

## Training the GIS Professional

# Developing Web Apps with the ArcGIS API for JavaScript 4.x- 3 days

This course teaches how to use the ArcGIS API for JavaScript 4.x to efficiently build high-performing, engaging Web applications that meet the needs of their intended audience. You will learn about the classes available in the API, how to use them in a JavaScript-based Web application, and how to incorporate ready-to-use content and ArcGIS services to enhance your applications. This course focuses on functionality available with ArcGIS 10.7 services, but many course concepts apply to ArcGIS 10.6 to 10.1 services.

### Who should attend

- GIS Desktop Application Developers
- GIS Web Application Developers
- GIS Mobile Application Developers
- GIS professionals with an interest in coding and web development (see prerequisites below)

### Goals

- Build, test and deploy 2D and 3D web applications using the ArcGIS API for JavaScript 4.x.
- Use the ArcGIS platform to incorporate ready-to-use content and online services that allow end users to visualise, query, analyse, and edit data.
- Configure API components to meet user requirements.
- Apply best practices to ensure high performance and proper communication between the client application and web server.

### Topics Covered

- Introduction to the ArcGIS API for JavaScript – Getting started with the API, Adding ArcGIS Online basemaps, ArcGIS API for JavaScript Web Optimiser, create a custom build using the web optimiser
- Working with the Map – Adding data to the map, combining layers, adding layers programmatically, using widgets, working with events
- Working with tasks and widgets – Working with GIS services, working with secured GIS resources, task-implementation workflow, geocoding and searching, exporting a web map
- Applying queries to data – Displaying temporary data in the map, understanding graphics, understanding symbols, drawing graphics on the map, using the API to answer questions, displaying query results, setting up the Query object, executing a query
- Visualising and rendering data – Understanding renderers, renderer visualisation properties, applying renderers to layers, generating renderers, working with dynamic layers, working with LayerDrawingOptions

### Topics Cover Continued

- Using tasks and widgets for analysis – Achieving custom analysis, using the Geoprocessor, working with geoprocessing parameters, executing a geoprocessing task, using geoprocessing services & tasks, performing measurements, using the Geometry service
- Editing features – Understanding web editing scenarios, confirming web editing requirements, editing with feature services, adding editing geometry, add feature editing to an application, editing attributes, editing attachments

### Prerequisites

JavaScript and HTML programming experience is required. Attendance of our Introduction to JavaScript course or equivalent knowledge.

### Contact Us

For GIS training enquiries and bookings visit [esriuk.com/learning](http://esriuk.com/learning), email us at [learning@esriuk.com](mailto:learning@esriuk.com) or call us on 01296 745504