ARCGIS ARCOBJECTS AND VISUAL STUDIO

ONLINE TRAINING
The course is concentrated on the development of Web GIS Based applications using the latest HTML5 release, exploring its compatibility with Geographical Informational Systems and spatial capabilities like mapping or rendering options.

The student will enquire the basic concepts of HTML5 and besides that will get an insight in the evolution and progress of HTML programming language and how it become one of the most important technology in the web mapping revolution.

**COURSE GOALS**

- Make the student aware of the basic concepts of HTML5 programming language.
- Demonstrate the advantages HTML5 offer in various mapping aspects like visualization and geolocation.
- Learn the necessary tools in order to develop your own Web GIS Based application using HTML5 programming language.
- Gain experience in using HTML5 along with ArcGIS Server API for JavaScript.
- Practice your new developed skills through practical exercises and examples provided by our instructors.
Enrolled students in this online course will have access to our virtual e-learning platform (which is available 24 hours), where they will find the content of the course, practical exercises, forum discussion and additional content. One of the advantages of this online platform, is that students can benefit of real time support and assistance offered by the instructor (2 hours per week), whom they can contact via direct messages, regarding course related issues, at any moment. They can also contact the instructor via email.

**METHODOLOGY**

**INSTRUCTORS**

Chencho Martín Lagunas
GIS Developer with extensive experience in Full-Stack software development, specialized in GIS data analysis and pre-processing using Python.

Alberto Santos Estévez
Consultant and Geospatial Developer with more than 15 years’ experience in GIS integrated solutions and high performance systems.

**PERFILES**

The course is aimed at professionals of the GIS world who, with knowledge or not of programming, want to know all the possibilities that programming with HTML5 offers.
INTRODUCTION TO HTML5 PROGRAMMING LANGUAGE

HTML PROGRAMMING LANGUAGE - HISTORY AND EVOLUTION; HTML5 NEW CHARACTERISTICS

Improvements brought by HTML5 version – compared with the previous ones
Declaration <doctype>
Structural Semantics
Browser support for HTML5
Practical exercise 1: HTML5 semantic markup
Practical exercise 2: How to embed audio and video files?
Practical exercise 3: Using Modernizr

<!DOCTYPE html>

CANVAS API

Introduction to Canvas API
Dawning elements/objects into a canvas
Effects that can be developed/embedded
Including images onto canvas
Use of Canvas API as part as GIS commercials
Practical exercise 4: How to draw with the Canvas API?
Practical exercise 5: Working with text on the canvas.
Practical exercise 6: Include and use images on the canvas.

GEOLOCATION API

Introduction to Geolocation API
How to use the API?
Capabilities and functionalities of Geolocation API
Build a Geolocation API
Practical exercise 7: How to use the Geolocation API?

INTRODUCTION TO CSS3 SYMBOLOGY

CSS3 Definition
Schedule Template in CSS
CSS Status
Symbology types: colors, gradients, etc.
News

INTEGRATE HTML5 WITH JAVASCRIPT API FOR ARCGIS SERVER

Geolocation API integration with the ArcGIS Server API
How to drag and drop CSV files into the Map.
Example
Bookmarks in local storage. Example
Feature Collection in local storage. Example
Using Canvas with Raster Layer. Example
Cross-Origin. Example

FORMS CREATION, STORE DATA LOCALLY, DRAG AND DROP FUNCTION

Forms creation
Autocomplete attribute
Autofocus attribute
Date selection
Validation
Store data locally
How to implement Drag and Drop function
Practical exercise 8: HTML5 forms

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