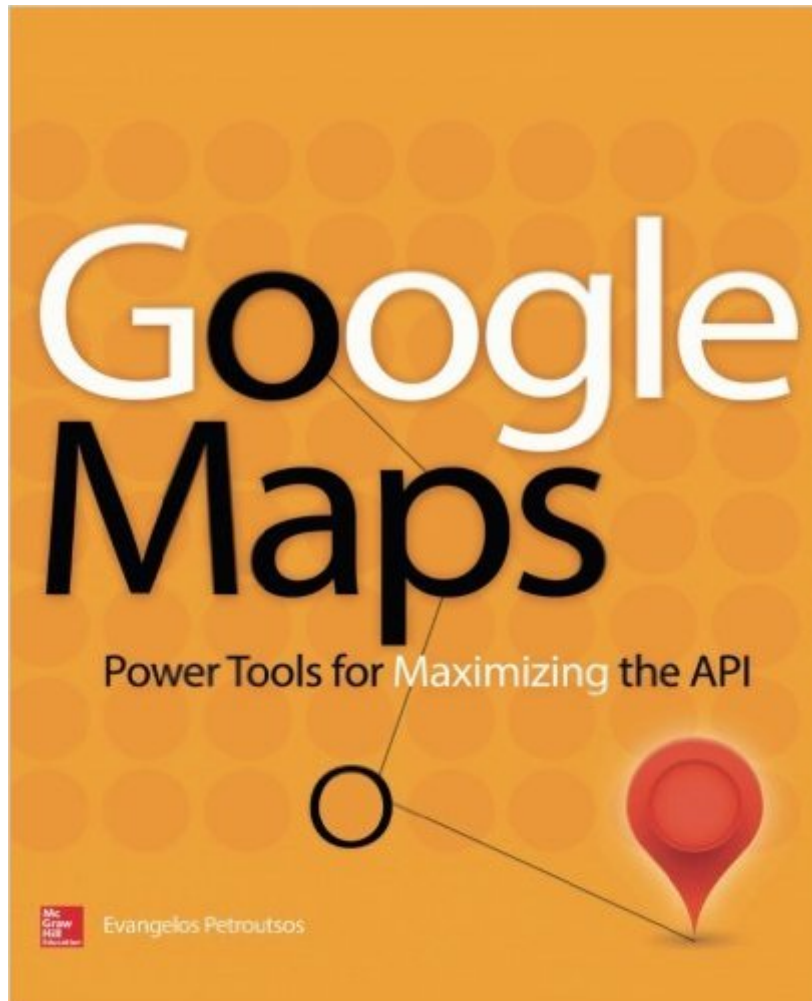


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# Google Maps: Power Tools For Maximizing The API



## Synopsis

Create custom applications with the Google Maps API Featuring step-by-step examples, this practical resource gets you started programming the Google Maps API with JavaScript in no time. Learn how to embed maps on web pages, annotate the embedded maps with your data, generate KML files to store and reuse your map data, and enable client applications to request spatial data through web services. Google Maps: Power Tools for Maximizing the API explains techniques for visualizing masses of data and animating multiple items on the map. You'll also find out how to embed Google maps in desktop applications to combine the richness of the Windows interface with the unique features of the API. You can use the numerous samples included throughout this hands-on guide as your starting point for building customized applications. Create map-enabled web pages with a custom look Learn the JavaScript skills required to exploit the Google Maps API Create highly interactive interfaces for mapping applications Embed maps in desktop applications written in .NET Annotate maps with labels, markers, and shapes Understand geodesic paths and shapes and perform geodesic calculations Store geographical data in KML format Add GIS features to mapping applications Store large sets of geography data in databases and perform advanced spatial queries Use web services to request spatial data from within your script on demand Automate the generation of standalone web pages with annotated maps Use the Geocoding and Directions APIs Visualize large data sets using symbols and heatmaps Animate items on a map Bonus online content includes: A tutorial on The SQL Spatial application A bonus chapter on animating multiple airplanes Three appendices: debugging scripts in the browser; scalable vector graphics; and applying custom styles

## Book Information

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## Customer Reviews

I have purchased six previous books on Google Maps in order to learn how to design either a web interface to display my own annotated maps or hopefully a separate application to do plotting on a map. All of that was in vain because the previous books focused on the simple use of Google Maps or on putting markers on a map. They were highly disappointing to me. Finally, a definitive guide to using, programming, and interactive drawing has arrived with this book!

Chapter: 1. Introduction to mapping presentations and Google's choices. 2. Designing web pages with embedded maps, event handling, and markers. Most books stop here in their introductions. 3. Javascript programming. A very competent introduction to using Javascript and HTML to display maps. 4. Advanced Javascript programming. Here the deeper details of getting Javascript to work interactively and in depth. 5. This is where it begins, the Google API laid out for your use. Make Google Maps jump up and do your bidding. 6. Embedding maps in desktop Apps. Here is the "Holy Grail" of mapping operations. This is where you get to own the treasure and get Google to run at the heart of your very own design. It's about time. Imagine being able to get the map you want to display, mark it up with path traces, geodesic traces, and compare multiple route lengths and travel time using your own database. Well, it's all right here. 7. Markers: Using them intelligently and inventing a few of your own. 8. Features: Drawing paths and shapes on your map. 9. Interactive Drawing: How to control placement of vertices and drawing shapes on your map with a mouse. 10. Geodesic Calculations: Getting serious with map measurements.

Hey All, I started out really liking this book. There are a lot of good chapters! A good JavaScript chapter or two. I don't work for this company but would like to help make this book better! I started out wanting to know more about google maps so I started with the google web site that is really good to get started. Trial and Error. I found this book on safari books online and started reading it. First half was really good. One thing I didn't like was the sections were it was an captured image of the code. This is hard to read and would have been better to so screen shots in VS2012 with dark theme or other theme which would be better for book printing. I personally think all books should have all the code in the book. I'm not a fan of going to the web site and downloading stuff. For the guy that could not find the source code to download, go to the books Introduction section before

Chapter#1 and read the "How to use this book" section and it will tell you how to download the source code. The one think I don't like is the book shows some vb.net code and we live in a c-flavor world. C# code was not in the download and no c# code in the book. I would like to see the code in C#. Also why would you show just window forms applications when you can do either WPF or Silverlight. By the way you can do the same embedding of the webbrowser control into either WPF or Silverlight too. The Silverlight webbrowser controls is not as good as in win forms or WPF but you can still interact with HTML/JS.If the author plans on doing a new version i'd be happy to help with some mobile apps and some c# applicaiton samples. One other thing I did't like was the lack of examples for the phones; windows phone, iPhone and Android phones.

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