

API OPENLAYERS

Level Basics

TRAINING OBJECTIVES

This training is intended for all people with a basic background in development (HTML, JavaScript) and who wish to represent and disseminate cartographic data.

At the end of the course, participants will be able to:

- Understand the fundamentals of OpenLayers
- Set up a basic mapping website including OpenLayers
- Add data and manipulate it in a dynamic web page
- Use various plugins
- Integrate data from a spatial database



TARGET AUDIENCE

GIS Project Manager, GIS Technician, Geomatics, Web Developers



PREREQUISITE

Have notions in web development and GIS

Come to training with your own laptop and ideally have the Administrator profile of your machine



EDUCATIONAL RESOURCES

Digital course material given to the trainee (with concrete cases, practical exercises, technical sheets)

Evaluation questionnaires and certificate of completion of training



DURATION > 3 days



REGISTRATION

Email > formation@arxit.com

Consulting us for accessibility for people with disabilities

PROGRAM

DAY 1

INTRODUCTION

OpenLayers Overview

JavaScript, HTML, CSS development reminders (if needed)

Discovering, using jQuery

GETTING STARTED WITH OPENLAYERS

Download, install the OpenLayers API

Creating a simple map

DAY 2

ADD RASTER DATA

Basemaps, tiles available

Generate your own tiling with QGIS

Add raster data to the map

ADD VECTOR DATA

Discovering the GeoJSON format

Generate a GeoJSON layer with QGIS

Add vector data to the map and control its display

STYLE AND SYMBOLOGY

Setting the appearance of vector data (colors, opacities, thickness)

Create markers on point layers

Carry out thematic analyses (categorised symbols)

DAY 3

ATTRIBUTE DATA

Access an entity's attributes

Display tooltips (on click or hover)

Open parameterized popups

Generate a label layer

PLUGINS

Discovery of useful plugins and implementation (scanning, clustering, etc.)

DATABASE CONNECTION

Create a PostGIS database

Generate a GeoJSON feed in PHP

View data on the OpenLayers map

QGIS / PostGIS / OpenLayers real-time interaction

