

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

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, email us at learning@esriuk.com or call us on 01296 745504