HYBRID, TERRAIN`
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Advanced Map Options

- 45 degree imagery control
- Changing the U/I controls that are available to the user
- Custom map styling
- Custom maps (like the inauguration photo)
- Other projections (Mercator being the default)
Putting the things on the web page

- Markers

```javascript
var marker = new google.maps.Marker(
  {
    position: latlng,
    map: map,
    title: "Hello World!"
  }
);
```
Recentering the map

- A javascript call to the map object

```html
<button onClick="map.setCenter(centerPoint)">Recenter Map</button>
```
Putting the custom icons on the map

- Icons

```javascript
var image = new google.maps.MarkerImage('images/icon.png',
  // This marker is 32 pixels wide by 32 pixels tall.
  new google.maps.Size(32, 32),
  // The origin for this image is 0,0.
  new google.maps.Point(0,0),
  // The anchor for this image is at 0,16.
  new google.maps.Point(0, 16));

// The shadow image is larger in the horizontal dimension
// while the position and offset are the same as for the main image.
var shadow = new google.maps.MarkerImage('images/shadow.png',
  new google.maps.Size(41, 18),
  new google.maps.Point(0,0),
  new google.maps.Point(0,0));

var marker = new google.maps.Marker({
  position: latlng,
  map: map,
  shadow:shadow,
  icon: image,
  title:"Hello World!"
});
```
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Putting the things on the web page

- Polylines
Google Maps API v3

Putting the things on the web page

- Polygons
Google Maps API v3

Putting the things on the web page

- Info Windows

*Uluru*

*Uluru*, also referred to as *Ayers Rock*, is a large sandstone rock formation in the southern part of the Northern Territory, central Australia. It lies 335 km (208 mi) south west of the nearest large town, Alice Springs; 450 km (280 mi) by road. Kata Tjuta and Uluru are the two major features of the Uluru - Kata Tjuta National Park. Uluru is sacred to the Pitjantjatjara and Yankunytjatjara, the Aboriginal people of the area. It has many springs, waterholes, rock caves and ancient paintings. Uluru is listed as a World Heritage Site.

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Putting the things on the web page

- Info Windows

```javascript
var contentString = '<div id="content">'
    + '<div id="siteNotice">'
    + '</div>'
    + '<html id="firstHeading" class="firstHeading">Uluru</html>'
    + '</div>'
    + '<div id="bodyContent">'
    + '<p>Uluru, also referred to as <b>Ayers Rock</b>, is a large ' +
    + 'sandstone rock formation in the southern part of the ' +
    + 'Northern Territory, central Australia. It lies 335 km (208 mi) ' +
    + 'south west of the nearest large town, Alice Springs; 450 km ' +
    + '(280 mi) by road. Kata Tjuta and Uluru are the two major ' +
    + 'features of the Uluru – Kata Tjuta National Park. Uluru is ' +
    + 'sacred to the Pitjantjatjara and Yankunytjatjara, the ' +
    + 'Aboriginal people of the area. It has many springs, waterholes, ' +
    + 'rock caves and ancient paintings. Uluru is listed as a World ' +
    + 'Heritage Site.</p>'
    + '</div>'
    + '</div>'

var infowindow = new google.maps.InfoWindow({
  content: contentString
});

var marker = new google.maps.Marker({
  position: myLatlng,
  map: map,
  title: "Uluru (Ayers Rock)"
});

google.maps.event.addListener(marker, 'click', function() {
  infowindow.open(map, marker);
});
```
Geocoding Addresses

- Geocoding means translating a place into a (Lat, Long) pair

```javascript
function codeAddressHelper(results, status) {
    if (status == google.maps.GeocoderStatus.OK) {
        map.setCenter(results[0].geometry.location);
        var marker = new google.maps.Marker(
            {map: map,
             position: results[0].geometry.location});
    } else {
        alert("Geocode was not successful for the following reason: " + status);
    }
}

function codeAddress() {
    var geocoder = new google.maps.Geocoder();
    var myAddress = $('#address').val();
    geocoder.geocode({ address: myAddress }, codeAddressHelper);
}
Google Maps API v3

More info

• Google Maps API v3
  • http://code.google.com/apis/maps/documentation/javascript/
  • HeatMaps
  • Weather
  • Street view
  • Ads
  • Utilities
  • Events
  • Traffic
  • Infographics (FusionTables)
How do you debug?

- Web Developer Toolbar
- Firefox Error Console
- Internet Explorer Script Debugger
- Firebug
- Google’s GLog library
  - For adding your own debugging statements
- screencast tutorials here:
Assignment #5

• Add a map to Assignment #4
• AJAX call
• Make your table entries link to the map (center on click)
• Plot the table entries on the map
• Enhance the map in one interesting way
  • For example, multiple map marker icons
  • More than a custom marker or an info window
• Prize for best result
  • 50% on data novelty
  • 50% on presentation