

# Contents

<i>Preface</i> .....	<i>xi</i>
<i>Acknowledgments</i> .....	<i>xv</i>
<i>How to use this book</i> .....	<i>xvii</i>

## **Chapter 1: Get started with Web GIS ..... 1**

<b>Objectives</b> .....	<b>1</b>
<b>Web GIS and the geospatial cloud</b> .....	<b>2</b>
<b>New-generation Web GIS architecture and trends</b> .....	<b>6</b>
<b>Web GIS information model: Users, web layers, maps, and apps</b> .....	<b>10</b>
<b>Attachments: An increasingly popular GIS data source</b> .....	<b>17</b>
<b>Tutorial 1</b> .....	<b>18</b>
<b>1.1: Publish a hosted feature layer from a CSV file and add attachments</b> .....	<b>19</b>
<b>1.2: Add a field to your layer and edit the attributes</b> .....	<b>23</b>
<b>1.3: Create a web map</b> .....	<b>25</b>
<b>1.4: Create an instant web app using a template</b> .....	<b>28</b>
<b>Questions and answers</b> .....	<b>33</b>
<b>Assignment</b> .....	<b>35</b>
<b>Resources</b> .....	<b>35</b>

## **Chapter 2: Smart mapping and storytelling with GIS ..... 37**

<b>Objectives</b> .....	<b>37</b>
<b>Feature layers: The most common type of operational layers</b> .....	<b>38</b>
<b>Smart mapping</b> .....	<b>40</b>
<b>ArcGIS Living Atlas of the World</b> .....	<b>44</b>
<b>Storytelling using Web GIS and principles of user experience design</b> .....	<b>45</b>
<b>Tutorial 2</b> .....	<b>49</b>
<b>2.1: Create a feature layer using geocoding</b> .....	<b>50</b>
<b>2.2: Configure layer style using smart mapping</b> .....	<b>53</b>

2.3: Configure layer pop-ups using ArcGIS Arcade .....	56
2.4: Add images and charts to your layer pop-ups .....	59
2.5: Create a story .....	61
2.6: Work with swipe blocks and express maps .....	65
Questions and answers .....	69
Assignment .....	71
Resources .....	71
<b>Chapter 3: ArcGIS Experience Builder .....</b>	<b>73</b>
Objectives .....	73
Basics of Experience Builder .....	74
Basic components .....	76
Widgets .....	77
Editions of Experience Builder .....	79
Tutorial 3 .....	80
3.1: Create a 2D and 3D integrated web experience .....	80
3.2: Configure map message actions .....	86
3.3: Configure dynamic content .....	89
3.4: Configure the Table widget .....	93
3.5: Configure the Filter and Chart widgets .....	96
3.6: Create and navigate multiple pages .....	101
Questions and answers .....	105
Assignment .....	107
Resources .....	107
<b>Chapter 4: Mobile GIS .....</b>	<b>109</b>
Objectives .....	109
Mobile GIS: Concepts and advantages .....	110
Feature layer edit settings, views, and feature templates .....	112
Mobile app development strategies .....	114
ArcGIS native apps for field and indoor operations .....	116
VR, AR, and other popular types of apps and frontiers .....	123
Tutorial 4 .....	125
4.1: Design a survey for ArcGIS Survey123 .....	126
4.2: Use Survey123 to collect and review data .....	132

4.3: Create an editable feature layer with domains. . . . .	135
4.4: Configure a web map and a form with conditional visibility. . . . .	138
4.5: Collect data using the ArcGIS Field Maps mobile app . . . . .	141
4.6: Create an ArcGIS QuickCapture project . . . . .	144
4.7: Collect data using QuickCapture . . . . .	147
4.8: Prepare data for use with AuGeo . . . . .	148
4.9: Explore your surroundings in AR . . . . .	151
Questions and answers . . . . .	154
Assignments . . . . .	155
Resources. . . . .	156
<b>Chapter 5: Caching and on-premises Web GIS. . . . .</b>	<b>157</b>
Objectives . . . . .	157
The need for on-premises and hybrid Web GIS . . . . .	158
ArcGIS Enterprise components and deployment . . . . .	159
Raster tile, vector tile, map image layers, feature tiles, and publishing strategy. . . . .	164
Workflow to share web layers from ArcGIS Pro . . . . .	170
Tutorial 5 . . . . .	173
5.1: Add a portal connection in ArcGIS Pro. . . . .	174
5.2: Publish a vector tile layer. . . . .	175
5.3: Publish a raster tile layer . . . . .	179
5.4: Compare raster and vector tiles on top of each other and side by side . . . . .	181
Questions and answers . . . . .	184
Assignment . . . . .	186
Resources. . . . .	186
<b>Chapter 6: Spatiotemporal data and real-time GIS . . . . .</b>	<b>187</b>
Objectives . . . . .	187
Spatiotemporal data, IoT, and the demand for real-time	
GIS basics . . . . .	188
Cloud, server, and client-side technologies for real-time GIS. . . . .	193
ArcGIS Mission . . . . .	199
Animating time-series data . . . . .	200
Tutorial 6 . . . . .	201
6.1: Create a web map with real-time layers . . . . .	202

6.2: Create a dashboard app . . . . .	205
6.3: Configure actions and targets . . . . .	211
6.4: Configure advanced formatting using Arcade . . . . .	214
6.5: Create a time-enabled feature layer . . . . .	218
6.6: Animate time-series data in web maps and web apps . . . . .	221
Questions and answers . . . . .	225
Assignments . . . . .	226
Resources . . . . .	227
<b>Chapter 7: 3D web scenes . . . . .</b>	<b>229</b>
Objectives . . . . .	229
Basics of 3D GIS . . . . .	230
VR, XR, and the metaverse . . . . .	239
Indoor 3D GIS . . . . .	242
Integrating 3D mapping with urban planning and BIM . . . . .	244
Tutorial 7 . . . . .	246
7.1: Explore web scenes using Scene Viewer . . . . .	247
7.2: Create a thematic web scene . . . . .	247
7.3: Create a web scene using feature layers and 3D object symbols . . . . .	251
7.4: Configure elevation to visualize underground and in-the-sky features . . . . .	255
7.5: Edit feature data directly in Scene Viewer . . . . .	260
7.6: Perform basic 3D analysis in Scene Viewer . . . . .	262
Questions and answers . . . . .	265
Assignment . . . . .	266
Resources . . . . .	267
<b>Chapter 8: Spatial analysis and data science . . . . .</b>	<b>269</b>
Objectives . . . . .	269
Spatial analysis and data science in ArcGIS . . . . .	270
ArcGIS web tools for standard analysis . . . . .	273
ArcGIS web tools for big data analysis . . . . .	274
Custom web tools and geoprocessing services . . . . .	276
Access to ArcGIS web tools using ArcGIS Insights and ArcGIS Notebooks . . . . .	278
Artificial intelligence in ArcGIS . . . . .	281
Tutorial 8 . . . . .	284

8.1: Create a web app using the Web AppBuilder Analysis widget .....	287
8.2: Perform analysis using the Web AppBuilder Analysis widget. ....	291
8.3: (Optional) Design a geoprocessing tool .....	296
8.4: (Optional) Publish a custom web tool .....	300
8.5: (Optional) Use your custom web tool in Web AppBuilder .....	306
8.6: (Optional) Perform big data analysis using ArcGIS Enterprise .....	309
8.7: (Optional) Get started with Notebooks .....	312
Questions and answers .....	317
Assignments .....	319
Resources .....	321
<b>Chapter 9: Imagery layer and online raster analysis .....</b>	<b>323</b>
Objectives .....	323
Raster and imagery .....	325
Imagery layers .....	330
Raster function and online analysis .....	336
Deep learning in image analysis .....	339
Tutorial 9 .....	341
9.1: Create a web map in ArcGIS Online using an ArcGIS Living Atlas imagery layer ...	342
9.2: Create a web app using the Image Mask configurable app .....	346
9.3: (Optional) Publish an imagery layer to ArcGIS Enterprise .....	352
9.4: (Optional) Publish an imagery layer in ArcGIS Online and detect objects using a trained deep learning model .....	358
Questions and answers .....	366
Assignments .....	367
Resources .....	369
<b>Chapter 10: Programming with webhooks, ArcGIS Assistant, ArcGIS Arcade, and JavaScript .....</b>	<b>371</b>
Objectives .....	372
Web GIS programming overview .....	373
Web GIS workflow automation with webhooks .....	375
ArcGIS Assistant .....	376
JavaScript, HTML, and CSS .....	377
ArcGIS API for JavaScript .....	379

Developing apps using JavaScript API .....	384
Tutorial 10 .....	387
10.1: Automate Survey123 email notification using webhooks.....	388
10.2: Copy content and edit the item JSON using ArcGIS Assistant .....	391
10.3 Use Arcade data expressions in Dashboards .....	394
10.4: Explore the basics of 2D and 3D views .....	396
10.5: Load web maps and web scenes .....	398
10.6: Debug JavaScript and monitor HTTP traffic .....	399
10.7: Incorporate widgets in 2D and 3D views. ....	406
10.8: Handle mouse events to display Google Street View and pop-ups.....	409
10.9: Use layers, renderers, and symbols for drive-through simulation in 2D and 3D views .....	413
Questions and answers .....	417
Assignments .....	419
Resources.....	420
<i>Image credits</i> .....	421