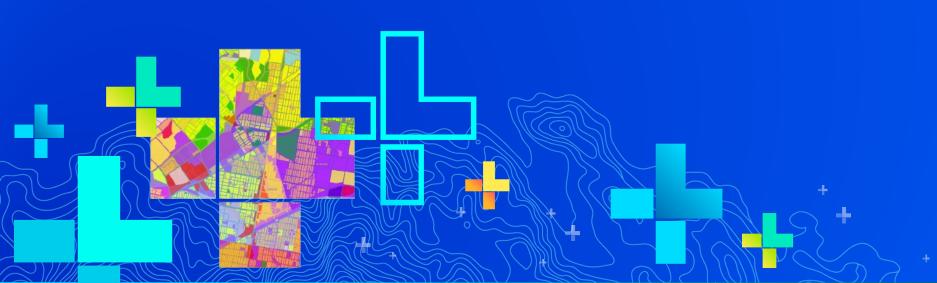


Arcade: An Introduction

Allison Rost

Jack Horton



Arcade is a portable, lightweight, and secure expression language for the ArcGIS Platform.

- Evaluate mathematical equations
- Manipulate text
- Evaluate logical statements
- Query and manipulate geometries
- Alter symbology, transparency, rotation, etc
- Establish rules for attributes
- Format contents of popups

An interoperable expression syntax for

- ArcGIS Pro
- ArcGIS Runtime
- ArcGIS Online and ArcGIS Enterprise
- ArcGIS API for JavaScript
- Attribute Rules in the geodatabase
 - Automatic calculation of fields
 - Constraints and validation

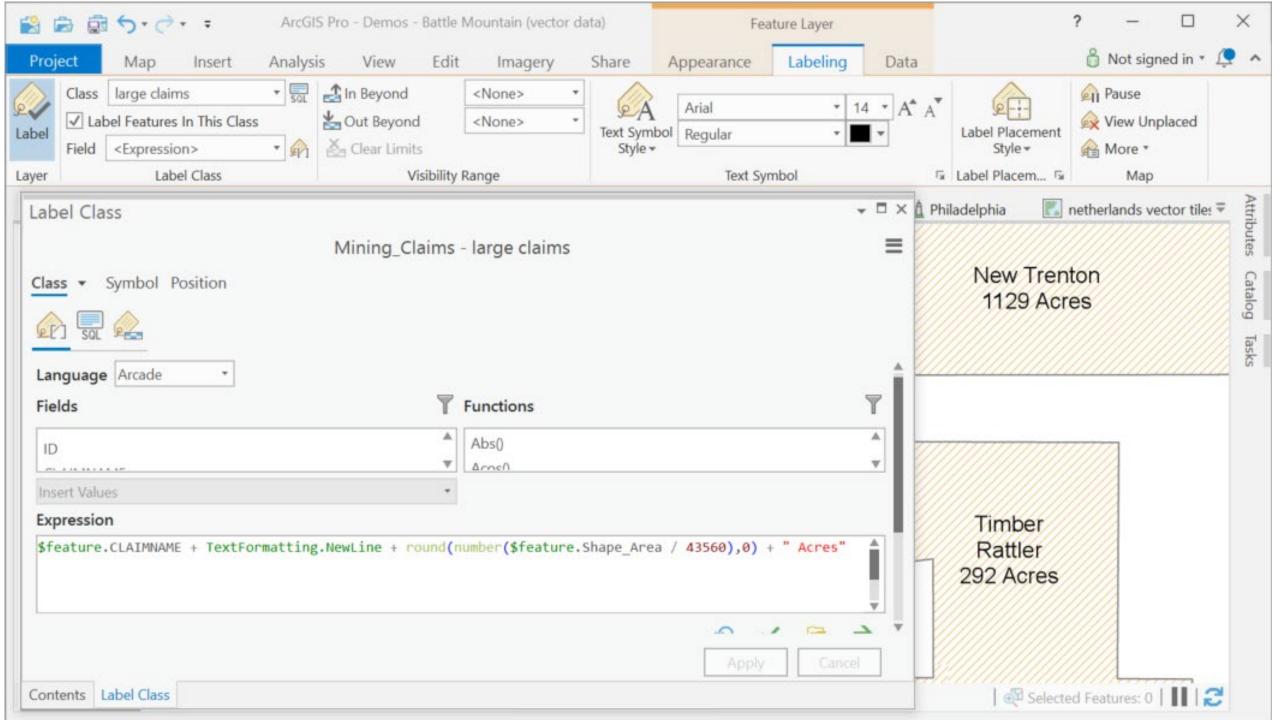
What Arcade is not

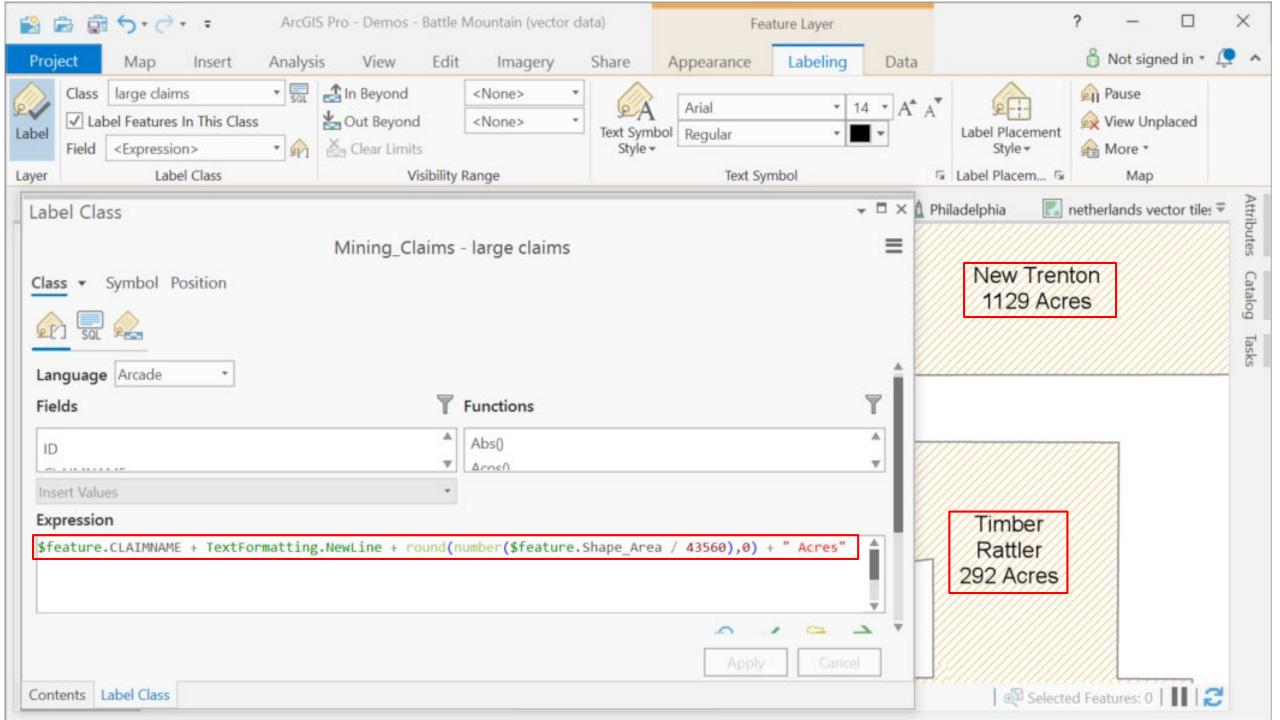
- Not a replacement for Python
- Not a stand-alone scripting environment

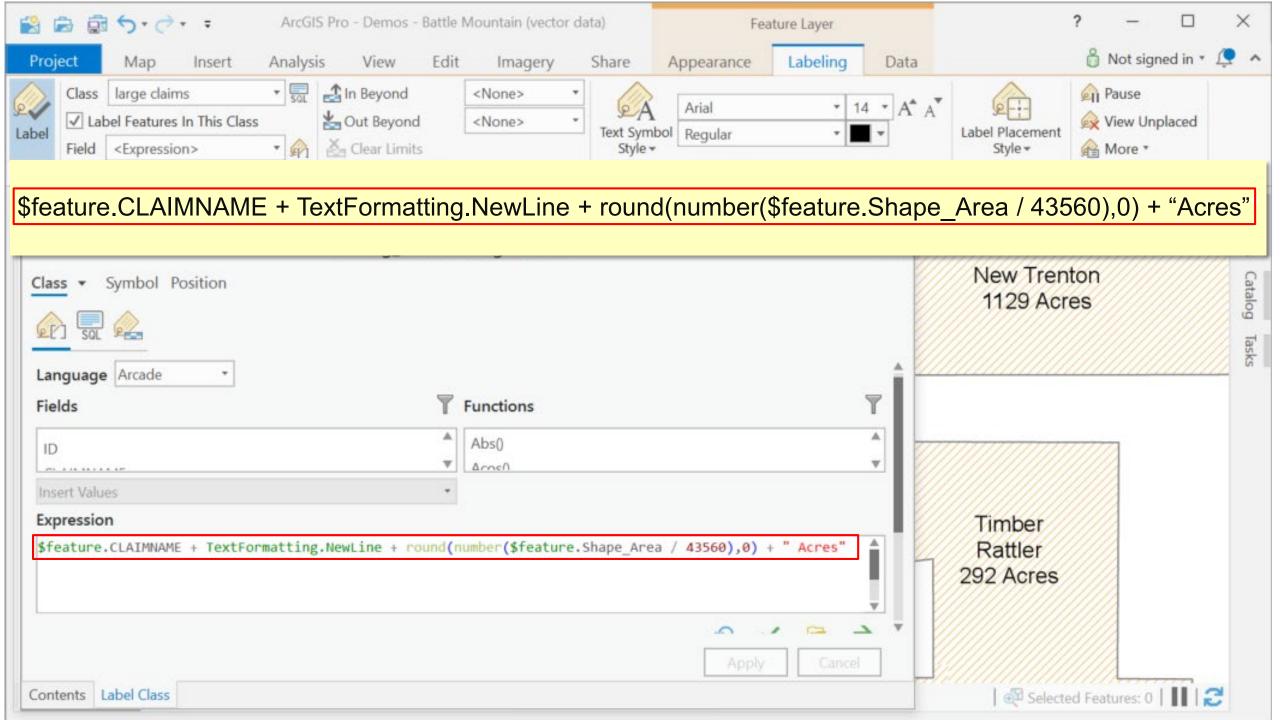
Arcade expressions run inside ArcGIS apps

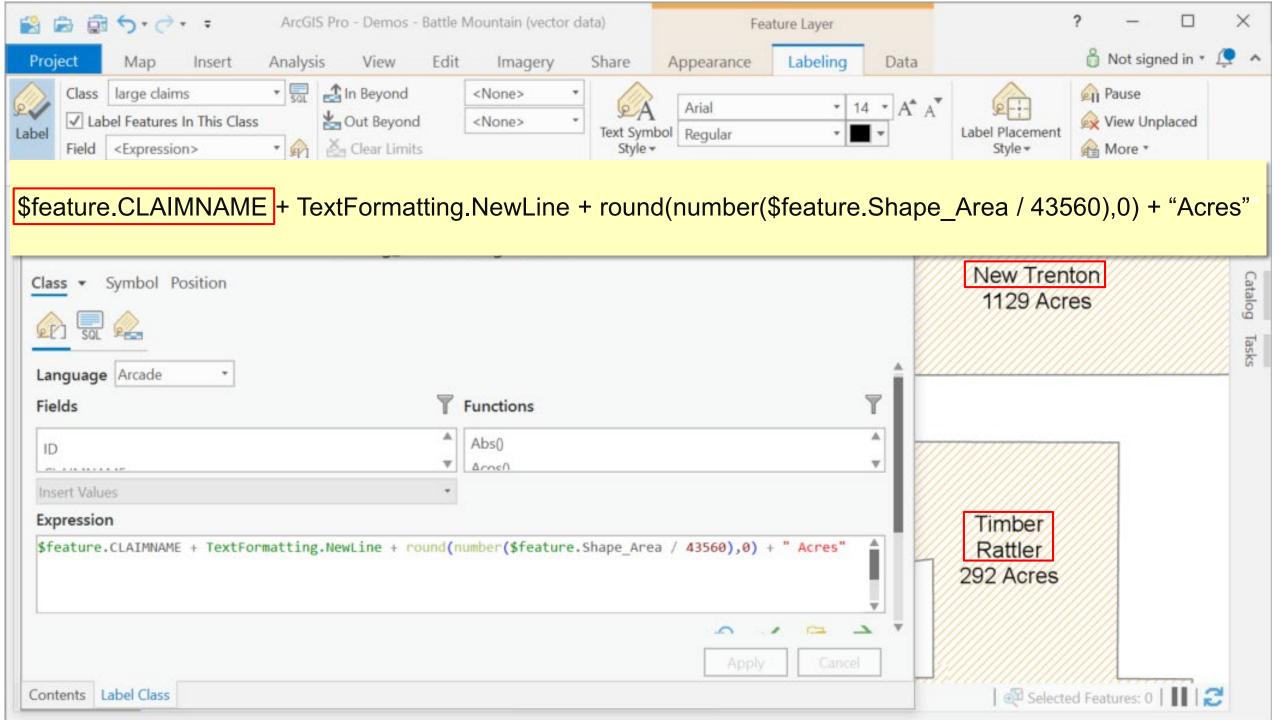
... For example, a label expression in ArcGIS Pro

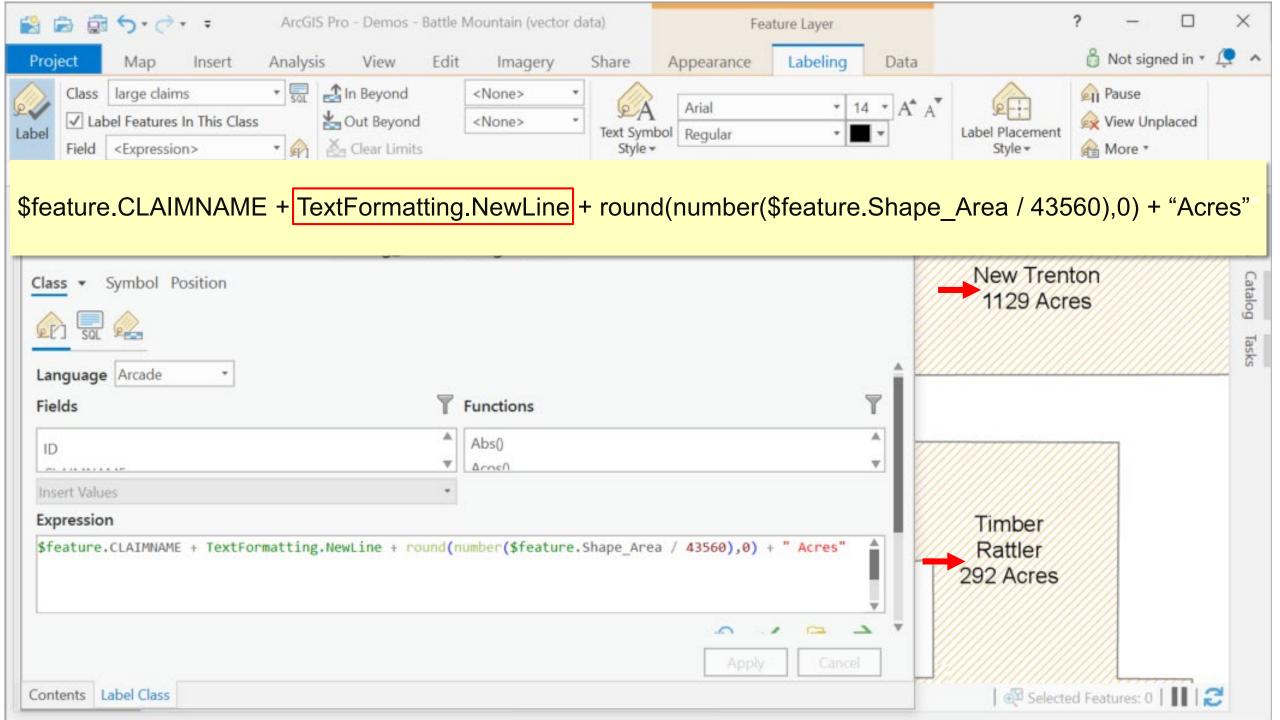


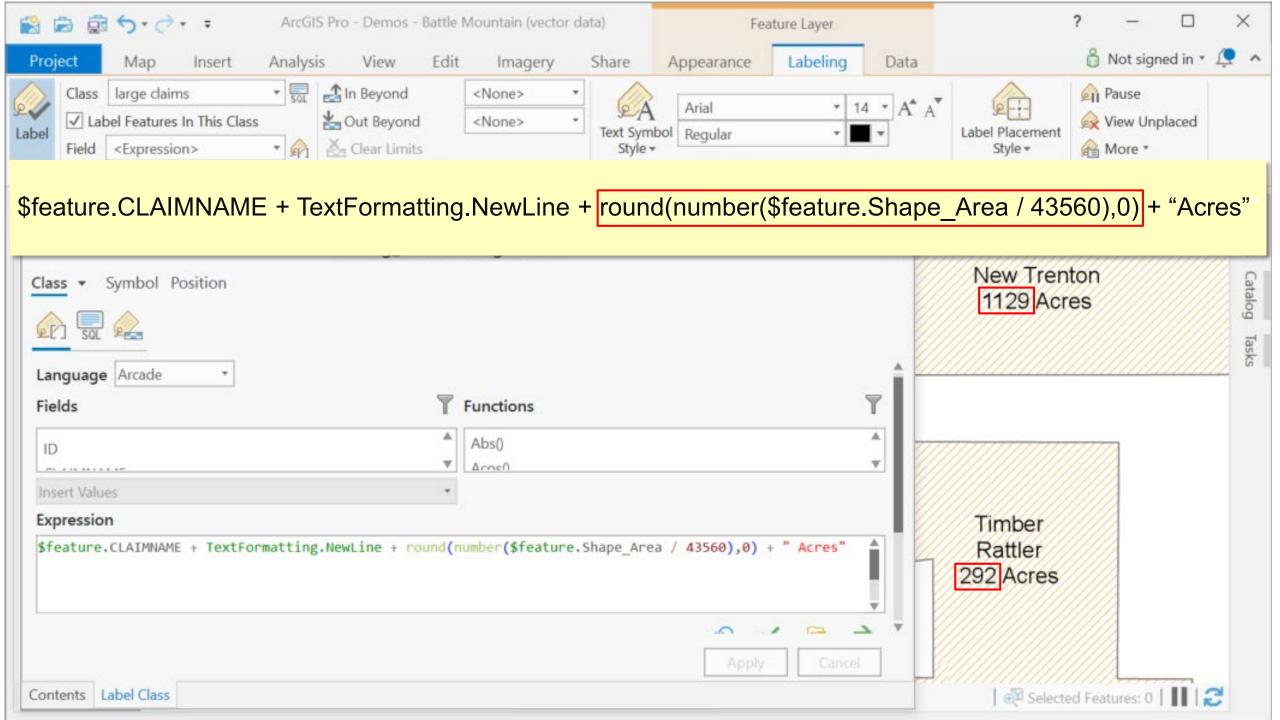


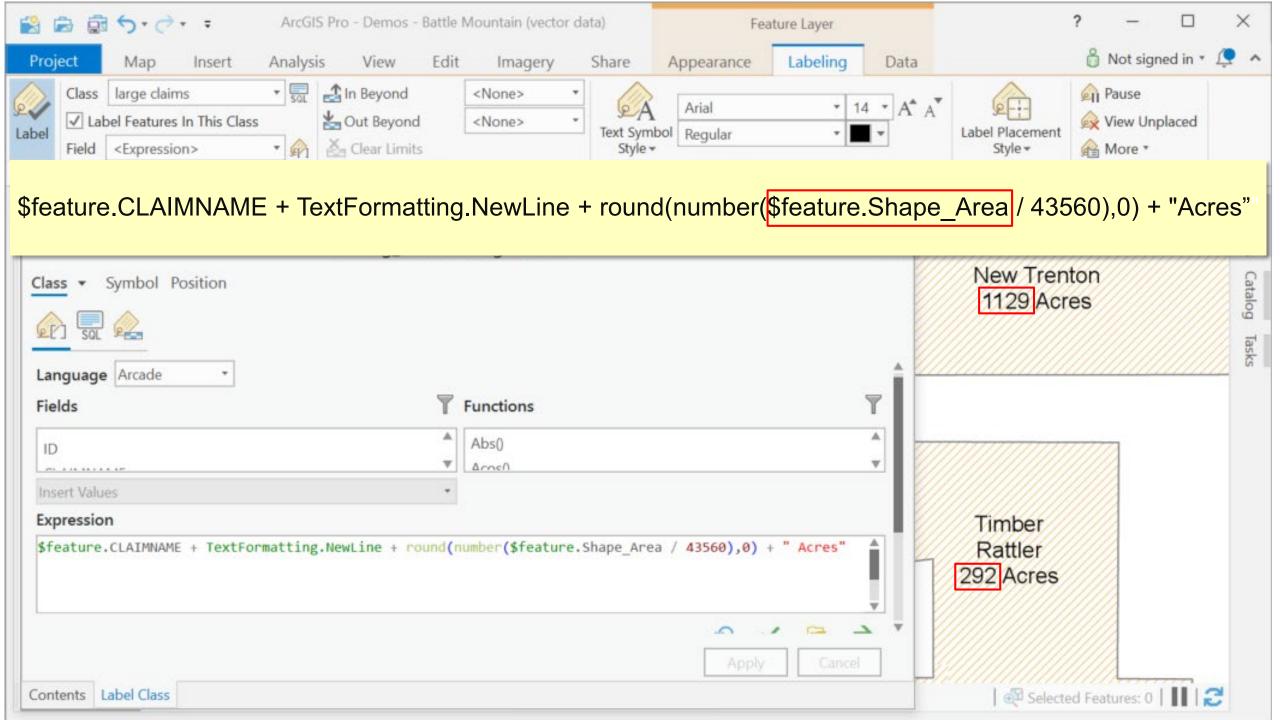


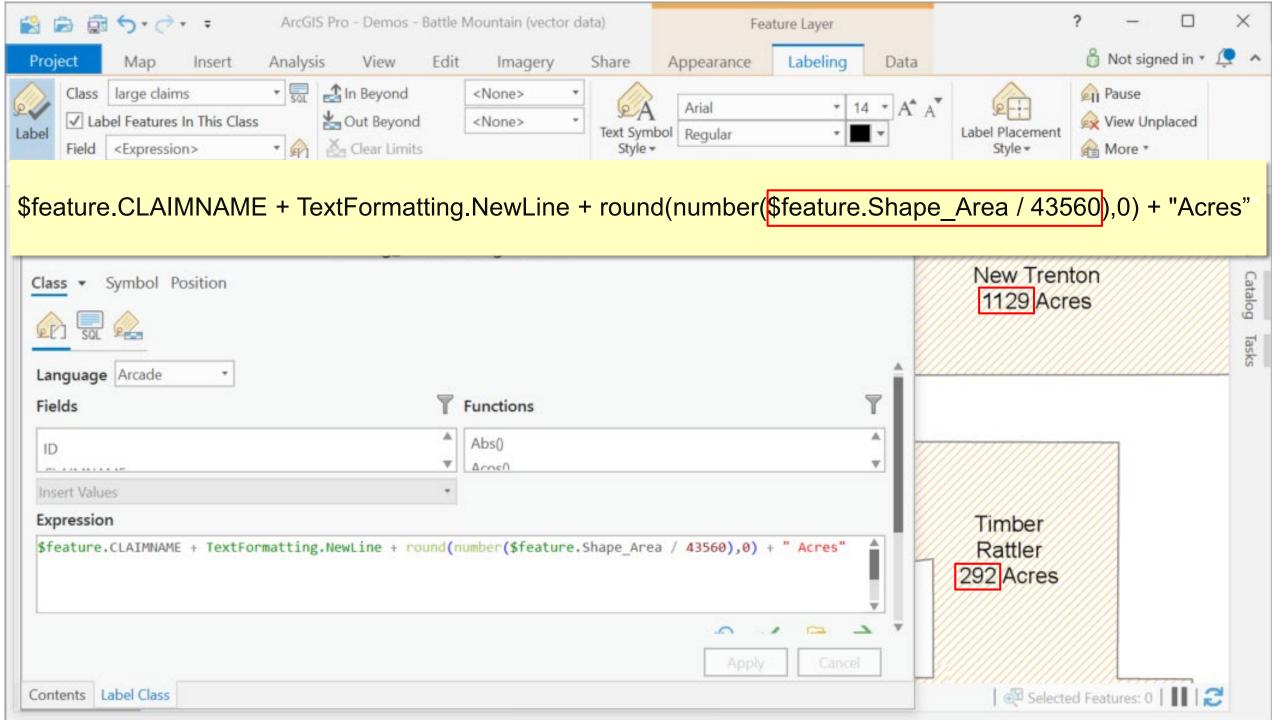


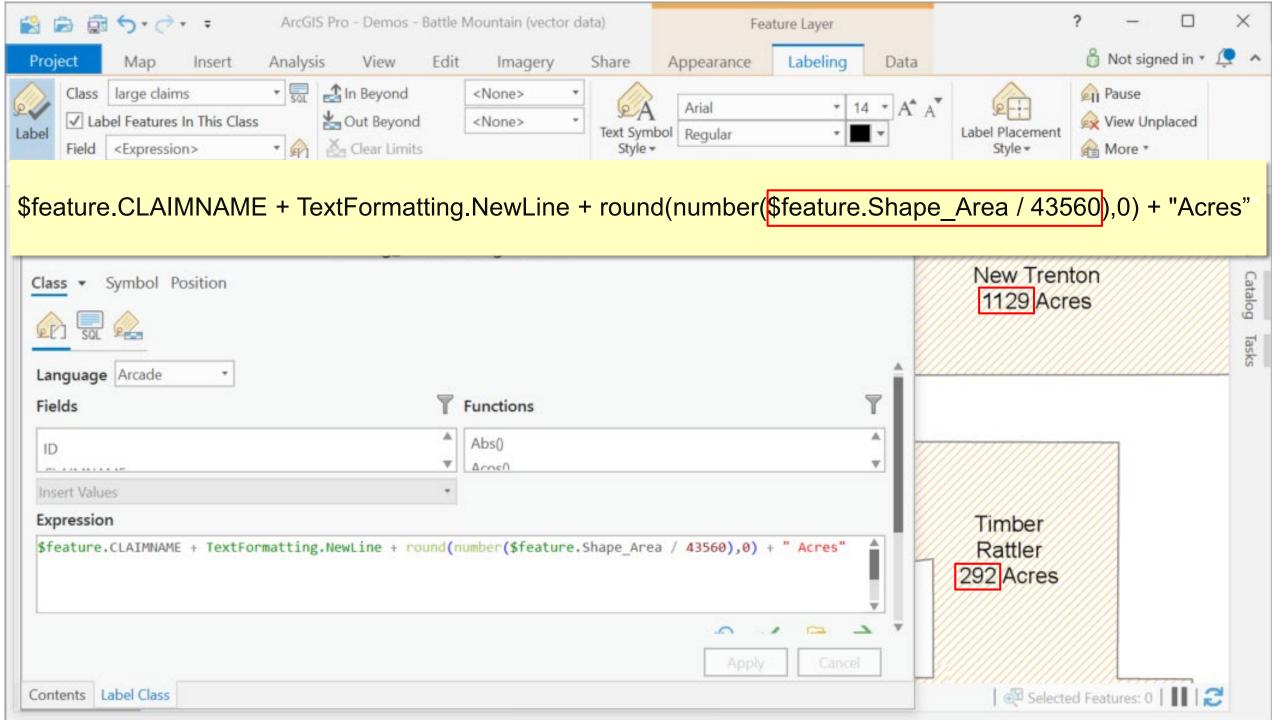


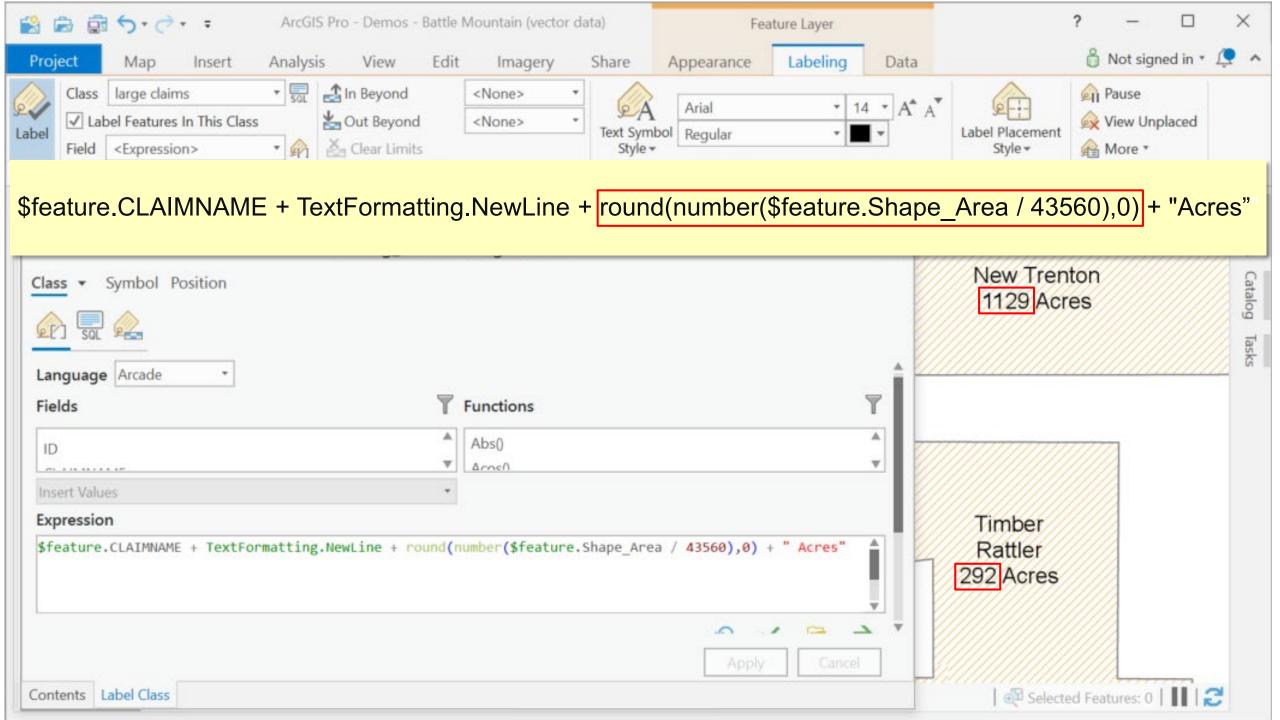


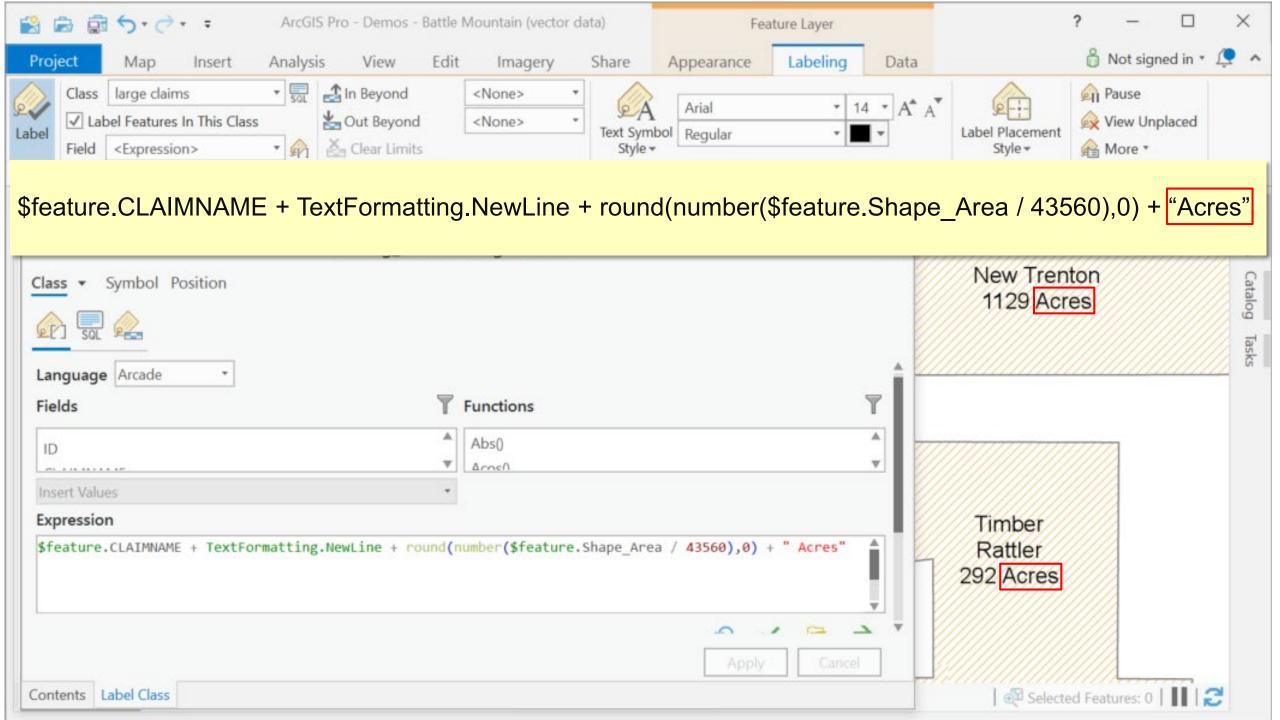


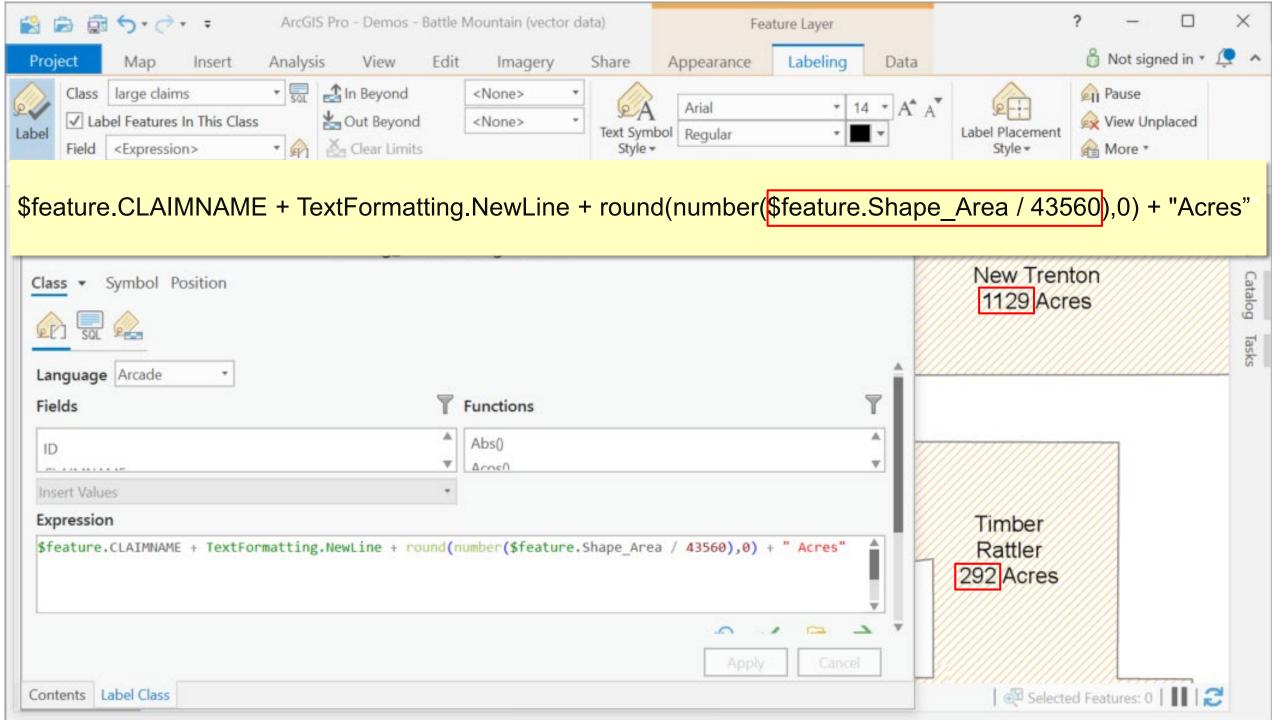


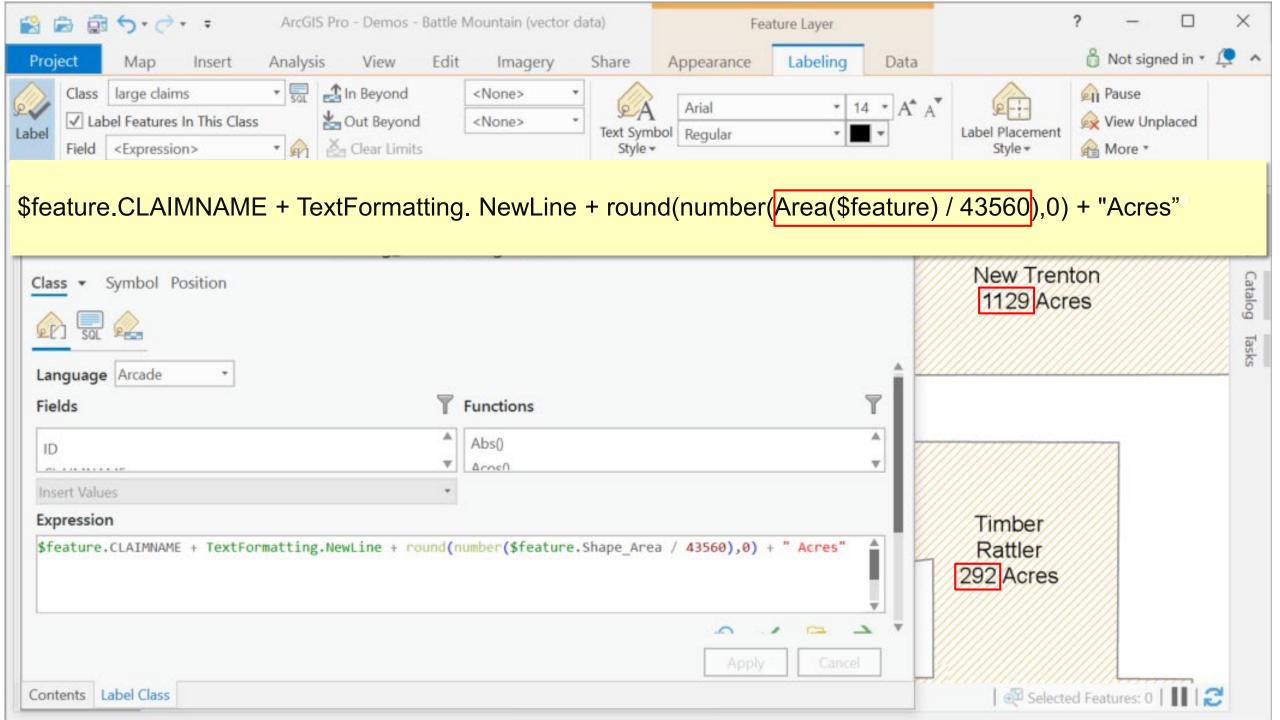


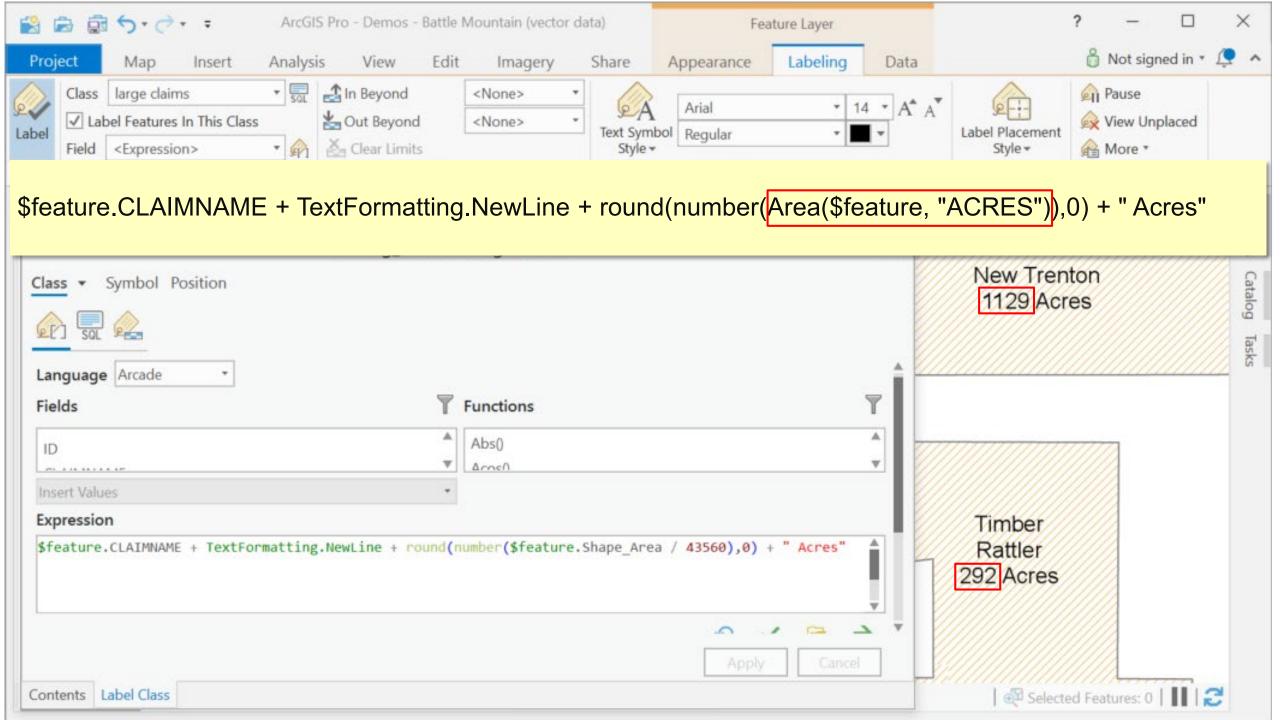


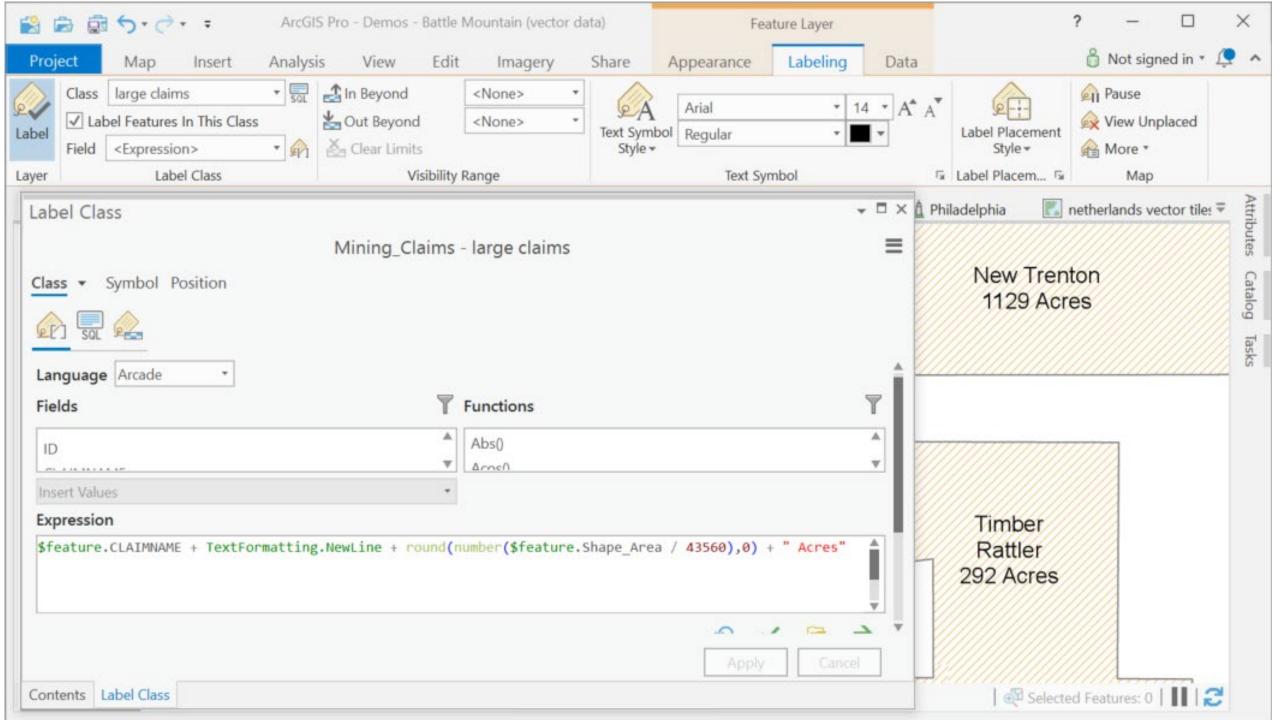












Labeling is a **Profile** in Arcade

A context in which an Arcade expression is evaluated and understood

- A label expression is understood and evaluated in multiple applications
- Here is the same Arcade label expression in the ArcGIS API for JavaScript

Here are the profiles that are currently supported We will show you examples of some of them

- Labeling
- Field Calculate
- Visualization
- Popups
- Alias
- Attribute Rules
- Constraint
- Feature Z

Here are the profiles that are currently supported We will show you examples of some of them

- Labeling
- Field Calculate
- Visualization
- Popups
- Alias
- Attribute Rules
- Constraint
- Feature Z

How to get started

- On ArcGIS for Developers: https://developers.arcgis.com/arcade/
 - Includes a language playground for experimenting with the language