## Mapping API's: Turf.js in the Browser Console

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.

Turf.js is an open source JavaScript library for advanced geospatial analysis that allows for spatial operations to be preformed in the browser. The full build of Turf is around 500 kb which is a fair bit of javascript to load. You can use https://turfjs-builder.herokuapp.com/to create a custom build of the library containing only the modules you need instead of using the content delivery network (CDN) of the library. This task sheet with get you started with using different Turf.js functions such as creating points, polygons, and calculating distance and area.

## 1. Introduction

Turf.js provides geo-calculations and processing within the JavaScript running in the browser and saves the results as variables, arrays or JSON in memory. It is therefore possible to do many calculations without the need of a mapping API such as Google Maps or Leaflet.js. However, a Mapping API is necessary to visualize the results. Visit http://turfjs.org/ and click on the GETTING STARTED link at the top of the left menu. This page will cover using Turf.js in the browser, however it should be noted that Turf.js can also be run within Node.
a. Create a basic HTML page.
b. Within the < HEAD> tag, add the following link to the Turf.js library.
<script src="https://npmcdn.com/@turf/turf/turf. min.js"></script>

## 2. Add Points to Turf.

Three points around Ames, Iowa will be added using the syntax turf.point ([Longitude, Latitude]);
a. Add the three points. Each point will be named with a variable as shown in the code below.

```
//ISU College of Design
var point1 = turf.point([-93.6532,42.0286]);
//Ada Hayden Park Bridge
var point2 = turf.point([-93.6251,42.0680]);
//~center of the polygon which is defined in the
next step
var point3 = turf.point([ -93.64964, 42.08]);


\section*{GETTING STARTED}

\section*{Search modules}

\section*{MEASUREMENT}
along
area
bbox
bboxPolygon

The left menu of the Turf.js website located at http://turfjs.org/getting-started includes links to the different functions and tools the Turf library provides.

\section*{3. Add a Polygon}

Polygons are created using turf.polygon ([ [ [coords 1], [coords 2], [coords 3],[coords 1] ]] syntax where the first and last coordinates are the same. Note var polygon is used to name data in this example.
a. Create a polygon that is roughly one square mile.
```

//Square mile North of Ames, Iowa
var polygon = turf.polygon([[
[-93.65917682647705,42.07787144344134],
[-93.63999366760254,42.07787144344134],
[-93.63999366760254,42.09252225064463],
[-93.65917682647705,42.09252225064463],
[-93.65917682647705,42.07787144344134]
]]);

```

\section*{4. Turf Calculations}

Calculate the area of a polygon using turf.area (variable name).
a. Enter the code below and display the results in the Console. Because the output will contain several decimal places, use .toFixed (2) to limit to two decimals
```

var area = turf.area(polygon);
console.log(area + " sq meters");
console.log((area * 0.00000038610).toFixed(2) +
" sq miles");
console.log("-----");

```
b. The distance between two points uses the syntax turf. distance (point A, point B). Optional unites include degrees, radians, miles, and kilometers.
```

var options = {units: 'miles' };
var distance = turf.distance(point1, point2,
options);
console.log("Distance from pt 1 to 2: " +
distance.toFixed(2) + " "+options.units);
console.log("-----");

```
c. The bearing between two points can be calculated using turf.bearing (point A, point B) . Enter the following code to find the bearing between the College of Design and Ada Hayden Park Bridge.
```

var bearing1 = turf.bearing(point1, point2);

```
var bearing1 = turf.bearing(point1, point2);
console.log("College of Design to Ada Hayden
console.log("College of Design to Ada Hayden
Park Bridge bearing : "+bearing1.toFixed(2)+ "
Park Bridge bearing : "+bearing1.toFixed(2)+ "
degrees");
```

degrees");

```

\section*{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

\footnotetext{
Iowa State University Extension and Outreach does not discriminate on the basis of age, disability, ethnicity, gender identity, genetic information, marital status, national origin, pregnancy, race, religion, sex, sexual orientation, socioeconomic status, or status as a U.S. veteran. (Not all prohibited bases apply to all programs.) Inquiries regarding non-discrimination policies may be directed to Ross Wilburn, Diversity Officer, 2150 Beardshear Hall, 515 Morrill Road, Ames, Iowa 50011, 515-294-1482, wilburn@iastate.edu.
}```

