

Building Solutions with ArcGIS Engine and Java

Goals of the workshop

- Explain what ArcGIS Engine Java is.
- Create a simple map application in Eclipse IDE.
- Render dynamic objects using dynamic display APIs.
- Develop geoprocessing (GP) tools using ArcObjects Java API.
- Use Java GP tools with ArcGIS Engine, Desktop, and ArcGIS Server.
- What's new in Java Help System at ArcGIS 9.3?

Major topics covered

- What is ArcGIS Engine Java—The Java interoperability story
- The capabilities of ArcGIS Engine Java
- Getting started with ArcGIS Engine Java—Creating a simple map application
- How to render dynamic objects—Introduction to Dynamic Display (DD); capabilities and limitations
- Understanding the DD framework; dynamic layers; drawing cycle; dynamic map events
- The DD APIs to create dynamic layers; adding dynamic layers to a basemap
- The DD drawing APIs to render dynamic symbols
- Effectively managing your basemaps for better performance
- How to create geoprocessing tools in Java using Eclipse IDE
- How to consume Java GP tools in ArcMap, ArcCatalog
- How to consume Java GP tools in ArcGIS Engine and ArcGIS Server applications
- What's new in Java Help System—Navigating the new Help System