



Beginning Google Maps API 3 (Expert's Voice in Web Development)

Gabriel Svennerberg

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This book is about the next generation of the Google Maps API. It will provide the reader with the skills and knowledge necessary to incorporate Google Maps version 3 on web pages in both desktop and mobile browsers.

It also describes how to deal with common problems that most map developers encounter at some point, like performance and usability issues with having too many markers and possible solutions to that.

- Introduction to the Google Maps API version 3
- Solutions to common problems most developers encounters (too many markers, common JavaScript pitfalls)
- Best practices using HTML/CSS/JavaScript and Google Maps

What you'll learn

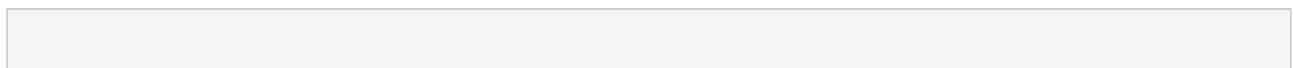
- Building reliable Google Maps web applications
- How to transfer from version 2 to version 3 of the API
- Best practices using HTML/CSS/JavaScript
- Dealing with large amounts of map markers
- How to look up addresses and coordinates using GeoCoding and reversed GeoCoding

Who this book is for

Web designers/web developers with a basic knowledge of HTML, CSS and JavaScript, as well as people with knowledge of the old Google Maps API that needs help to easily transfer to the new API. And, this book is for anyone interested in learning how to integrate Google Maps on their web page.

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