



Java Script Google Maps API Course Content:35-40hours

Course Outline

Introduction

- What is JavaScript?
- PreRequirements
- Creating a JavaScript file
- Tools Required

Types & Objects

- Arrays
- Numbers
- Strings
- Dates
- Objects

Events & Listeners

- Events Overview
- Responding to Mouse Events
- Form Events
- Timers

Applications of JavaScript

- Smarter Forms
- UI Enhancements
- Countdown
- Resizing webpages

Basics of JavaScript

- Structure of a JavaScript Code



- DataTypes, Variables & Operators
- Looping & Conditional Statements
- Functions

DOM (Document Object Model)

- What is DOM?
- Element Nodes
- Getting Element Nodes
- Changing DOM Content
- Creating DOM Elements

Debugging JavaScript

- Common Mistakes
- Using Firebug
- Debugging a page

JavaScript Libraries

- Libraries Overview
- JQuery

Google Maps API

- **Core Objects**
- API Key
- DOM Elements
- Defining the map: GMap2
- Initializing the map and referencing locations: GLatLng, GLatLngBounds

Map Control Objects: GControl class

- Panning
- Zooming
- GOverviewMapControl
- Modifying standard controls: Changing and adding Map Types
- Creating custom controls: assigning prototype objects to the GControl instance, defining handlers for initialize() and getDefaultPosition() methods

User Data Objects: click events, listeners, info windows, overlays

- Markers: GMarker, GIcon

- Info Windows
- Creating overlays: Drawing polylines with GPolyline, GPolygon, GGroundOverlay
- Creating tile and tile layer overlays

Events

- Event Listeners
- DOM Events
- GMarker Events

Services and AJAX

- DHTML and AJAX
- XML and data parsing: GXmlHttp
- Geocoder Web Services
- Street View objects
- Google Earth Integration
- Local Search
- GeoRSS Overlays
- Basic KML
- Placemarks
- Icons
- Descriptive HTML
- KMZ (compressed KML, including attached images)
- Polylines and polygons
- Styles for polylines and polygons, including color, fill, and opacity
- Network links to import data dynamically
- Ground overlays and screen overlays
- Importing GIS data
- Using KML Touring
- Traffic Overlays
- Directions

UI/UX/Best Practice

- Markers (size/shape/color/anchor/state/quantity)
- Info window (control, overlay, bubble)
- Browser compatibility
- Character encoding
- XHTML and VML
- Memory Leaks
- Upgrades/Updates

- Localization

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