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Mapping API's: Leaflet - Introduction to Legends

Bailey A. Hanson  
Iowa State University, bahanson@iastate.edu

Christopher J. Seeger  
Iowa State University, cjseeger@iastate.edu

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Mapping API’s: Leaflet - Introduction to Legends

Welcome to the Essential ArcGIS Task Sheet Series. This series supplements the Iowa State University Geospatial Technology Training Program short course series. The task sheets are designed to provide quick, easy instructions for performing mapping tasks.

This task sheet builds off of Mapping API’s: Leaflet - Circles and Circle Markers PM2082-15b. The code for that task sheet can be found in the ISU Geospatial Technology Program GitHub page at https://github.com/ISUEOGTP/GISTaskSheets within the Leaflet-Tutorials repository and is named LegendLeaflet.html. This task sheet will give you an introduction to generating legends with Leaflet.

1. Introduction and Setup

a. First, you will need to start with a basic leaflet map setup. Reference the task sheet: Mapping API’s: Leaflet - Getting Started PM2082-14r to learn how to get this set up, or get the starter code from our GitHub page at https://github.com/ISUEOGTP/GISTaskSheets/blob/master/Leaflet-Tutorials/helloLeaflet.htm.

b. Instead of using an external JSON data file for this project, the data will be added directly after the map constructor and referenced using a variable called myPoints. Each point contains three values, a number (0-25), latitude, and longitude.

c. Next, add two arrays. The first array called breaks, contains values defining the minimum value for each corresponding label. The second line of code is a variable named labels. This array contains the category names for sorting data. In this case there are three values, good, fair, and poor. The order in which these appear is important as we will next associate ‘good’ with high values and poor with low values.

d. Add the function getColor to set the color for each marker based on a value in the data. In this function the data value is passed as variable d and tested to see if it is greater than or equal to (>=) the value stored in positions 0,1 or 2 of the breaks array. If the value meets the criteria the color identified is returned. You will see that there is no breaks[2] in the function because all values that are not greater than breaks[1] use the default color red. Note that HTML colors or HEX colors can be used.

e. Next, add a for loop to extract the data from myPoints and test to see what color to apply based on the value stored in position [i][0] of the myPoints data array. Note: the radius style option is commented out. Uncommenting this will display the circles in various sizes. The number is also displayed in a pop-up.
2. Add CSS Styling

a. Data points should now appear on the map. To add a legend you first must provide some CSS code to define the appearance of the Legend elements. Add the CSS code to the right. The .Legend class sets the text color of the label and line weight. .legend i defines the size of the color boxes and .info defines the white legend box.

3. Add Legend Control

a. The final step is to add the legend control. This starts by creating a leaflet control and specifying where it will be displayed on the map. Positions can be bottomright, topright, bottomleft or topleft.

b. Create the legend function shown in the code to the right. This function will create a new DIV on the map that uses the legend and info class items defined in the CSS. The label and breaks arrays are used next along with a call to the getColor function to create legend boxes of the correct color.

c. Add the legend to the map

4. Categories and Customization

a. The use of the label and breaks arrays are not necessary for creating a legend if the breaks are hard-coded into the getColor function or if the JSON data already includes category labels that accompany the values.

a. The code example in this task sheet however was designed to accommodate dynamic changes to the break values. For example, replace var breaks = [17, 14, 0]; with var breaks = [12, 6, 0]; and the map will appear with different colors. This particular example uses only three breaks, but with a little bit more customization you could make the entire getColor function dynamic and allow for additional break values as well as color options.

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Contact:

Bailey Hanson  bahanson@iastate.edu, 515-520-1436 or Professor Christopher J. Seeger, ASLA, GISP cjseeger@iastate.edu, 515-509-0651 for more information about the Geospatial Technology Program. This task sheet and more are available at www.extension.iastate.edu/communities/gis

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