Course Content

Course Description:
Arcade is a simple scripting language used across the ArcGIS Platform to customize label expressions and pop-ups, and to create sophisticated symbology by manipulating attributes on-the-fly. Arcade is a secure, cross-platform language which works in ArcGIS Pro, ArcGIS Online and Portal, and in web apps running on desktops or mobile devices. You don't have to be a programmer to incorporate Arcade scripts into your maps and apps. This course will give you a great foundation in the scripting language, and some tips and tricks for incorporating Arcade into your work.

Prerequisites:
Attendees should have knowledge of Microsoft Windows® and be familiar with the basic use of ArcGIS Pro and ArcGIS Online, including the topics covered in either the Introduction to ArcGIS Pro and Web Map Essentials – Adding ArcGIS Online and Portal to Your GIS Skillset or equivalent classes.

Target Student:
ArcGIS Online and ArcGIS Desktop users who want to create better, more useful maps by improving the presentation of pop-ups and labels, and by creating symbology using on-the-fly attribute manipulation.

Topics:
- The Arcade Language – Understanding Where and How Arcade Is Used. (Why Arcade?; Arcade for Customizing Pop-ups; Arcade for Label Expressions; Arcade for Symbology)
- Arcade Basics – Getting Familiar with Arcade Syntax and Rules. (Arcade Syntax; Arcade Profiles; Arcade Returned Values; Arcade Rules; Commonly Used String Manipulation Functions; Simple Field Calculations in Labels and Pop-ups)
- Conditional Statements – Doing More with Your Script – Letting Your Script Make Decisions (If/then Conditional Statements; Using Conditional Statements for labeling, pop-ups, and symbology)
- Arcade Functions– Manipulating Strings, Dates and Numbers, and Accessing Geometry Data. (Calculations with Arcade; Manipulating Strings and Dates with Arcade; Functions for Accessing Geometry Information)
- Arcade for Symbology – Setting Display Properties with Arcade. (Special Symbology with Arcade)