

# ArcGIS Arcade: an Introduction

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# Agenda

- Introduction – What is ArcGIS Arcade?
- Map Viewer (Beta) – Symbology, Pop-ups and Labels
- ArcGIS Pro – Labels and Attribute Rules
- Dashboards Beta – List and Indicator Elements
- Conclusion – What's Coming and Resources
- Q&A

**What is  
Arcade?**





# What is Arcade?

**ArcGIS Focused  
Intuitive and Dynamic  
Supports basic to  
advanced capabilities**





## What is Arcade?

**ArcGIS Focused**  
**Intuitive and Dynamic**  
**Supports basic to  
advanced capabilities**

## What Arcade is Not?

**Not a stand-alone  
programming language**  
**Not a replacement for Python**  
**Not used for Geoprocessing**

# A portable, lightweight and secure GeoSpatial scripting language...



ArcGIS  
Arcade



ArcGIS  
Runtime  
SDKs



ArcGIS  
API  
for  
JavaScript



ArcGIS  
Pro



ArcGIS  
Online



...used throughout the ArcGIS platform to provide a  
mechanism for defining and sharing expressions.

an expression:

Returns values from a script

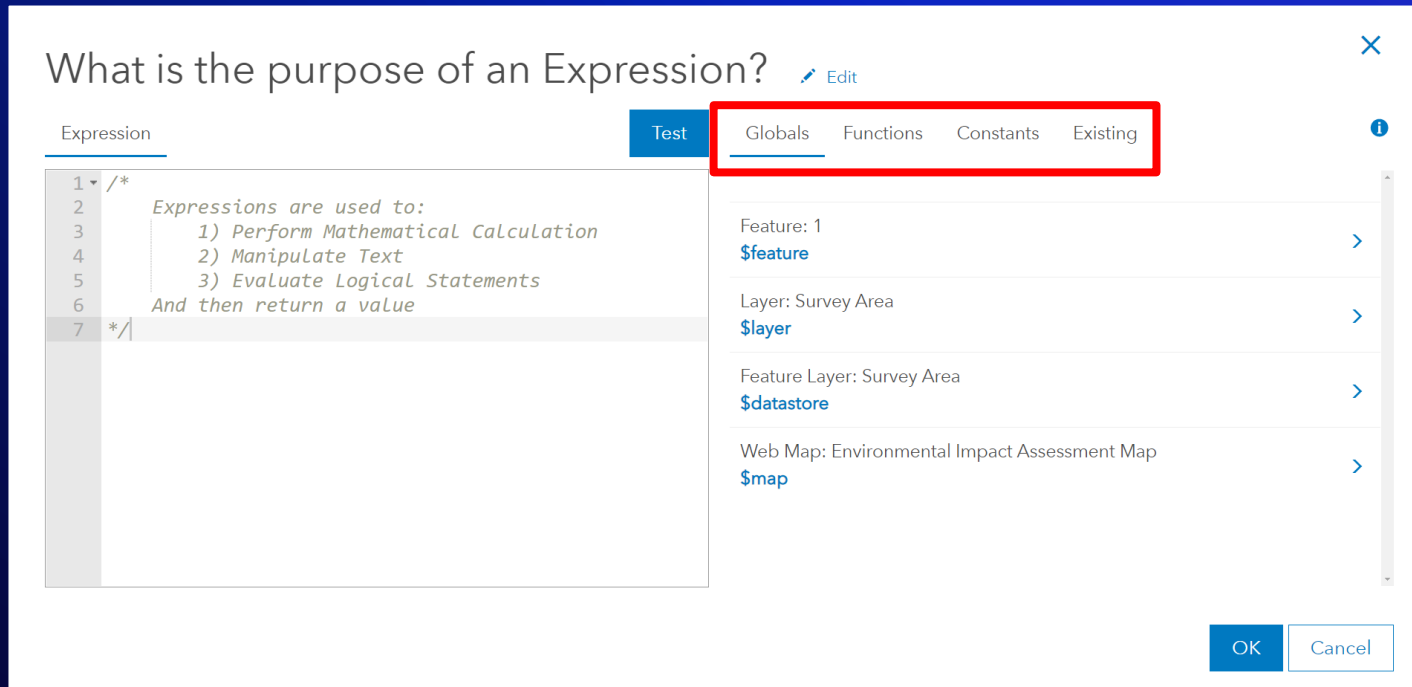
**Perform Mathematical Calculations**

**Manipulate Text**

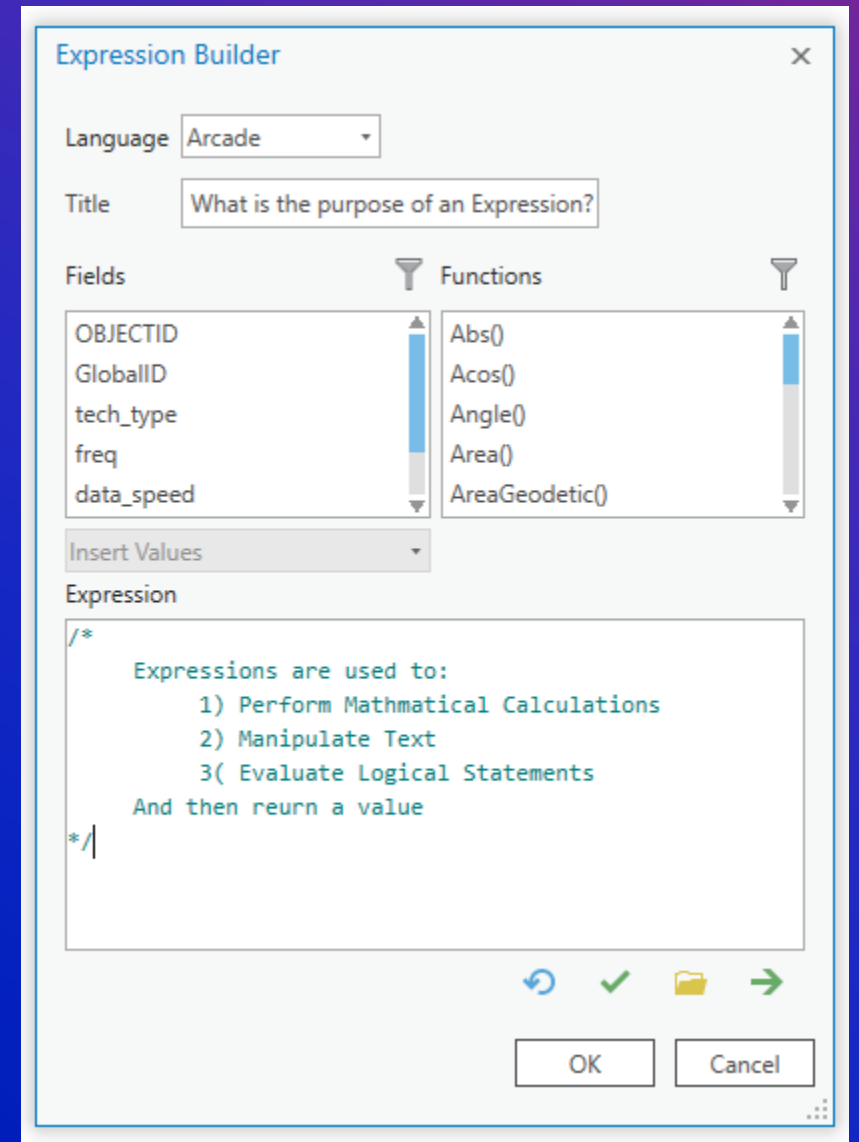
**Evaluate Logical Statements**

An abstract graphic in the bottom right corner featuring a stylized globe with a grid pattern and a city skyline with tall buildings, all in shades of blue and red.

# The Expression Builder:



Map Viewer



ArcGIS Pro



# Globals

Arcade offers special global variables depending on the execution profile

•\$datapoint •\$datastore •\$feature •\$layer  
•\$map •\$value •\$view.scale

- You can access feature attributes as global variables using the \$feature.fieldname syntax
- Attributes can also be referenced using square brackets: \$feature[“fieldname”]

\*\*\* Note \*\*\* For more complex expressions, list all field attributes that will be used in the execution of the script at the top of the expression.

Arcade does not have many programming constructs. Instead, it has a rich library of

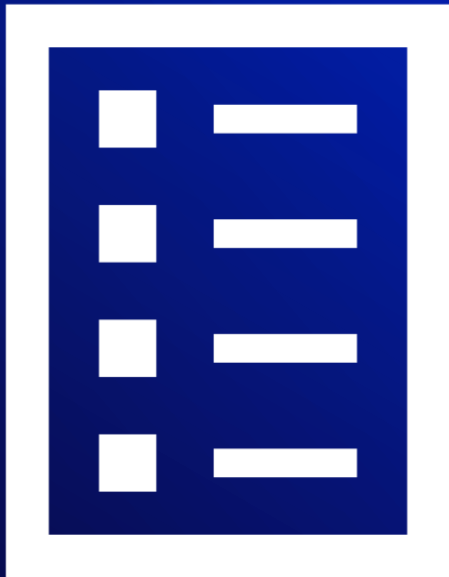
# Functions

Built-in tools to help you  
process and clean your data.



# Profiles:

context in which an Arcade expression is evaluated and understood



Alias

Attribute Rules

Attribute Rule Calculation

Attribute Rule Constraint

Attribute Rule Validation

Constraint

Dashboard

Dictionary Renderer

Feature Z

Field Calculate

Field Mapping

GeoAnalytics

Labeling

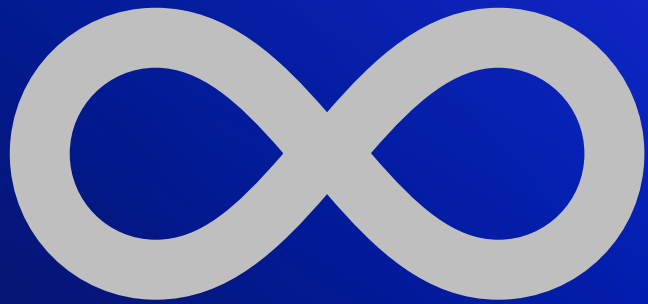
Layout

Measure

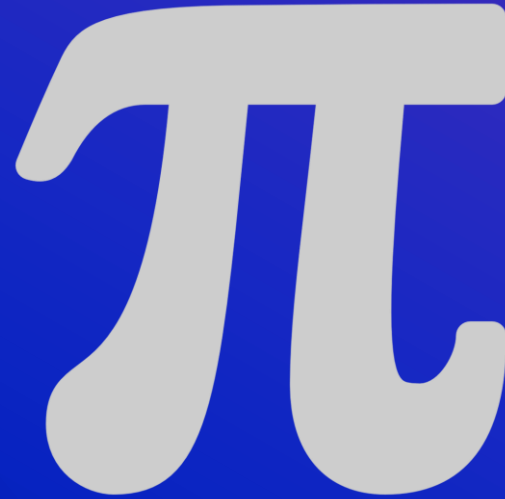
Popup

Velocity

Visualization



∞



π

TextFormatting.BackwardSlash  
TextFormatting.DoubleQuote  
TextFormatting.ForwardSlash  
TextFormatting.NewLine  
TextFormatting.SingleQuote

Constants



# Structure and Logic

- Case insensitive
- Comments: Single-Line // and Multi-line /\* \*/
- Multi-line Statements: lines separated by carriage returns ;
- Variables declared with var and may be assigned to any valid type
- Global and Local: variables have scope
- Template Literals – `string literals that allow for embedded expressions`
- FeatureSets - Currently, only the Popup, Field Calculate, and Attribute Rule profiles support
- Arcade provides the following Logical Statements and Operators
- User-Defined Functions are supported

# Arcade has a full type system.



It implicitly casts between types where appropriate, using a predefined set of rules.

Array  
Dictionary  
Geometry

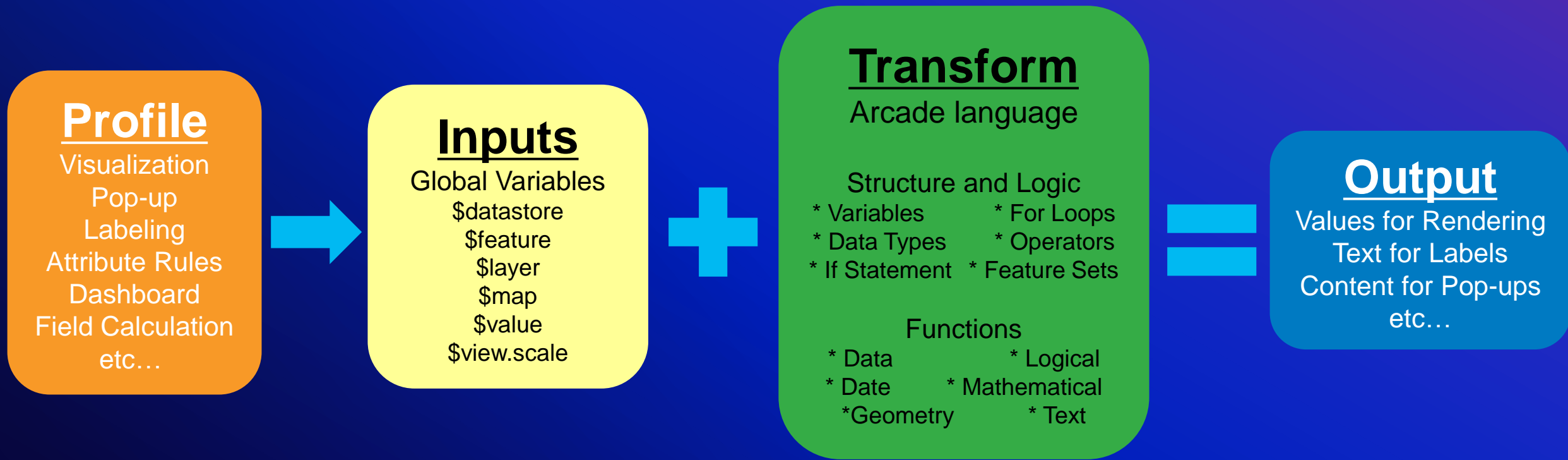
Attachment  
Feature  
Number

Boolean  
FeatureSet  
Portal

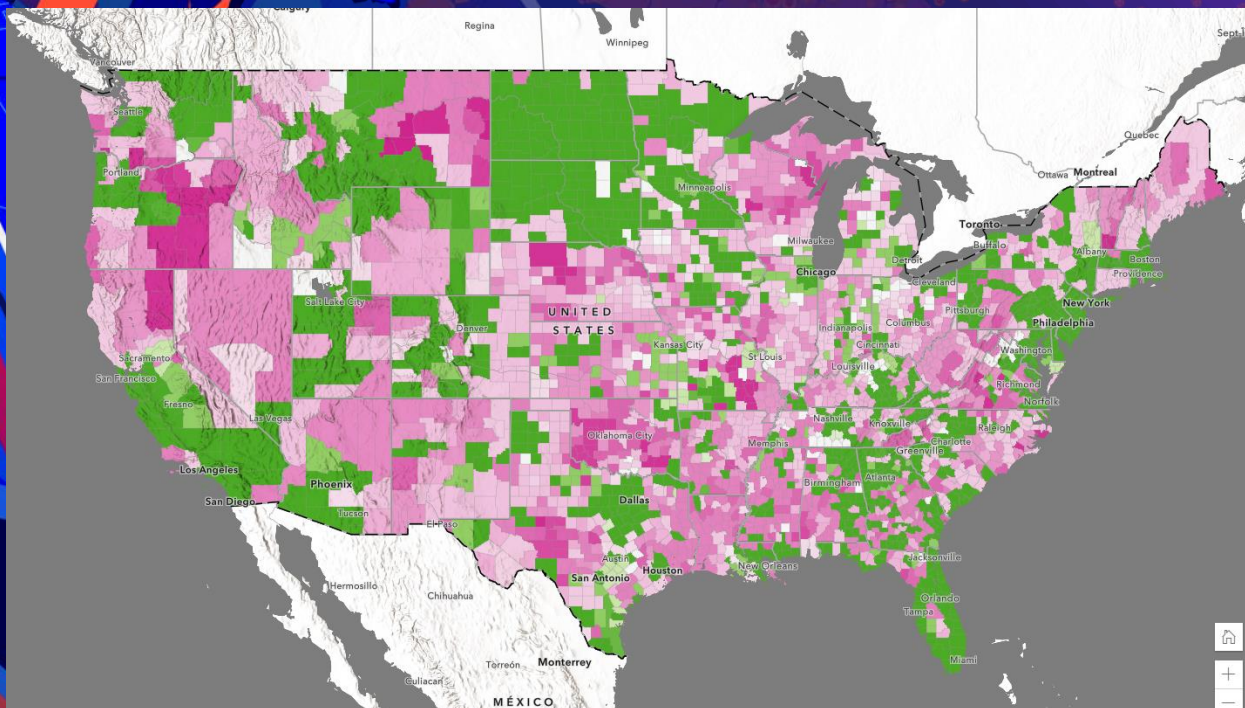
Date  
FeatureSetCollection  
Text

# Arcade Workflow

What do you need to do?



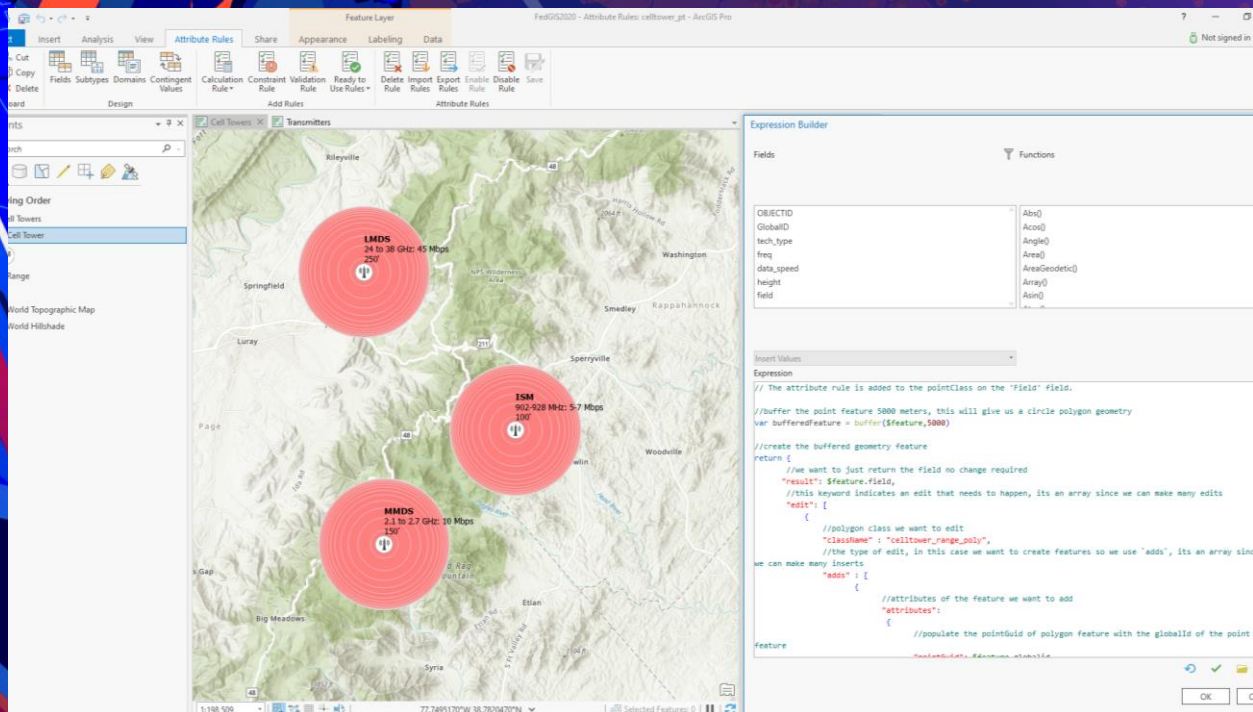




# Demo – Map Viewer

Patrick Ryan





# Demo – Attribute Rules

Chris Lee



# Arcade in Dashboards Beta





# What's the Difference?

- Built on the ArcGIS API for Javascript 4.x
  - Many 'under the hood' enhancements
- Supported data sources now include CSV layers and feature collections
  - Leverage them as data sources for elements
  - Can also use them for actions
- New statistics type: Percentile
  - Available in indicators, gauges, and serial chart elements
- *Arcade expressions* in the list and indicator elements



# How it works

- Create an expression that returns a *dictionary*
- Configure custom attributes
- Reference attributes when configuring element

List Options

```
17 var speedKph = Floor($datapoint.speed * 1.60934);
18
19 return {
20   textColor: '',
21   backgroundColor: '',
22   separatorColor: '',
23   selectionColor: '',
24   selectionTextColor: '',
25   attributes: {
26     kph: speedKph
27   }
28 }
```

Refresh Script ☐

Line Item Template ☐

Normal | Default | *It* | {} | Source

{vehiclename}  
{speed} mph {expression/kph} kph

div p span

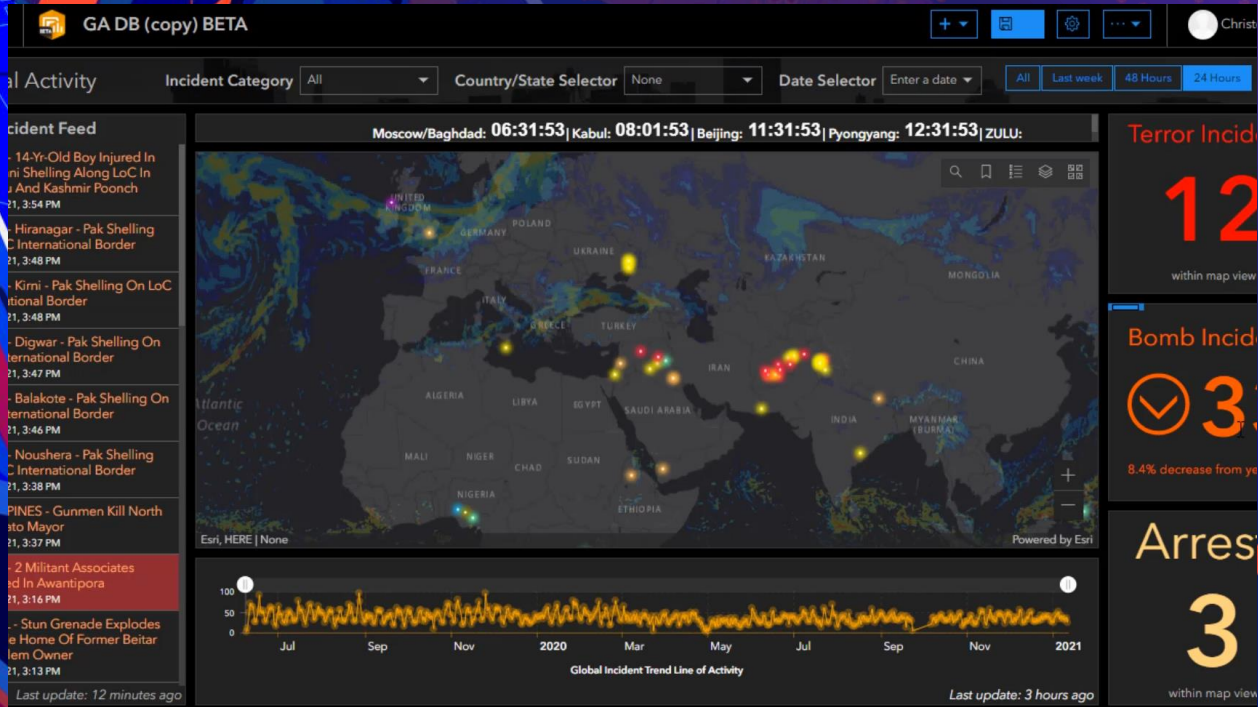
Active Snowplows

Truck1	35 mph (56 kph)
Truck2	30 mph (48 kph)
Truck3	42 mph (67 kph)
Truck4	34 mph (54 kph)
Truck5	33 mph (53 kph)
Truck6	35 mph (56 kph)
Truck7	25 mph (40 kph)
Truck8	0 mph (0 kph)
Truck9	34 mph (54 kph)

Done Cancel

```
1 var speedKph = Floor($datapoint.speed * 1.60934);
2
3 return {
4   textColor: '',
5   backgroundColor: '',
6   separatorColor: '',
7   selectionColor: '',
8   selectionTextColor: '',
9   attributes: {
10    kph: speedKph
11  }
12 }
```





# Demo – Dashboards

Chris Lee

# What's Next for Arcade?

- Improved Web Editor
- Improved International Formatting
- Attribute Rule Support in Hosted Services
- Leveraging Arcade more in Smart Forms and Pop-ups for Dynamic Visibility, Data Population



# Arcade Resources and Examples

- [ArcGIS Arcade documentation and guide](#)
- [ArcGIS Learn lessons and Articles](#)
- [Videos from Esri Events or Online tutorials](#)
- [ArcGIS Blogs about Arcade](#)
  - <https://www.esri.com/arcgis-blog/products/arcgis-online/data-management/your-arcade-questions-answered/>
- [GeoNet](#)
- [Arcade Expressions and You](#) – ArcGIS Online Group
- [Esri/arcade-expressions GitHub repository](#)





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