

### HTML: configs, layouts, ...

getApi	Add the API dependencies from the CDN
dojoConfig	Configure Dojo loader to load our modules
fullMap	Sets the map to cover 100% of the screen
calcite	Add the Calcite dependencies from the CDN

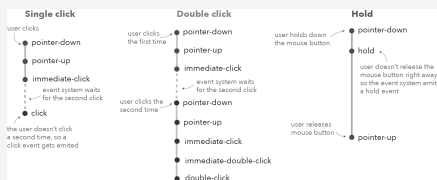
Learn more about options for consuming the API{[link](#)}, Map UI Patterns and Calcite (Esri's Design System).

### Basics

apiKey	User esriConfig to set your API Key
map	Create a new Map
basemapStyle	Supported basemaps using API keys
mapView	Create a new MapView (2D)
sceneView	Create a new SceneView (3D)
webmap	Create a WebMap and a MapView
webscene	Create a WebScene and a SceneView
graphic	Create a new Graphic
spatialReference	SpatialReference constructor props
disableNavigation	Disable view navigation
limitViewExtent	Set view constraints

Learn more about Maps (2D), Scenes (3D), Spatial references, Basemap layers and Graphics.

### MapView events



To learn more about events and watching changes please check these demo apps: [MapView events](#), [watch for changes](#) and [sketch widget events explorers](#)

### Layers

featureLayer	Create a new FeatureLayer
geojsonLayer	Create a new GeoJSONLayer
graphicLayer	Create a new GraphicLayer
findLayer	Find a layer by it's name
hitTest	Recover clicked geometries

### Layers (cont)

featureLayerCS	Create FeatureLayer (client-side)
queryLayer	Server-side query
queryLayerView	Client-side query
layerWhen	When layer the instance is created
featureReductionCluster	Configures clustering using FeatureReductionCluster
featureEffect	FeatureEffect constructor props

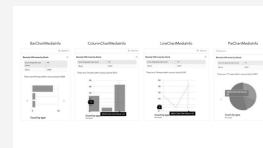
Learn more about how to use Data layers in ArcGIS, Layers and data in the JS API and [Querying and filtering data](#).

### Popups

popupTemplate	PopupTemplate constructor props
fieldInfo	FieldInfo constructor props
expressionInfo	popup/ExpressionInfo constructor props
actionButton	ActionButton constructor props
popupActionListener	Capture custom action click
popupTextContent	TextContent constructor props
popupMediaContent	MediaContent constructor props
popupFieldsContent	FieldsContent constructor props
popupAttachmentsContent	AttachmentsContent constructor props
popupCustomContent	CustomContent constructor props
chartMediaInfo	Charts constructor props
imageMediaInfo	ImageMediaInfo constructor props

Go to the [API reference](#) to learn more about the [Popup](#) and [PopupTemplate](#) modules.

### Preview popup chart types



### 🔧 Widgets

sketch	Create new Sketch widget
search	Create new Search widget
elevationProfile	Create new ElevationProfile widget
swipe	Create new Swipe widget

### 📐 Geometries

pointGeometry	Point constructor props
polylineGeometry	Polyline constructor props
polygonGeometry	Polygon constructor props
circleGeometry	Circle constructor props

Use **geographicToWebMercator** and **webMercatorToGeographic** to convert geometries with Geographic coordinates (wkid 4326: lon, lat) to Web Mercator (wkid 3857: x, y) and vice versa.

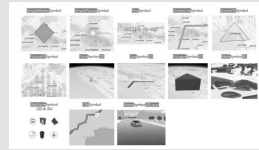
Also use **geometryFromJSON** and **geometryJsonUtils** to create a geometry from a JSON object.

### 📍 Symbols

simpleMarkerSymbol	SimpleMarkerSymbol constructor props
pictureFillSymbol	PictureFillSymbol constructor props
simpleLineSymbol	SimpleLineSymbol constructor props
simpleFillSymbol	SimpleFillSymbol constructor props
WaterSymbol3DLayer	WaterSymbol3DLayer constructor props
symbolFromJSON	Init symbol using class method fromJSON()
symbolJsonUtils.fromJSON	Init symbol using jsonUtils

Use the ArcGIS API for JavaScript 4.x symbol playground and the CIM Symbol builder to help you create new Esri symbols.

### 👁 Symbol types (preview)



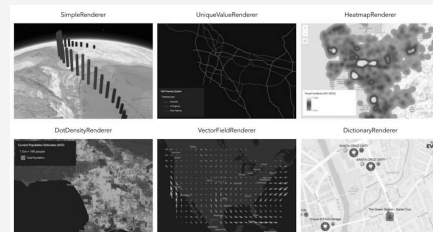
### 🔧 Renderers

simpleRenderer	Create a new SimpleRenderer
uniqueValueRenderer	Create a new UniqueValueRenderer
classBreaksRenderer	Create a new ClassBreaksRenderer
dotDensityRenderer	Create a new DotDensityRenderer
heatmapRenderer	Create a new HeatmapRenderer
dictionaryRenderer	Create a new DictionaryRenderer
rendererFromJSON	Init renderer using class method fromJSON()
rendererJsonUtils	Init renderer using JsonUtils

Configure renderers using the new Map Viewer (or the classic one) and then use the JSON object with the **rendererFromJSON** or **rendererJsonUtils** snippets to instantiate a renderer class.

Read Data-driven visualization to learn more about renderers.

### 👁 Preview renderers



### ⋮ Miscelanea

webgl	Detect WebGL support
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By **hhkaos**  
[cheatography.com/hhkaos/](https://cheatography.com/hhkaos/)

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