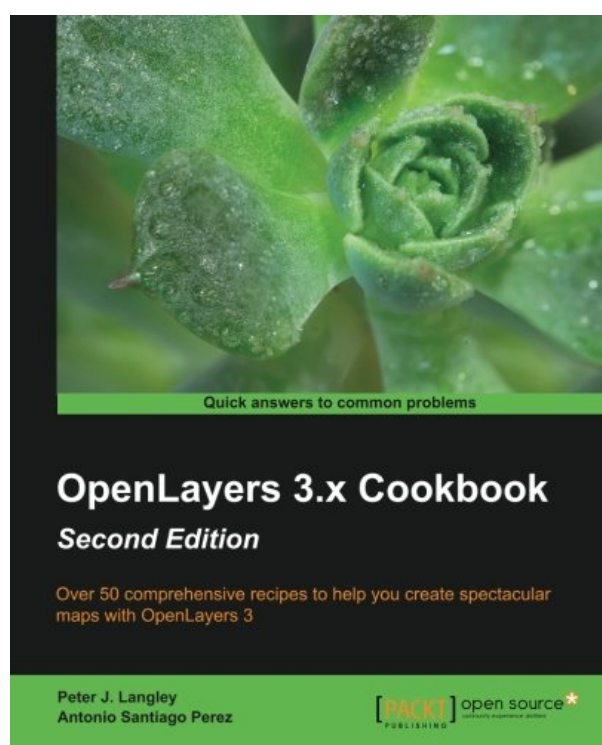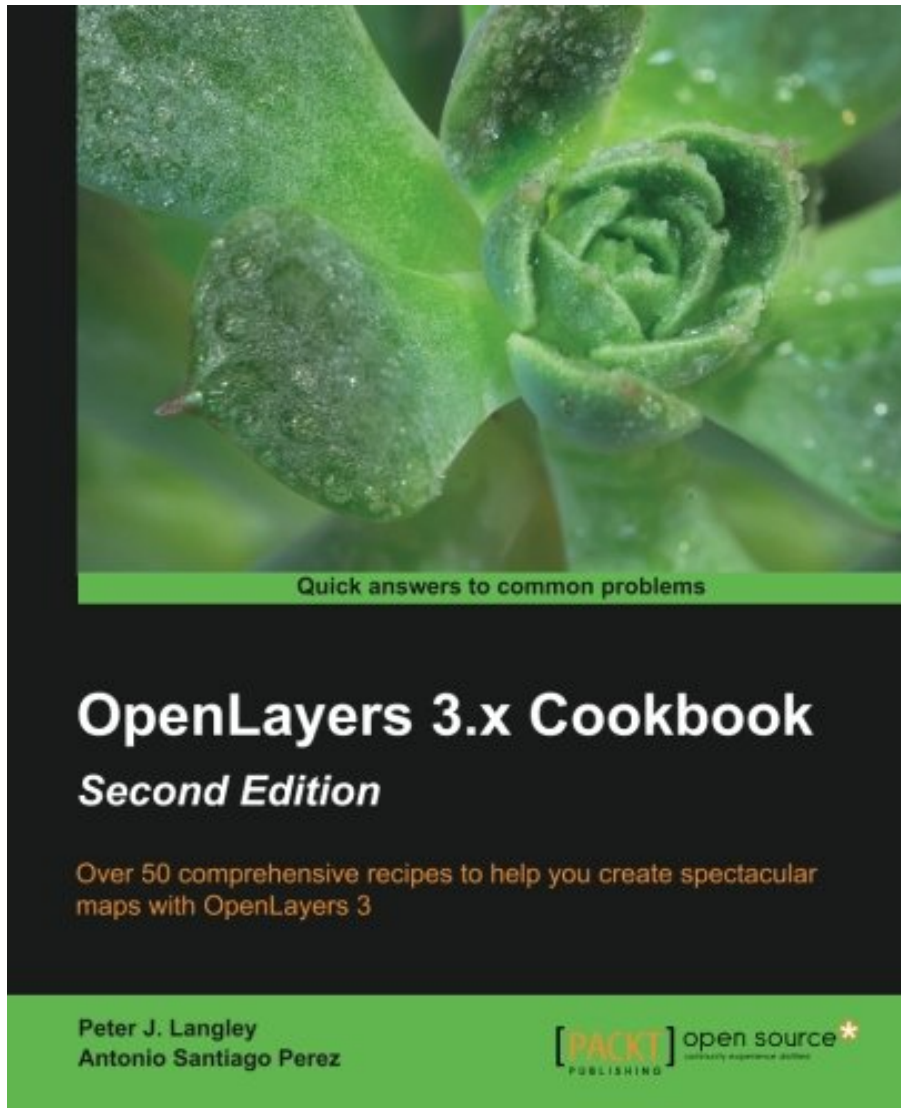# OPENLAYERS 3.X COOKBOOK - SECOND EDITION BY PETER J. LANGLEY, ANTONIO SANTIAGO PEREZ

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About the Author

Peter J. Langley

Peter J. Langley has been developing websites ever since he owned his first computer. He has been working professionally for many years as a lead web developer for various companies and industries as an employee & freelancer. As the influx of available technologies and capabilities in web browsers continues to increase, he has been fortunate enough to play a leading role in the software engineering of some sophisticated solutions, such as web-based GIS applications for Britain's mapping agency, Ordnance Survey. Peter is passionate about the Internet, computing, and software engineering principles. He enjoys working on engaging projects in vibrant atmospheres that quickly deliver value to consumers. He has been sharing how-to guides on his website, www.codechewing.com, for many years. This is a demonstration of his personal desire to encourage people to passionately unite knowledge and thrive from each other's experiences, interests, and perspectives.

Antonio Santiago Perez

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Key Features

- Create highly customized mapping apps for the web with rich interactivity and diverse content using JavaScript
- See how successful mapping apps work and how they integrate with third-party services
- Packed full of code examples, screenshots, and explanations from professionals in the industry

Book Description

OpenLayers 3 is one of the most important and complete open source JavaScript mapping libraries today.

Throughout this book, you will go through recipes that expose various features of OpenLayers 3, allowing you to gain an insight into building complex GIS web applications.

You will get to grips with the basics of creating a map with common functionality and quickly advance to more complicated solutions that address modern challenges. You will explore into maps, raster and vector layers, and styling in depth. This book also includes problem solving and how-to recipes for the most common and important tasks.

What you will learn

- Create stunning maps, and understand projection
- Add customized raster and vector layers
- Work with important tile providers
- Work with OGC, WMS, and WFS compliant servers
- Read/write features from/to different data sources
- Style features to improve their visualization
- Understand events and work with the main controls
- Enhance maps with HTML5 technologies such as Geolocation

About the Author

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interests, and perspectives.

Antonio Santiago Perez is a computer science professional with more than 10 years of experience in designing and implementing systems. Since the beginning of his professional life, his work has been always related to the world of meteorology while working for different companies as an employee or a freelancer. He has experience in development of systems that collect, store, transform, analyze, and visualize data, and he is actively interested in any GIS-related technology with a preference for data visualization. His main field of experience is the Java ecosystem, and he has also actively worked with many related web technologies while looking to improve the client side of web applications. He is a firm believer in software engineering practices and is a follower of agile methodologies, involving customers as the main key to the project's success.

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Good book for both, beginners and experienced OL3 developers
By Jorge Arévalo
I was given this book to review, as I am a software developer with a GIS background. So, I spent a respectable amount of time with it.

First thing I need to say is I love the cookbook approach for books like this one: focused on a library. I want to know how to do things with this version of the library. Period. And this books contains a lot of useful recipes. So, it fullfills its promise.

The 3 first chapters are pretty basic, in my opinion. Good for beginners. Chapters 4 and 5 are more complex, and will keep you really busy. Chapter 6 is all about styling. Very comprehensive, but I prefer a different approach for styling my maps (CartoCSS, for example: separate style from code. CartoDB and Mapbox allow this). Chapter 7 contains a few cool tricks I didn't know about, and leaves you hungry for more recipes.

One thing that bothers me a bit is the lack of live links to jsfiddle/plnkr versions of the recipes. It would be great to read the book while having a running version of the recipes. But maybe the idea is to make you write the recipes by yourself. So, just a matter of personal opinion.

If you're new to OL3, I think this book is perfect to make you productive in short time. But if you worked with OL3 before, you can probably skip chapters 01 to 03, and start with chapter 04.

Anyway, I think you can find interesting recipes here, regardless of your previous experience with OL3. Good book.See all 1 customer reviews...

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