



# Working with Feature Layers, Dynamic Map Services, and OGC in the ArcGIS API for JavaScript

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Noah Sager

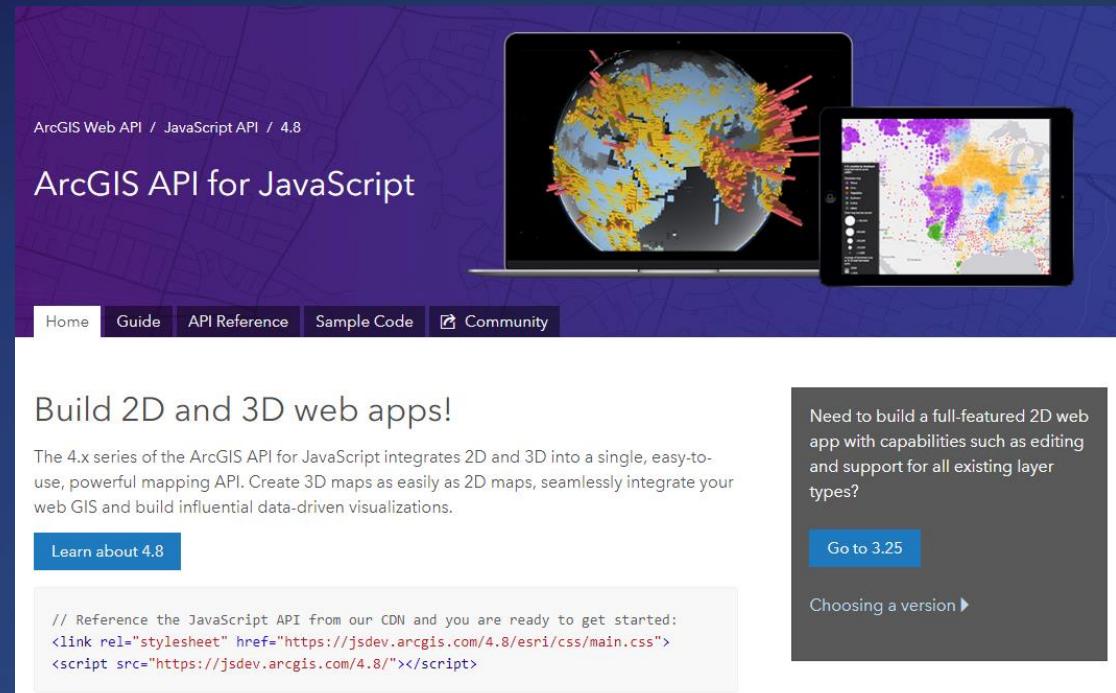


GIS  
INSPIRING  
WHAT'S  
NEXT

A graphic element in the bottom right corner featuring a stylized map with blue and green topographic contour lines. Overlaid on the map are several colored rectangular blocks in shades of red, orange, yellow, and green. In the bottom right corner of this graphic, there is a solid orange rectangle containing the text "GIS INSPIRING WHAT'S NEXT" in white, sans-serif capital letters.

# Agenda

- **Version 4.x**
  - Feature Layers
  - Map Image Layers
  - OGC Layers



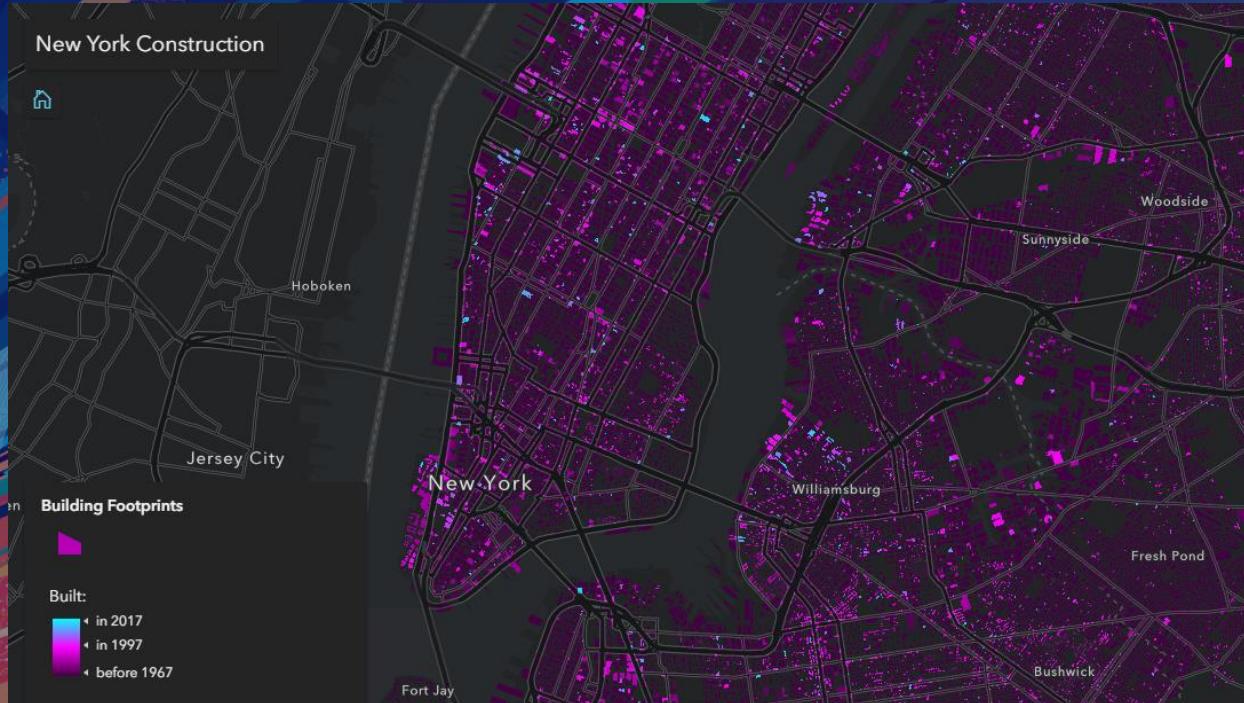
The screenshot shows the homepage of the ArcGIS API for JavaScript. At the top, it displays "ArcGIS Web API / JavaScript API / 4.8" and the title "ArcGIS API for JavaScript". Below the title are two images: a globe with a network of colored lines and a tablet displaying a map with various data layers. A navigation bar at the bottom includes "Home" (which is highlighted), "Guide", "API Reference", "Sample Code", and "Community". The main content area features a heading "Build 2D and 3D web apps!" followed by a description of the 4.x series. It includes a "Learn about 4.8" button and a code snippet for CDN reference:

```
// Reference the JavaScript API from our CDN and you are ready to get started:  
<link rel="stylesheet" href="https://jsdev.arcgis.com/4.8/esri/css/main.css">  
<script src="https://jsdev.arcgis.com/4.8/"></script>
```

To the right, there's a sidebar with the text "Need to build a full-featured 2D web app with capabilities such as editing and support for all existing layer types?" and a "Go to 3.25" button. At the bottom right of the sidebar is a link "Choosing a version ▾".

Why / How / Wow

# FeatureLayer



# Main Characteristics

- Layer that renders features in a vector format.
- Direct access to features
  - From a feature service
  - Or created by the application
- Can be queried spatially, by attributes, and for statistics
- The application draws the features on the screen
  - Can change dynamically the rendering
  - Can add labels to features
- Features can be added, removed, or modified

# Getting started

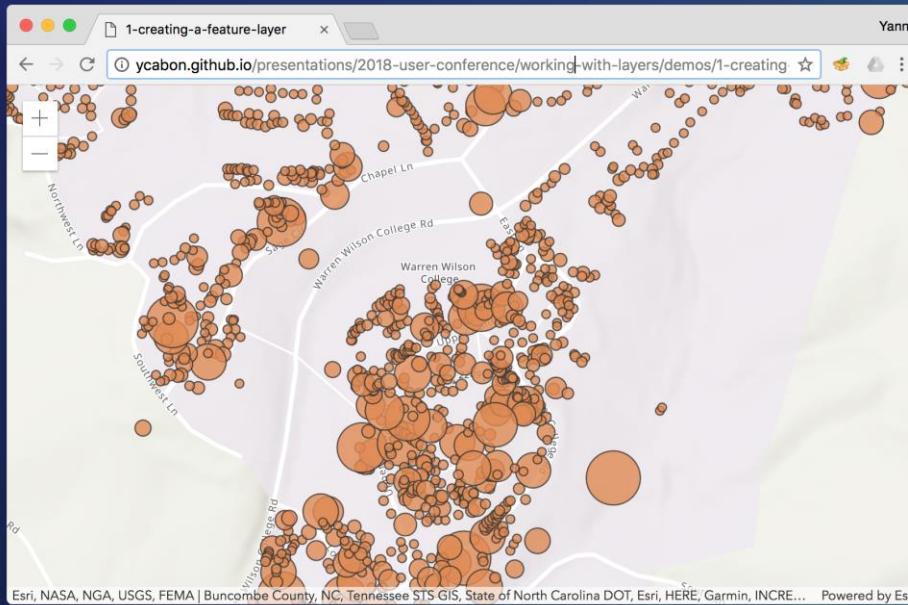
Getting started with a WebMap and MapView

```
import WebMap = require("esri/WebMap");
import MapView = require("esri/views/MapView");

const map = new WebMap({
  basemap: "topo-vector"
});

const view = new MapView({
  container: "viewDiv",
  map: map
});
```

# Add a FeatureLayer



# Add a FeatureLayer

Import the FeatureLayer module

```
import WebMap = require("esri/WebMap");
import FeatureLayer = require("esri/layers/FeatureLayer");
import MapView = require("esri/views/MapView");

const map = new WebMap({
  basemap: "topo-vector"
});

const view = new MapView({
  container: "viewDiv",
  map: map
});

const layer = new FeatureLayer({
  url: "https://services.arcgis.com/arcgis/rest/services/Trees/FeatureServer/0"
});

map.add(layer);
```

# Add a FeatureLayer

Create a FeatureLayer by providing the URL to the service

```
import WebMap = require("esri/WebMap");
import FeatureLayer = require("esri/layers/FeatureLayer");
import MapView = require("esri/views/MapView");

const map = new WebMap({
  basemap: "topo-vector"
});

const view = new MapView({
  container: "viewDiv",
  map: map
});

const layer = new FeatureLayer({
  url: "https://services.arcgis.com/arcgis/rest/services/Trees/FeatureServer/0"
});

map.add(layer);
```

# Add a FeatureLayer

Add the layer to the map

```
import WebMap = require("esri/WebMap");
import FeatureLayer = require("esri/layers/FeatureLayer");
import MapView = require("esri/views/MapView");

const map = new WebMap({
  basemap: "topo-vector"
});

const view = new MapView({
  container: "viewDiv",
  map: map
});

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  url: "https://services.arcgis.com/arcgis/rest/services/Trees/FeatureServer/0"
});

map.add(layer);
```

# Add a FeatureLayer

```
import WebMap = require("esri/WebMap");
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import MapView = require("esri/views/MapView");

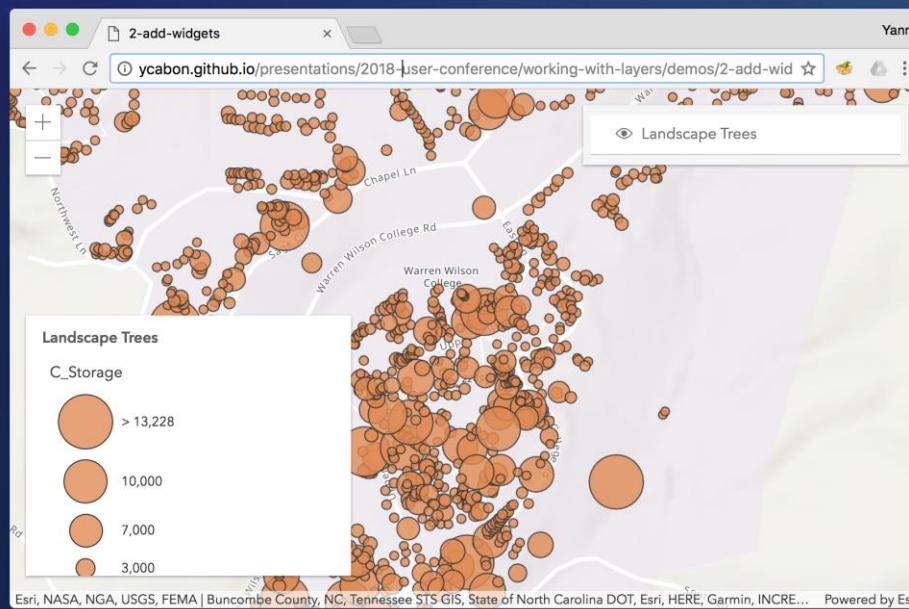
const map = new WebMap({
  basemap: "topo-vector"
});

const view = new MapView({
  container: "viewDiv",
  map: map
});

const layer = new FeatureLayer({
  url: "https://services.arcgis.com/arcgis/rest/services/Trees/FeatureServer/0"
});

map.add(layer);
```

# Add Widgets



# Add Widgets

Import Legend and LayerList modules

```
import Legend = require("esri/widgets/Legend");
import LayerList = require("esri/widgets/LayerList");

const legend = new Legend({
  view: view
});

const layerList = new LayerList({
  view: view
});

view.ui.add(legend, "bottom-left");
view.ui.add(layerList, "top-right");
```

# Add Widgets

Create the widgets

```
import Legend = require("esri/widgets/Legend");
import LayerList = require("esri/widgets/LayerList");

const legend = new Legend({
  view: view
});

const layerList = new LayerList({
  view: view
});

view.ui.add(legend, "bottom-left");
view.ui.add(layerList, "top-right");
```

# Add Widgets

Add them to the view UI

```
import Legend = require("esri/widgets/Legend");
import LayerList = require("esri/widgets/LayerList");

const legend = new Legend({
  view: view
});

const layerList = new LayerList({
  view: view
});

view.ui.add(legend, "bottom-left");
view.ui.add(layerList, "top-right");
```

# Add Widgets

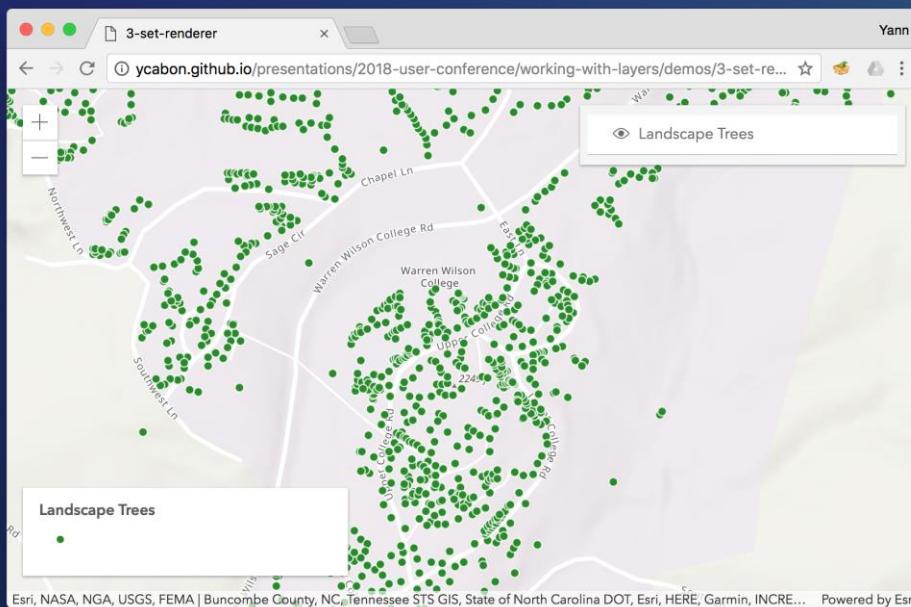
```
import Legend = require("esri/widgets/Legend");
import LayerList = require("esri/widgets/LayerList");

const legend = new Legend({
  view: view
});

const layerList = new LayerList({
  view: view
});

view.ui.add(legend, "bottom-left");
view.ui.add(layerList, "top-right");
```

# Change the Rendering



# Change the Rendering

Import the [SimpleRenderer](#) and [SimpleMarkerSymbol](#)

```
import { SimpleRenderer } from "esri/renderers";
import { SimpleMarkerSymbol } from "esri/symbols";
```

```
const renderer = new SimpleRenderer({
  symbol: new SimpleMarkerSymbol({
    style: "circle",
    size: 6,
    color: "forestgreen",
    outline: {
      color: "white",
      width: 1
    }
  })
});

layer.renderer = renderer;
```

# Change the Rendering

Create the renderer

```
import { SimpleRenderer } from "esri/renderers";
import { SimpleMarkerSymbol } from "esri/symbols";

const renderer = new SimpleRenderer({
  symbol: new SimpleMarkerSymbol({
    style: "circle",
    size: 6,
    color: "forestgreen",
    outline: {
      color: "white",
      width: 1
    }
  })
});

layer.renderer = renderer;
```

# Change the Rendering

Assign the renderer

```
import { SimpleRenderer } from "esri/renderers";
import { SimpleMarkerSymbol } from "esri/symbols";

const renderer = new SimpleRenderer({
  symbol: new SimpleMarkerSymbol({
    style: "circle",
    size: 6,
    color: "forestgreen",
    outline: {
      color: "white",
      width: 1
    }
  })
});

layer.renderer = renderer;
```

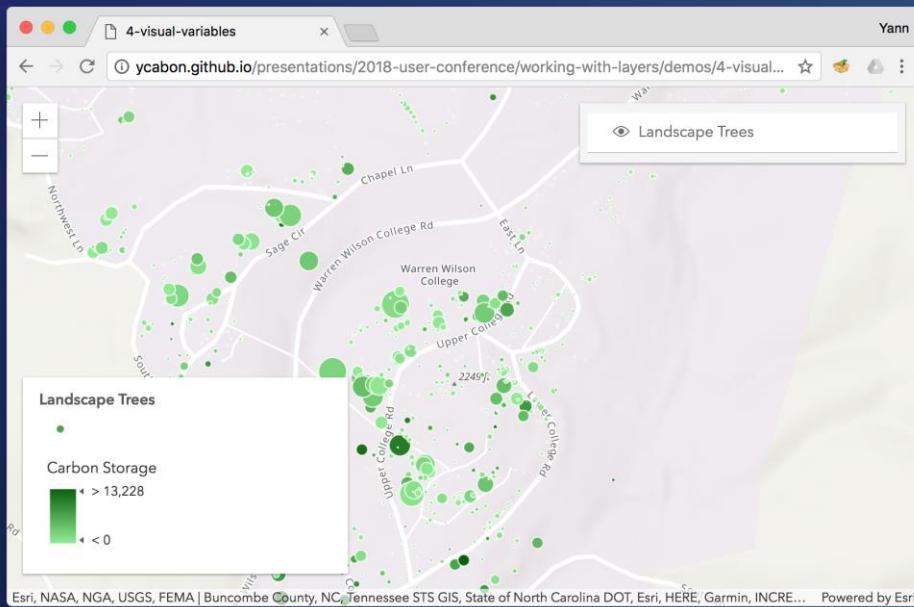
# Change the Rendering

```
import { SimpleRenderer } from "esri/renderers";
import { SimpleMarkerSymbol } from "esri/symbols";

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  symbol: new SimpleMarkerSymbol({
    style: "circle",
    size: 6,
    color: "forestgreen",
    outline: {
      color: "white",
      width: 1
    }
  })
});

layer.renderer = renderer;
```

# Data-Driven Rendering



# Data-Driven Rendering

Define a size visual variable

```
renderer.visualVariables = [  
  {  
    // Size the tree symbol based on the Crown_Base attribute  
    type: "size",  
    field: "Crown_Base",  
    valueUnit: "feet",  
    valueRepresentation: "radius"  
  },  
  {  
    // Color the tree symbol continuously based on its carbon storage  
    type: "color",  
    field: "C_Storage",  
    // values from statistics  
    stops: [  
      { value: 0, color: "lightgreen" },  
      { value: 13228, color: "darkgreen" }  
    ],  
    legendOptions: { title: "Carbon Storage" }  
  }  
]
```

# Data-Driven Rendering

Define a color visual variable

```
renderer.visualVariables = [  
    {  
        // Size the tree symbol based on the Crown_Base attribute  
        type: "size",  
        field: "Crown_Base",  
        valueUnit: "feet",  
        valueRepresentation: "radius"  
    },  
    {  
        // Color the tree symbol continuously based on its carbon storage  
        type: "color",  
        field: "C_Storage",  
        // values from statistics  
        stops: [  
            { value: 0, color: "lightgreen" },  
            { value: 13228, color: "darkgreen" }  
        ],  
        legendOptions: { title: "Carbon Storage" }  
    }  
]
```

# Data-Driven Rendering

```
renderer.visualVariables = [
  {
    // Size the tree symbol based on the Crown_Base attribute
    type: "size",
    field: "Crown_Base",
    valueUnit: "feet",
    valueRepresentation: "radius"
  },
  {
    // Color the tree symbol continuously based on its carbon storage
    type: "color",
    field: "C_Storage",
    // values from statistics
    stops: [
      { value: 0, color: "lightgreen" },
      { value: 13228, color: "darkgreen" }
    ],
    legendOptions: { title: "Carbon Storage" }
  }
]
```

# Add Popup



# Add Popup

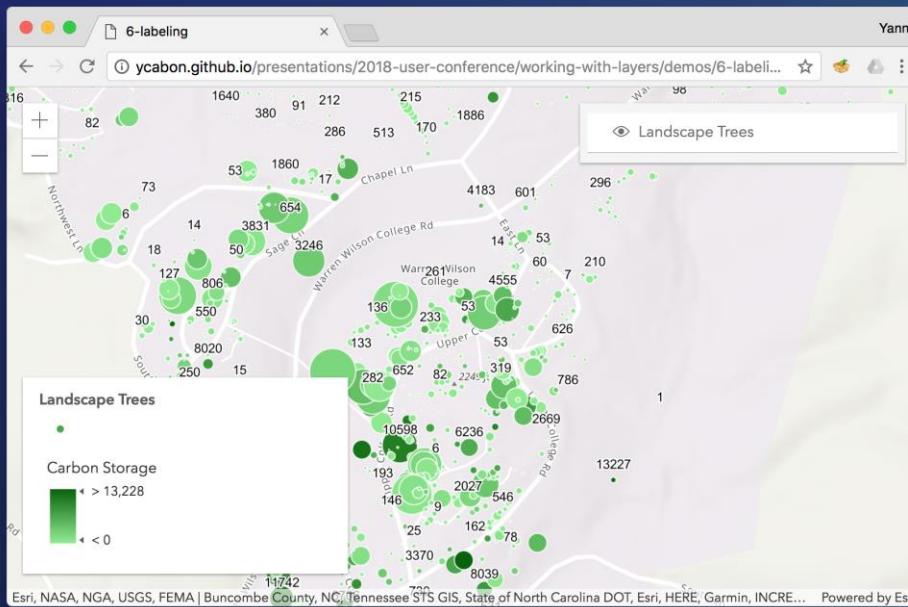
Add a [PopupTemplate](#)

```
import PopupTemplate = require("esri/PopupTemplate");
```

```
layer.popupTemplate = new PopupTemplate({  
    title: '{Sci_Name}',  
    content: '<b>Carbon Storage:</b> {C_Storage}'  
});
```

- **Multiple content options available**
  - **Formatted content**
  - **List of all the layer's fields**
  - **List of some fields**
- **Attachments**
- **Arcade Expression**

# Add Labels



# Add Labels

Import LabelClass and the TextSymbol

```
import LabelClass = require("esri/layers/support/LabelClass");
import { SimpleMarkerSymbol, TextSymbol } from "esri/symbols";
```

```
layer.labelingInfo = [
  new LabelClass({
    labelExpression: "{C_Storage}",
    labelPlacement: "above-center",
    symbol: new TextSymbol({
      color: "black",
      haloColor: "white",
      haloSize: 1
    }),
    where: "C_Storage > 0"
  })
];
```

# Add Labels

Define LabelClasses

```
import LabelClass = require("esri/layers/support/LabelClass");
import { SimpleMarkerSymbol, TextSymbol } from "esri/symbols";
```

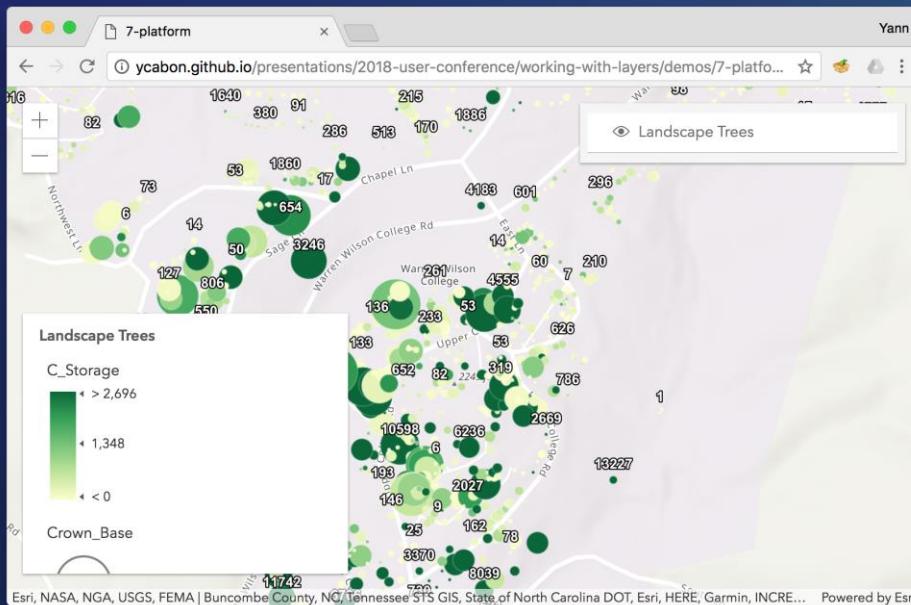
```
layer.labelingInfo = [
  new LabelClass({
    labelExpression: "{C_Storage}",
    labelPlacement: "above-center",
    symbol: new TextSymbol({
      color: "black",
      haloColor: "white",
      haloSize: 1
    }),
    where: "C_Storage > 0"
  })
];
```

# Add Labels

```
import LabelClass = require("esri/layers/support/LabelClass");
import { SimpleMarkerSymbol, TextSymbol } from "esri/symbols";
```

```
layer.labelingInfo = [
  new LabelClass({
    labelExpression: "{C_Storage}",
    labelPlacement: "above-center",
    symbol: new TextSymbol({
      color: "black",
      haloColor: "white",
      haloSize: 1
    }),
    where: "C_Storage > 0"
  })
];
```

# Platform Integration



# Platform Integration

Scrap everything we just did

```
const map = new WebMap({  
  basemap: "topo-vector"  
});  
  
Layer.fromPortalItem({  
  portalItem: new PortalItem({  
    id: "ae449d81e9da47dbb1969afc3021bdf7"  
  })  
}.then(layer => {  
  map.add(layer);  
});
```

- Configure the layer on the MapViewer
- Load the layer from the item id
- 

# Working with the Features

- **Querying**
  - queryFeatures()
  - queryObjectIds()
  - queryExtent()
  - queryFeatureCount()
- highlight
- **Client-side Querying:** New at 4.7 and enhanced in 4.8
  - Ultra fast to work with features available in memory
- Pushing edits to the service

# MapImageLayer



Demos:

[https://noashx.github.io/presentations/UC\\_2018/MapImageLayer/index.html](https://noashx.github.io/presentations/UC_2018/MapImageLayer/index.html)

# Why use MapImageLayer?

- **Flexible**
  - Created from: URL, Portal Item
- **Powerful**
  - Sublayer: labeling, popups, renderers, workspaces
- **Server-side**
  - Fast, light, and able to display lots of features

# Add a MapImageLayer

```
require(["esri/layers/MapImageLayer"], function(MapImageLayer){

    // references an ArcGIS Enterprise server Map Service
    var layer = new MapImageLayer({
        url: "https://sampleserver6.arcgisonline.com/arcgis/rest/services/USA/MapServer"
    });

    map.add(layer); // adds the layer to the map
});
```

```
require(["esri/layers/MapImageLayer"], function(MapImageLayer){

    // references a PortalItem from ArcGIS Online
    var layer = new MapImageLayer({
        portalItem: { // autocasts as new PortalItem()
            id: "08b59e3aa73e4200acb610c724449cda"
        }
    });

    map.add(layer); // adds the layer to the map
});
```

# Renderers

```
var layer = new MapImageLayer({
  portalItem: { // autocasts as new PortalItem()
    id: "e7e03ad8f72b42709e7d63dde8c6c3f5"
  },
  sublayers: [
    {
      id: 2,
      renderer: statesRenderer
    },
    {
      id: 0,
      renderer: citiesRenderer
    }
  ]
});

layer.label = "State boundaries";
```

# Popups

```
var layer = new MapImageLayer({
  portalItem: { // autocasts as new PortalItem()
    id: "e7e03ad8f72b42709e7d63dde8c6c3f5"
  },
  sublayers: [
    {
      id: 2,
      visible: true,
      renderer: statesRenderer,
      popupTemplate: {
        title: "{state_name}",
        content: "{pop2000} people live in {state_abbr}"
      }
    },
    {
      id: 1,
      visible: true,
      renderer: highwaysRenderer,
    }
  );
});
```

# Labeling

```
var layer = new MapImageLayer({
  portalItem: { // autocasts as new PortalItem()
    id: "e7e03ad8f72b42709e7d63dde8c6c3f5"
  },
  sublayers: [
    id: 3,
    // labels are visible by default
    // labelingInfo autocasts to an array of LabelClass objects
    labelingInfo: [
      labelExpression: "[name]",
      labelPlacement: "always-horizontal",
      symbol: {
        type: "text", // autocasts as new TextSymbol()
        color: [255, 255, 255, 0.7],
        haloColor: [0, 0, 0, 0.7],
        haloSize: 1,
        font: {
          size: 11
        }
      }
    ]
  ]
});
```

# Query Table

```
// The base SQL statement used to query features.  
// We'll select all rows from the Places feature class table  
var queryString = "SELECT * FROM ss6.gdb.Places";  
  
var layer = new MapImageLayer({  
    url: "https://sampleserver6.arcgisonline.com/arcgis/rest/services/USA/MapServer",  
    sublayers: [  
        {  
            title: "Places",  
            renderer: renderer,  
            id: 0,  
            source: {  
                // indicates the source of the sublayer is a dynamic data layer  
                type: "data-layer",  
                // this object defines the data source of the layer  
                // in this case it's a table that will be queried  
                // using a SQL WHERE clause  
                dataSource: {  
                    type: "query-table",  
                    workspaceId: "MyDatabaseWorkspaceIDSSR2",  
                    query: queryString + document.getElementById(  
                        "layer-select").value,  
                    oidFields: "objectid"  
                }  
            }  
        }  
    ]  
});
```

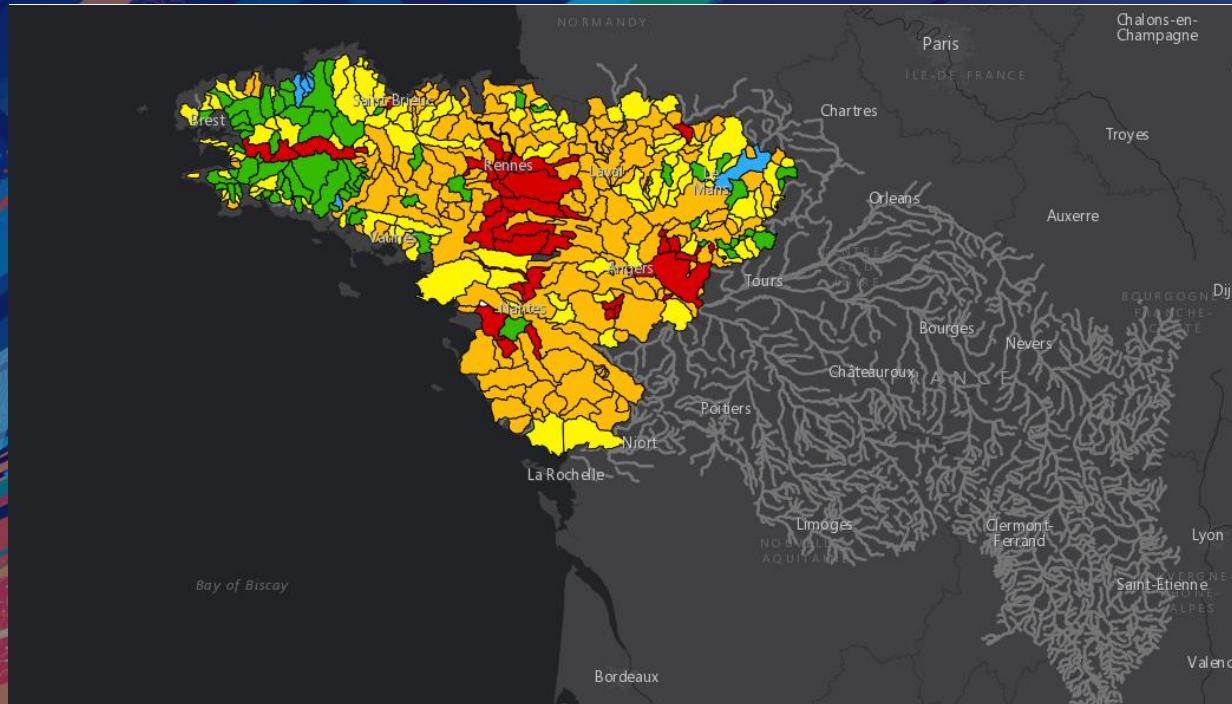
# Integration with the ArcGIS Platform

```
var usaLayer = new MapImageLayer({
  portalItem: { // autocasts as new PortalItem()
    id: "08b59e3aa73e4200acb610c724449cda"
  }
});

var map = new Map({
  basemap: "gray",
  layers: [usaLayer]
});

var view = new SceneView({
  container: "viewDiv",
  map: map
});
```

# OGC Layers



# OGC Layers

- Open Geospatial Consortium
  - Defines a set of interoperable services specifications
  - JS API 4.x has an improve support and consistent API with ArcGIS layers
- Support in the API
  - WMS – Web Map Service
  - WMTS – Web Map Tile Service
  - WFS – Web Feature Service – available in 3.x only at the moment
  - KML – Keyhole Markup Language, some level of support
  - I3S - Indexed 3D Scene Layer

# Conclusion

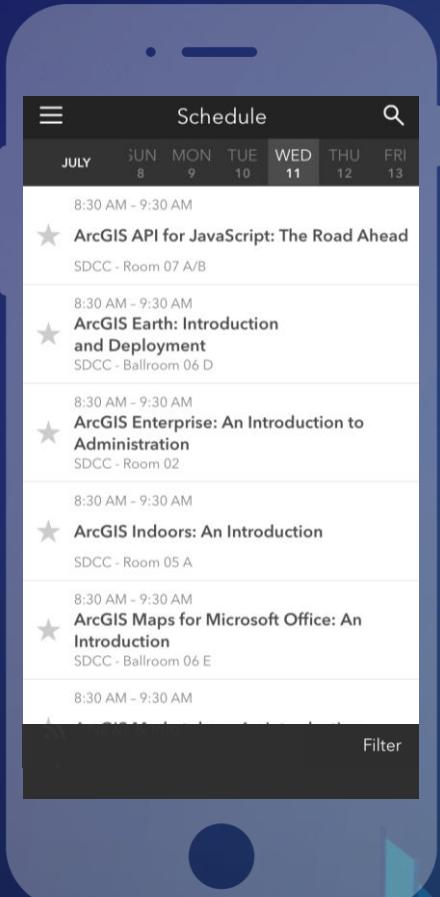
- Feature Layers, Map Image Layers, OGC Layers are powerful, useful, and elegant.
- There are even more layer types to explore with the 4.x version of the ArcGIS API for JavaScript.

# Please Take Our Survey on the App

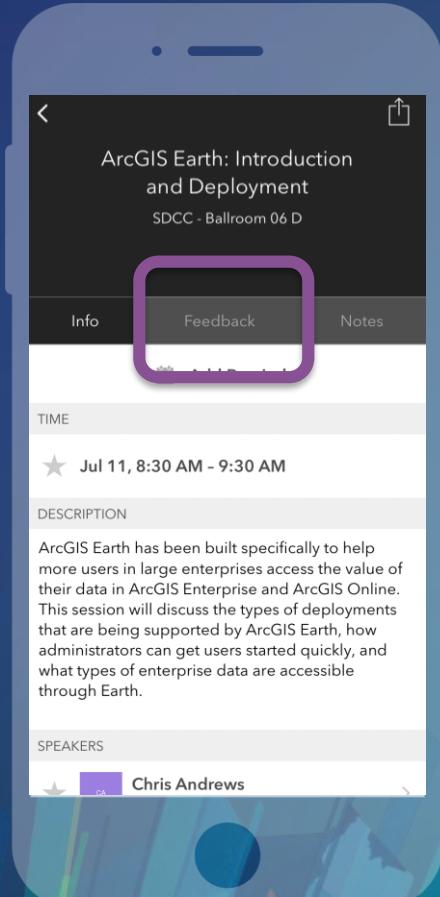
Download the Esri Events app and find your event



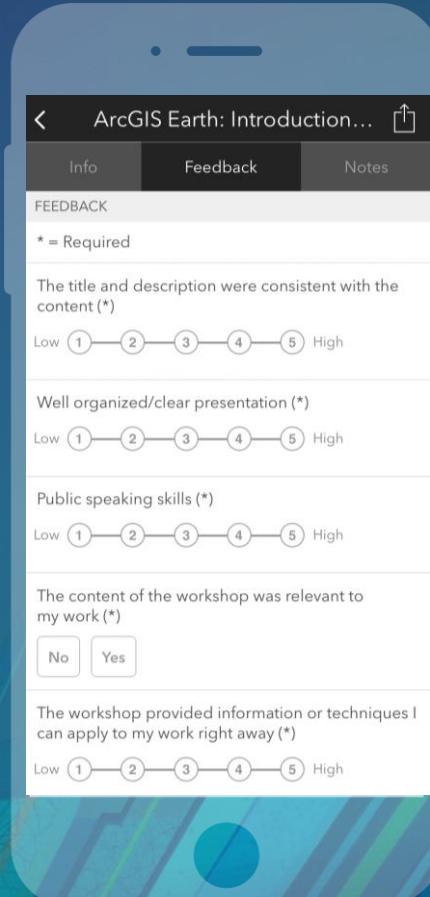
Select the session you attended



Scroll down to find the feedback section



Complete answers and select "Submit"





esri

THE  
SCIENCE  
OF  
WHERE