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Beginning Google Maps Api 3 Experts Voice In Web Development

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AI-Driven Volunteer Selection Jesko Elsner,2015-03-03 In case of medical emergency situations a Volunteer Notification System aims to alarm potential helpers who can arrive at the victim fast enough to provide cardiopulmonary resuscitation until the professional EMS arrive on scene A simplistic solution for selecting the corresponding volunteers is described by a so called notification radius i e alarming any volunteer with a geographic location that is within a maximum distance from the victim Whilst the actual geographical distance is an important parameter to be considered this work will illustrate that various additional decision parameters are of importance and elaborate an AI driven volunteer selection system to increase the reliability and efficiency of occurring notifications

Beginning Google Maps Applications With Php And Ajax: From Novice To Professional Purvis,2007-01-01

Beginning Google Maps Applications with Rails and Ajax Andre Lewis,Cameron Turner,Jeffrey Sambells,Michael Purvis,2007-05-02 The Google Maps API remains one of the showcase examples of the Web 2 0 development paradigm Beginning Google Maps Applications with Rails and Ajax From Novice to Professional is the first book to comprehensively introduce the service from a developer perspective showing you how you can integrate mapping features into your Rails driven web applications Proceeding far beyond simplistic map display youll learn how to draw from a variety of data sources such as the U S Census Bureau s TIGER Line data and Google s own geocoding feature to build comprehensive geocoding services for mapping many locations around the world The book also steers you through various examples that show how to encourage user interaction such as through pinpointing map locations adding comments and building community driven maps Youll want to pick up a copy of this book because This is the first book to comprehensively introduce the Google Maps application development using the Rails development framework Youll be introduced to the very latest changes to the Google

Maps API embodied in the version 2 release It is written by four developers actively involved in the creation of location based mapping services For additional info please visit the author s reference site for this book *Google Maps* Evangelos Petroutsos,2014-03-21 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 [Beginning Google Web Toolkit](#) Bram Smeets,Uri Boness,Roald Bankras,2008-10-21 The open source lightweight Google Web Toolkit GWT is a framework that allows Java developers to build rich Internet applications RIAs more recently called Ajax applications in Java Typically writing these applications requires a lot of JavaScript development However Java and JavaScript are very distinctively different languages although the name suggests otherwise therefore requiring a different development process In *Beginning Google Web Toolkit* From Novice to Professional you ll learn to build rich user friendly web applications using a popular Java based Ajax web framework the Google Web Toolkit The authors will guide you through the complete development of a GWT front end application with a no nonsense down to earth approach You ll start with the first steps of working with GWT and learn to understand the concepts and consequences of building this kind of application During the course of the book all the key aspects of GWT are tackled pragmatically as you re using them to build a real world sample application Unlike many other books the inner workings of GWT and other unnecessary details are shelved so you can focus on the stuff that really matters when developing GWT applications **Map Scripting 101** Adam DuVander,2010 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 *Google Maps API Cookbook* Alper Dincer,Uraz Balkan,2013-12 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

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Beginning Google Maps Applications with PHP and Ajax Jeffrey Sambells,Michael Purvis,Cameron Turner,2008-11-01 The Google Maps API remains one of the showcase examples of the Web 2 0 development paradigm In fact interest in the Google service is so strong that it arguably sparked the mashup phenomenon This is the first book to comprehensively introduce the service from a developer perspective showing readers how they can integrate mapping features into their Web applications Proceeding far beyond creating a simplistic map display readers are shown how to draw upon a variety of data sources such as geocode us and the U S Census Bureau s TIGER Line data to build comprehensive geocoding services for mapping any location in North America *Beginning API Development with Node.js* Anthony Nandaa,2018-07-24 Using the same framework to build both server and client side applications saves you time and money This book teaches you how you can use JavaScript and Node js to build highly scalable APIs that work well with lightweight cross platform client applications It

begins with the basics of Node.js in the context of backend development and *Web Designer's Guide to Google Glass* Joe Casabona, 2014-02-28 This hands on guide to optimizing web sites for Google Glass will show you how to take advantage of the latest advancements of this tiny screen including watching videos and viewing forms You'll also take a look at the Mirror API and building web based native apps for Google Glass and get insightful tips from an expert designer on avoiding web design pitfalls

Beginning PhoneGap Rohit Ghatol, Yogesh Patel, 2012-06-12 PhoneGap is a growing and leading open source mobile web apps development framework that lets developers build JavaScript and HTML5 based web applications with native wrappers for more than six mobile platforms including iOS Android and BlackBerry This framework lets you build HTML and JavaScript based apps and still take advantage of native mobile device capabilities like camera localStorage geolocation storage and much more irrespective of the mobile platform you target It also lets you use more specialized JavaScript frameworks like jQuery Mobile and more Beginning PhoneGap is a definitive one of a kind book that teaches the fundamentals and strategies behind cross platform mobile application development Instead of learning languages like Objective C focus on building apps from day one for Android iOS Blackberry WebOS and Symbian without the complexities of these platforms This book shows how to build apps which makes use of Google Local Search to create a Restaurant finder apps which uses Maps to layout locations and uses internal database to store your favorite restaurants Furthermore you'll learn how to extend PhoneGap's functionality by using PhoneGap plugins to write apps like Dropbox syncing files in the background outside HTML JavaScript code and in native code By the time you finish Beginning PhoneGap you'll know PhoneGap inside and out and consequently be able to develop mobile web apps faster and more efficiently than ever before Make more money in less time

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