

## How To Use Google Maps V3 Geocode With Openlayers

\*\*\* This USING Google Maps and Google Earth book is enhanced with nearly 2 hours of FREE step-by-step VIDEO TUTORIALS and AUDIO SIDEBARS! \*\*\* Google Maps is a free, web-mapping service app and technology provided by Google to view local traffic conditions, display nearby businesses and plot driving directions between two points. Google Earth is a stand-alone, related product offering more globe-viewing features, including showing more of the polar areas. Google Maps and Google Earth are both used for fun, business, or travel! USING Google Maps and Google Earth is a media-rich learning experience designed to help new users master Google Maps and Google Earth quickly, and get the most out of it, fast! EVERY chapter has multiple video and audio files integrated into the learning material which creates interactive content that works together to teach everything mainstream Google Maps and Google Earth users need to know. You'll Learn How to: - Discover How to Map Your Favorite Places with Google Maps - See Actual Locations with Street View - Generate Driving, Walking, and Public Transit Directions - Find and Learn More About Businesses - Create and Share Custom Maps and Mashups - Use Google Maps on iPhone - Navigate Google Earth to Find Locations Fast - Create Life-like Roadmaps and Tour Your Route - Explore Google Sky, Google Moon, and Google Earth's Flight Simulator Examples of Topics Covered in VIDEO TUTORIALS, which Walk You Through Tasks You've Just Got to See! - Create and Share Custom Maps - Generate Driving Directions Right from your Smartphone - Create a Google Earth Roadmap Examples of Topics Covered in AUDIO SIDEBARS, which Deliver Insights Straight From the Experts! - Use Google Places with your Company's Online Marketing Strategy - Compare Driving Directions from Google Earth and Google Maps - Just How Accurate are Google Maps Anyway? Please note that due to the incredibly rich media included in your Enhanced eBook, you may experience longer download times. Please be patient while your product is delivered. This Enhanced eBook has been developed to match the Apple Enhanced eBook specifications for the iPad and may not render well on older iPhones or iPods or perform on other devices or reader applications.

Google Maps makes Web-based mapping fun, and opens up an incredible variety of opportunities for developers. This resource shows developers how to add their own functionality to Google Maps. Deepen your app development skills with Pro iOS Geo. This book shows you how to use geolocation-based tools to enhance the iOS apps you develop. Author Giacomo Andreucci describes different ways to integrate geo services, depending on the kind of app you're looking to develop: a web app, a hybrid app, or a native app. You'll discover how to use the Google Maps API features to integrate powerful geo capabilities in your apps with a little effort. You'll learn how to: Design geographic features for your apps while respecting usability criteria Design touristic geo apps Use HTML5 and the Google Maps JavaScript API to implement powerful geo functions in your apps Use Google Fusion Tables to display and query data in your maps Transform your geo web apps into hybrid apps that can be submitted to the Apple App Store Create native iOS geo apps using the new Apple Maps data through the Map Kit API After reading Pro iOS Geo, you'll have the knowledge and skills you need to add a geo dimension to all your apps, whether as a feature of a larger app— such as a social networking app that shows where friends are located in a selected area—or as the primary part of an app—such as a guide app that shows the monuments in your city.

4LTR Press solutions give students the option to choose the format that best suits their learning preferences. This option is perfect for those students who focus on the textbook as their main course resource. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Pro Android 5 shows you how to build real-world and fun mobile apps using the Android 5 SDK. This book updates the best-selling Pro Android and covers everything from the fundamentals of building apps for smartphones, tablets, and embedded devices to advanced concepts such as custom components, multi-tasking, sensors/augmented reality, better accessories support and much more. Using the tutorials and expert advice, you'll quickly be able to build cool mobile apps and run them on dozens of Android-based smartphones. You'll explore and use the Android APIs, including those for media and sensors. And you'll check out what's new in Android, including the improved user interface across all Android platforms, integration with services, and more. By reading this definitive tutorial and reference, you'll gain the knowledge and experience to create stunning, cutting-edge Android apps that can make you money, while keeping you agile enough to respond to changes in the future.

You probably use Google everyday, but do you know... the Google Snake Game? Googledromes? Memecodes? Googlesport? The Google Calculator? Googlepark and Google Weddings? Google hacking, fighting and rhyming? In this book, you'll find Google-related games, oddities, cartoons, tips, stories and everything else that's fun. Reading it, you won't be the same searcher as before! No programming skills needed. (From the author of Google Blogoscoped.)

"Websites like MapQuest and Google Maps have transformed the way we think about maps. But these services do more than offer driving directions, they provide APIs that web developers can use to build highly customized map-based applications. The author, Adam DuVander, delivers 73 useful scripts, examples that will show you how to create interactive maps and mashups."--[book cover]

Now in its sixth edition, JAVASCRIPT guides beginning programmers through web application development using the JavaScript programming language. As with previous editions of the book, the authors introduce key web authoring techniques with a strong focus on industry application. New coverage includes developing for touchscreen and mobile devices, and using the jQuery library. A real-world project, similar to what students would encounter in a professional setting, is developed chapter by chapter. Because professional web development jobs often require programmers to add features to existing sites, each chapter project uses a professionally designed web site. After completing a course using this textbook, students will be able to use JavaScript to build professional quality, dynamic web sites. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

An Android smartphone or tablet makes it possible for you to stay online and do your offices and business work wherever you are going. With Android, you can do almost any computing task you can imagine. There are more than 400,000 Android applications (apps) to choose from. The majority of the apps are games and leisure programs. However, today there are also apps for practically any type of office work and business tasks that you can imagine. Many office tasks, which until recently could only be performed using a powerful PC or laptop, can today easily be done using an Android tablet or smartphone. There are several excellent Android apps for word processing and spreadsheet calculations so that these and many other types of office work easily can be done on handheld Android device. This has led to a new way of working, which is often called mobile computing. There are many excellent brands of Android tablets and smartphones on the market. Samsung is today seen as the leading manufacturer of Android smartphones and tablets. In 2010, Samsung launched the Galaxy Tab 7.1 tablet. The Galaxy Tab 7.1 quickly became highly popular and a benchmark for other Android tablets. Later, more powerful and larger Galaxy tabs have been marketed, including the Galaxy Tab 7.7, 8.9, and 10.1. This book focuses on the Galaxy Tab 7.1. You will benefit most from the book if you have a Samsung Galaxy Tab 7.1. If you own another tablet or smartphone running on Android 2.2 (Froyo) or 2.3 (Gingerbread), you will also benefit from reading the book,

as the different brands of Android 2.2./2.3 tablets and smartphones work much in the same way. The Samsung Galaxy Tab 7.1 tablet is ideal for Android mobile office computing due to its excellent communication capabilities and size. It has highly effective and versatile built-in chipsets and tools for mobile (cellular) data communication, Wi-Fi network connections, and Bluetooth communication. In addition, its GPS antenna and tools make accurate location determination and navigation possible. It fits easily into any briefcase - and even into a large pocket, making it very easy carry around. The main challenge of mobile computing is possibly to get online in different situations - in a way that is inexpensive, secure, and effective. While both mobile (cellular) broadband and public Wi-Fi networks are rapidly being expanded and improved, it may still now and then be difficult or expensive to connect, when you are outside your carrier's coverage. If you can find a fast and inexpensive connection, it may not be secure. In this book, you get the needed technical background to make it easier for you to get online in an affordable and secure way, wherever you are. You get detailed information about mobile computing using mobile broadband (cellular) networks and Wi-Fi connections. You are introduced to the mobile connection standards 2G, 3G, and 4G. You learn how to set up your Galaxy Tab for different types of mobile communication in your home country and abroad. You get detailed instructions on how to use email apps effectively on your Android smartphone and tablet. Last, you are introduced to some of the most popular and valuable Android apps for office work and other business tasks. The Samsung Galaxy Tab 7.1 exists in two different models as regards mobile communication: a CDMA/EVDO model, primarily intended for the US market; and a GSM/UMTS model, primarily intended for the non-US market. The book describes both major models.

Learn to add interactive maps to mobile applications with the Google Maps Android API, a free Google Play service included on almost every Android device. It all starts with getting an API key, and integrating the Google Play services library into an Android app project. Then, after an introduction to presenting simple maps, author David Gassner describes how to set a map's initial state, control the display type and zoom level, work with map markers, and draw shapes on maps. Plus, discover how to use the Geolocation API to translate location names into map data (and back again), and find a device's current location with the Location Services API.

Google Maps Hacks"O'Reilly Media, Inc."

Who Is This BookFor? I do believe my explanations are complete, but I am not claiming, The Essential Guide to HTML5, that this book is for the total beginner. This book is for the developer who has some knowledge of programming and who wants to build (more)substantial applications by combining basic features and combining JavaScript with other technologies. It also can serve as an idea book for someone working with programmers to get an understanding of what is possible.

The role of ICT in enhancing both teaching and learning in classrooms continues to develop, no more so than when in the hands of effective practitioners. This easy-to-use book outlines the many ways in which it can be used, both as a subject, and as a tool to support learning across the curriculum. Now fully updated to take into account innovations in ICT and the revised National Occupational Standards, ICT for Teaching Assistants looks at the impact of these changes and includes: Practical examples of how ICT, including web-based tools such as 'blogs' and 'wikis', can be used; Guidance to working competently and safely on the internet; Suggestions for activities with ideas for how these can be used in a variety of contexts; Advice on gathering evidence to help build assessment plans Information on health and safety and legal requirements. With links throughout to the National Occupational Standards for Teaching Assistants at Levels 2 and 3, this accessible book is essential for teaching assistants who wish to develop their confidence in ICT.

This engaging text provides a solid introduction to mapmaking in the era of cloud computing. It takes students through both the concepts and technology of modern cartography, geographic information systems (GIS), and Web-based mapping. Conceptual chapters delve into the meaning of maps and how they are developed, covering such topics as map layers, GIS tools, mobile mapping, and map animation. Methods chapters take a learn-by-doing approach to help students master application programming interfaces and build other technical skills for creating maps and making them available on the Internet. The companion website offers invaluable supplementary materials for instructors and students. ~ ~ Pedagogical features: ~ End-of-chapter summaries, review questions, and exercises. ~ Extensive graphics illustrating the concepts and procedures. Downloadable PowerPoints for each chapter. Downloadable code files (where applicable) for the exercises.

Ajax, the popular term for Asynchronous JavaScript and XML, is one of the most important combinations of technologies for web developers to know these days. With its rich grouping of technologies, Ajax developers can create interactive web applications with XML-based web services, using JavaScript in the browser to process the web server response. Taking complete advantage of Ajax, however, requires something more than your typical "how-to" book. What it calls for is Ajax Hacks from O'Reilly. This valuable guide provides direct, hands-on solutions that take the mystery out of Ajax's many capabilities. Each hack represents a clever way to accomplish a specific task, saving you countless hours of searching for the right answer. A smart collection of 80 insider tips and tricks, Ajax Hacks covers all of the technology's finer points. Want to build next-generation web applications today? This book can show you how. Among the multitude of topics addressed, it shows you techniques for: Using Ajax with Google Maps and Yahoo Maps Displaying Weather.com data Scraping stock quotes Fetching postal codes Building web forms with auto-complete functionality Ajax Hacks also features a number of advanced hacks for accelerated web developers. Discover how to create huge, maintainable bookmarklets, how to use client-side storage for Ajax applications, and how to call a built-in Java object from JavaScript using Ajax. The book even addresses best practices for testing Ajax applications and improving maintenance, performance, and reliability for JavaScript code. The latest in O'Reilly's celebrated Hacks series, Ajax Hacks smartly complements other O'Reilly titles such as Head Rush Ajax and JavaScript: The

## Definitive Guide.

Get the most thorough and comprehensive guide to Google. Expand your world with the dozens of Google tools, applications, and services you'll find in this comprehensive book. Going well beyond the basics of search, this in-depth resource shows you how to access and apply every one of Google's features -- things like Gmail, Google Maps, and SketchUp -- while also explaining how to program Google, become a Froogle merchant, and much more. With thorough coverage, step-by-step instructions, and hundreds of tips and workarounds, you'll find what you need to succeed with Google. Review the basics of keywords, queries, and PageRank technology. Delve into search features such as the I'm Feeling Lucky button. Find your way with Google Maps and mobile GMaps. Check financial news, get quotes, and manage your portfolio. Import, view, and fix photos with Picasa. Google-ize your computer with Google gadgets and plug-ins. Use Google Analytics to evaluate Web site traffic. Explore Google's future with a sneak peak at R&D. Google Maps API Cookbook follows a fast-paced, high-level, structured cookbook approach, with minimal theory and an abundance of practical, real-world examples explained in a thorough yet concise manner to help you learn quickly and efficiently. Google Maps API Cookbook is for developers who wish to learn how to do anything from adding a simple embedded map to a website to developing complex GIS applications with the Google Maps JavaScript API. It is targeted at JavaScript developers who know how to get by but who are also seeking the immediacy of recipe-based advice.

Pro Web 2.0 Application Development by Jeff Dwyer is the first book on professional Web 2.0 principles that includes the Google Web Toolkit (GWT). GWT is one of the leading Java Ajax frameworks in market, and is very hot in terms of relative growth; it can be integrated with other broader Java frameworks like JBoss Seam and possibly Spring. The book's focus on a single, extremely rich, example "killer application" is what sets this apart from other GWT titles.

Follow this book chapter to chapter to learn how to use the Google Maps API. Written in a clear and easy to understand method, this book will show you actual uses for the Google Maps API beyond just placing a marker on a map.

The market for mobile apps continues to evolve at a breakneck pace, as tablets join the parade of smartphones and feature phones. If you're an experienced web developer, this second edition of this popular book shows you how to build HTML5 and CSS3-based apps that access geolocation, accelerometer, multi touch screens and other features in these mobile devices. You'll learn how to build a standard app core that you can extend to work with specific devices. You'll also discover how to deal with platform variations, browsers, native web platforms, HTML5 compatibility, design patterns for mobile development, and other issues. Learn how to use your existing web skills to move into mobile development Discover the particulars and pitfalls of building mobile apps with HTML5, CSS, and other standard web tools Create effective user interfaces in the mobile environment for touch and non-touch devices Understand variations among iOS, Android, Windows Phone, BlackBerry, and other mobile platforms Bypass the browser to create full screen and native web apps, e-books and Apache Cordova (PhoneGap) applications Build apps for the App Store, Google Play Store, Windows Marketplace, App World, and other online retailers

A must-have collection of ready-to-use Android recipes! The popularity of Google Android devices is seemingly unstoppable and the Android 4 release offers, for the first time, a single OS solution for building both phone and tablet applications. With that exciting information in mind, veteran author Wei-Meng Lee presents you with 100 unique recipes that you can apply today in order to discover solutions to some of the most commonly encountered problems that exist in Android programming. Covering the scope of multiple Android releases up through Android 4, this reference features a task description, followed by the solution(s) available, and a standalone project file that illustrates the use of the recipe. Formatting each recipe to be standalone, Wei-Meng Lee allows you to jump into the relevant recipe to find a solution to specific challenges. Identifies and describes a programming task, provides a step-by-step solution, and presents a full-code solution ready for download Covers multiple Android releases Addresses such topics as user interfaces, telephony and messaging, networking, Google maps, location-based services, persisting data, leveraging hardware features, and more Android Application Development Cookbook is your solution to discovering...solutions!

If you want to build your organization's next web application with HTML5, this practical book will help you sort through the various frameworks, libraries, and development options that populate this stack. You'll learn several of these approaches hands-on by writing multiple versions of a sample web app throughout the book, so you can determine the right strategy for your enterprise. What's the best way to reach both mobile and desktop users? How about modularization, security, and test-driven development? With lots of working code samples, this book will help web application developers and software architects navigate the growing number of HTML5 and JavaScript choices available. The book's sample apps are available at <http://savesickchild.org>.

Mock up the book's working app with HTML, JavaScript, and CSS Rebuild the sample app, first with jQuery and then Ext JS Work with different build tools, code generators, and package managers Build a modularized version of the app with RequireJS Apply test-driven development with the Jasmine framework Use WebSocket to build an online auction for the app Adapt the app for both PCs and mobile with responsive web design Create mobile versions with jQuery Mobile, Sencha Touch, and PhoneGap

Truly revolutionary: now you can write geolocation applications directly in the browser, rather than develop native apps for particular devices. This concise book demonstrates the W3C Geolocation API in action, with code and examples to help you build HTML5 apps using the "write once, deploy everywhere" model. Along the way, you get a crash course in geolocation, browser support, and ways to integrate the API with common geo tools like Google Maps. Ideal for experienced JavaScript developers. Learn how geo information is gathered from different sources, depending on the device Discover how coordinate systems work, including geodetic systems and datums Use the API to collect location information from a user's browser with JavaScript code Place geo information on a map using the Google Maps or ArcGIS JavaScript APIs Save geo data with databases, the Keyhole Markup Language, or the shapefile format Be familiar with several practical uses for geo data, such as geomarketing, geosocial, geotagging, and geo-applications

The Internet has become the major form of map delivery. The current presentation of maps is based on the use of online services. This session examines developments related to online methods of map delivery, particularly Application Programmer Interfaces (APIs) and MapServices in general, including Google Maps API and similar services. Map mashups have had a major impact on how spatial information is presented. The advantage of using a major online mapping site is that the maps represent a common and recognizable representation of the world.

Overlaying features on top of these maps provides a frame of reference for the map user. A particular advantage for thematic mapping is the ability to spatially reference thematic data. Googlepedia® Third Edition The all-encompassing book about everything Google. Not only will you learn advanced search techniques, but you also will learn how to master Google's web and software tools. It's all inside! Google Chrome Google's new web browser Google Gadgets create your own gadgets Google Gears turn web applications into desktop applications Android use Google's phone Blogger create your own personal blog Gmail Google's web-based email service Google Web Search the most popular search on the Internet Google AdSense put profit-making ads on their own website Google AdWords buy keyword advertising on the Google site Google Product Search find hot deals without ever leaving your office chair Google Calendar a web-based scheduling and public calendar service Google Desktop search documents and emails on your PC's hard drive Google Docs create and share web-based word processing and spreadsheet documents Google Earth a fun way to view 3D maps of any location on Earth YouTube view and share videos over the Web Google Groups a collection of user-created message forums Google Maps maps, satellite images, and driving directions for any location GOOGLE MAY BE THE INTERNET'S MOST POPULAR SEARCH SITE, BUT IT'S ALSO MORE THAN JUST SIMPLE WEB SEARCHES. • Use Google developer tools and APIs • Create MySpace and Facebook applications with OpenSocial • Use Google Gears to turn web-based applications into desktop applications • Use Google to search for news headlines, scholarly articles, and the best prices on the Web • Read and respond to blog postings and create your own blogs with Blogger • View the latest viral videos with YouTube • Use Android, the new Google phone • Use Google with the Apple iPhone and iPod Touch • Create maps and driving directions with Google Maps • Use Google's free web-based email service Gmail • Create your own custom Google Maps mashups—and put customized Google search on your own website Michael Miller has written more than 80 nonfiction how-to books, including Que's Absolute Beginner's Guide to Computer Basics, YouTube for Business, and Photopedia: The Ultimate Digital Photography Resource. Category: Internet Covers: Google User Level: Intermediate to Advanced

Have a Google Maps mashup that you'd like to expose to millions of users on maps.google.com? New to the mapping craze, but have an idea for a killer map-based application? Want to learn how to create GeoRSS and KML feeds with your geotagged content, exposing your customer to new ways of exploring and navigating your content? Google Maps Mashups with Google Mapplets Is the first book to cover Google's Mapplet technology Shows you how to create Google Maps-based applications and publish to maps.google.com Provides a single-source resource and practical guide to Mapplets and mashups Teaches you how to mash up Mapplets using location-specific data Includes examples of real-world applications

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

This two-volume set constitutes the refereed proceedings of the 15th International Conference on Universal Access in Human-Computer Interaction, UAHCI 2021, held as part of the 23rd International Conference, HCI International 2021, held as a virtual event, in July 2021. The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes was carefully reviewed and selected from 5222 submissions. UAHCI 2021 includes a total of 84 papers; they focus on topics related to universal access methods, techniques and practices, studies on accessibility, design for all, usability, UX and technology acceptance, emotion and behavior recognition for universal access, accessible media, access to learning and education, as well universal access to virtual and intelligent assistive environments. This open access book is based on "Spationomy – Spatial Exploration of Economic Data", an interdisciplinary and international project in the frame of ERASMUS+ funded by the European Union. The project aims to exchange interdisciplinary knowledge in the fields of economics and geomatics. For the newly introduced courses, interdisciplinary learning materials have been developed by a team of lecturers from four different universities in three countries. In a first study block, students were taught methods from the two main research fields. Afterwards, the knowledge gained had to be applied in a project. For this international project, teams were formed, consisting of one student from each university participating in the project. The achieved results were presented in a summer school a few months later. At this event, more methodological knowledge was imparted to prepare students for a final simulation game about spatial and economic decision making. In a broader sense, the chapters will present the methodological background of the project, give case studies and show how visualisation and the simulation game works.

In Practical PHP Web 2.0 Applications, PHP, MySQL, CSS, XHTML, and JavaScript/Ajax development techniques are brought together to show you how to create the hottest PHP web applications, from planning and design up to final implementation, without going over unnecessary basics that will hold you back. This book includes must-have application features such as search functionality, maps, blogs, dynamic image galleries, and personalized user areas. It covers everything in a practical, tutorial style so you can start working on your own projects as quickly as possible.

Connect your enterprise to a wide range of SaaS platforms, Open APIs, and social networks quickly and without difficulty. Through step-by-step instructions and numerous real-world examples, this concise guide shows you how to seamlessly integrate the external services you need with Mule ESB and its powerful Cloud Connect toolset. You'll learn how to use service-specific connectors for many popular APIs—including Salesforce, Twitter, LinkedIn, and Twilio—through easy-to-learn abstractions. If Mule doesn't have a connector for the resource you need, you'll learn how to build your own. You'll discover how easy it is to reach beyond the enterprise firewall for a host of Internet resources. Discover the advantages of using Mule Cloud Connect over typical web service clients and protocols Learn how Cloud Connectors eliminate the need to understand the underlying API of each service Get started with the latest real-time technologies, including REST, WebHooks, and Streaming APIs Integrate OAuth secure APIs and understand their role in authorization and information sharing Delve into advanced topics such as multi-tenancy and connection management Build your own custom connectors with the Mule DevKit Integrate Google Maps with your Android application to offer feature-rich and interactive maps About This Book Set up the development environment and obtain the Google API key to create your first map application Create a cutting edge Google maps application by implementing all the concepts learned A step-by-step tutorial guide that is full of pragmatic examples Who This Book Is For If you are an Android developer and want to integrate maps into your application, then this book is definitely for you. This book is intended for novice Android application developers who would like to get up and running with map rich applications using Google Maps. Some basic development experience would be helpful but it's not a mandate. What You Will Learn Get to know about the basic development environment setup needed

to create a successful map application Generate an SHA1 fingerprint, obtain an API key, and create a basic map application Detect different types of maps and implement them in your application Add information to your map such as markers, overlays, information windows, and shapes Explore the interaction with maps and work with gestures Change the different camera views in your map application Work with real-time GPS location data and implementing it in your application Apply Street View and integrate the StreetViewPanorama fragment to your application Employ the native Google maps application to solve some of the tasks using intents Create a cutting edge Google maps application by implementing all the concepts learned In Detail This book helps you to overcome the most common problems faced by users and helps you create a successful map application without any hassle. The book starts with a brief description of how to set up an environment and obtain an API key to create your map application. This book will teach you about adding markers, overlays, and information windows to the map in detail. You will then dive deep into customizing various types of maps and working with location data and Google Street view. By the end of this book, you will be able to create succinct map applications in Android using Google maps efficiently. Style and approach The book is tailored for the reader with a fundamental approach to Android Google Maps providing a step-by-step introduction to Android Google Maps. It focuses on simple, easy-to-understand examples that are pragmatic and serve as useful basis for real-world applications. Different topics are approached in a bottom-up fashion, gradually going from the simplest foundations to the most advanced features.

You have a great idea for a simple mobile web app. Or, you have a great idea for a complicated mobile web app. Either way, Learn HTML5 and JavaScript for iOS will help you build, fine-tune, and publish your app for iPhone, iPad, or iPod touch. Scott Preston will walk you through building a mobile web app from scratch using real-world examples. You'll learn about design considerations, mobile web frameworks, and HTML5 features like animation and graphics using Canvas. You'll also learn how to customize your app for a variety of platforms, and you'll explore testing and performance tips for your app. Get an overview of HTML5, JavaScript, and mobile web frameworks Discover tips for iOS usability as well as performance Dig into features like images, animation, and even geolocation

Increasingly, employees of regulatory bodies, law enforcement agencies and others who are not trained forensic accountants or experienced investigators find themselves responsible for conducting what amount to financial investigations. An engineer who oversees the cleanup of a toxic waste site might need to track down the former owners of the site to find the polluter. Perhaps the applicable licensing agency receives a complaint that an attorney mishandled a client's money. Maybe it's the attorney who needs help finding the assets with which a client's former spouse has absconded. Training in investigation techniques tends to be very limited for many employees. Training on how to find information without incurring significant expense is virtually nonexistent. This book helps fill the void. An Introduction to Internet-Based Financial Investigations will help anyone who conducts financial investigations as part of their job to reduce their dependence on trial and error by showing them where and how to look. Using clear sections describing how to approach an investigation, including the ethical perspective; what to look for and what you find; what free and low cost internet resources are available to support investigations; and how to assemble and present the results of investigations, Kimberly Goetz guides students and beginning investigators through the complex world of financial investigations.

Step-by-step instructions are included and the needs of a beginner are totally satisfied by the book. The book consists of plenty of examples with accompanying screenshots and code for an easy learning curve. You are a web developer with knowledge of server side scripting, and have experience with installing applications on the server. You have a desire to want more than Google maps, by offering dynamically built maps on your site with your latest geospatial data stored in MySQL, PostGIS, MsSQL or Oracle. If this is the case, this book is meant for you.

Work with Apple Maps, Google Maps, and Mapbox in iOS with Swift programming. Guided by practical examples, this book covers all three map frameworks to ensure you properly select which one best suits your iOS app's needs in working with iOS location. You'll see how Apple's privacy settings apply to a user's location, and how to access that user's location from an application. Once you have access to the user's location, allow your app to display points of interest from Apple's database on the map inside the app, as well as to provide a search through that database by name. You can also incorporate turn by turn directions inside your own app to provide routes. Or trigger different functionality or notifications based on locational queues. With Build Location Apps on iOS with Swift, you'll even find out how to provide offline map support for hiking, camping, or other outdoors applications where cell phone service is weak. What You'll Learn Display points of interest within your own app Work with Apple's privacy settings so pertinent information comes through Trigger functionality based on geographic prompts Create your own custom map styles with Mapbox Studio and display them in the app Who This Book Is For Intermediate to advanced Swift programmers who would like to add location based services to their apps.

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