

ArcGIS Maps SDK for JavaScript: Using Arcade with your Apps

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Session overview

- Introduction
 - What is Arcade?
 - Why do I need to use it?
- Learning the Arcade basics
- Using Arcade in the JavaScript SDK profiles
- Arcade executor APIs
 - Executing Arcade on your own terms
 - Creating custom profiles

What is Arcade

Create flexible content from existing data

- **Expression language** for...

- calculating and formatting data values,
- enforcing rules,
- generating content elements, and
- Creating any of the above conditionally.

- Works across ArcGIS applications

- ArcGIS Pro
- ArcGIS Online
- ArcGIS Dashboards
- Developer SDKs
- ... and more!



When should I use Arcade?

- Arcade is especially useful when...
 - You don't own the data
 - The data updates frequently
 - You want to view your dynamic content in other applications (ArcGIS Pro, Native Apps, etc)
 - You want to easily work with feature data to create custom content in your apps
 - Leverage simplified language syntax or convenient built in Arcade functions



Arcade Profiles: Self-contained environments for executing Arcade

Case study: Labeling

INPUT

\$feature

```
AIR_TEMP: 37.20000076293945
ATM_PRESSURE: Null
AVG_PERIOD: Null
DEWPOINT_TEMP: Null
DOM_WAVE_PERIOD: 4
OBS_DATETIME: Jan 30, 2023, 4:00:00 PM
PRESSURE_TENDENCY: Null
R_HUMIDITY: Null
STATIONID: "22101"
TIDE: Null
VISIBILITY: Null
WATER_TEMP: 37.599998474121094
WAVE_HEIGHT: 0.5
WIND_CHILL: 26.799999237060547
WIND_DIRECT: 170
```

PROFILE

Core functions

Geometry functions

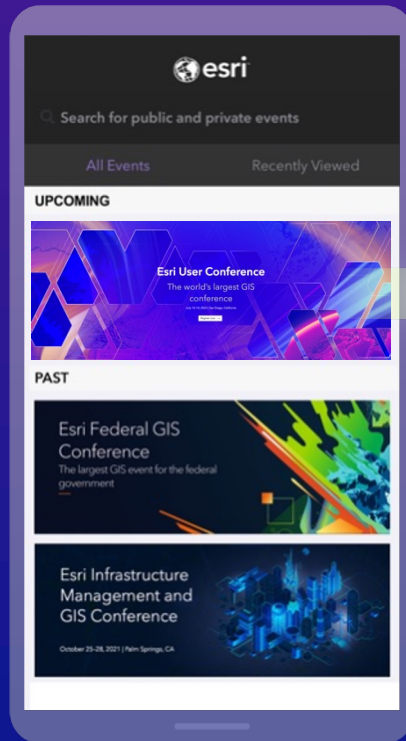
```
1 var f = $feature.AIR_TEMP;
2 var c = (f-32) * (5/9);
3
4 return Text(c, "#°")
```

OUTPUT

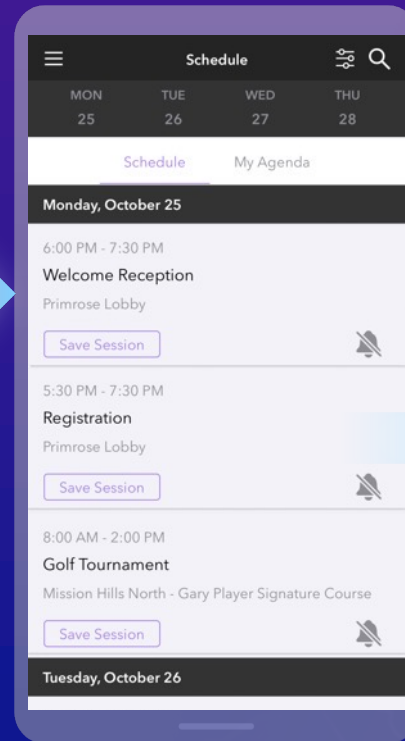
3° C

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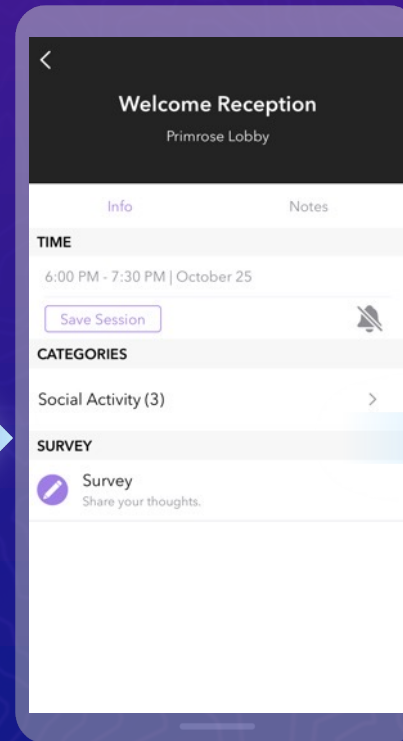
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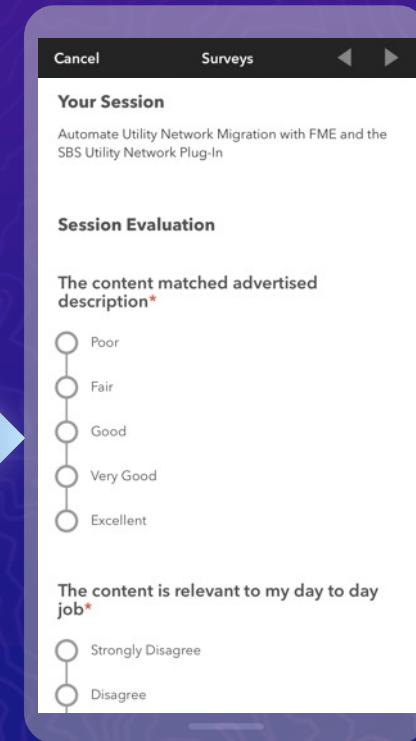
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