

Building Mapping Applications with QGIS

Create your own sophisticated applications to analyze and display geospatial information using QGIS and Python

Building Mapping Applications With Qgis Westra Erik

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Building Mapping Applications with QGIS Erik Westra, 2014-12-30 If you are an experienced Python developer who wants to create your own geospatial applications with minimum fuss this is the book for you While some familiarity with mapping applications would be an advantage no prior knowledge of geospatial concepts is required Even if you ve never used OGIS before this book will quickly get you up to speed OGIS Python Programming Cookbook Toel Lawhead, 2015-03-26 If you are a geospatial analyst who wants to learn more about automating everyday GIS tasks or a programmer who is responsible for building GIS applications this book is for you The short reusable recipes make concepts easy to understand You can build larger applications that are easy to maintain when they are put together Mastering QGIS Kurt Menke, GISP,Dr. Richard Smith Jr., GISP,Dr. Luigi Pirelli,Dr. John Van Hoesen, GISP,2015-03-30 If you are a GIS professional a consultant a student or perhaps a fast learner who wants to go beyond the basics of QGIS then this book is for you It will prepare you to realize the full potential of OGIS **QGIS By Example** Alexander Bruy, Daria Svidzinska, 2015-06-29 QGIS is a leading user friendly cross platform open source desktop geographic information system GIS It provides many useful capabilities and features and their number is continuously growing More and more private users and companies choose QGIS as their primary GIS software because it is very easy to use feature rich extensible and has a big and constantly growing community This book guides you from OGIS installation through data loading and preparation to performing most common GIS analyses You will perform different types of GIS analyses including density visibility and suitability analysis on practical real world data Finally you will learn how to become more productive and automate your everyday work with the help of the QGIS Processing framework and by developing your own Python plugins By the end of this book you will have all the necessary knowledge about handling and analyzing spatial data OGIS Blueprints Ben Mearns, 2015-09-25 Develop analytical location based web applications with OGIS About This Book Tame geographic information workflows with OGIS blueprints for smart web applications Create geographic web applications using QGIS and free open source software Blueprints provide real world applications covering many use cases Who This Book Is For This book encompasses relatively experienced GIS developers who have a strong grounding in the fundamentals of GIS development They will have used QGIS before but are looking to understand how to develop more complex layered map applications that expose various data sets utilize different visualizations and are consumable usable by end users What You Will Learn Review geographic information principles and the application of these principles in the QGIS free open source ecosystem Perform advanced analysis with site selection hydrologic and topological networks Build performant web applications by tile caching and generating static assets Provide collaborative editing capabilities for your team or community Develop custom and dynamic analysis and visualization capabilities Select the best components from desktop and web for your use case Integrate it with social media and crowdsourcing In Detail QGIS the world's most popular free open source desktop geographic information system

software enables a wide variety of use cases involving location previously only available through expensive specialized commercial software However designing and executing a multi-tiered project from scratch on this complex ecosystem remains a significant challenge This book starts with a primer on QGIS and closely related data software and systems We ll guide you through six use case blueprints for geographic web applications Each blueprint boils down a complex workflow into steps you can follow to reduce time lost to trial and error By the end of this book readers should be able to build complex layered applications that visualize multiple data sets employing different types of visualization and give end users the ability to interact with and manipulate this data for the purpose of analysis Style and approach This is a comprehensive guide to the application of QGIS and free open source software in creating web applications from analysis Step by step blueprints guide the reader through analytical and web development topics and designs **Python Geospatial Analysis Essentials** Erik Westra, 2015-06-23 Python is a highly expressive language that makes it easy to write sophisticated programs Combining high quality geospatial data with Python geospatial libraries will give you a powerful toolkit for solving a range of geospatial programming tasks The book begins with an introduction to geospatial analysis and programming and explains the ideas behind geospatial data You will explore Python libraries for building your own geospatial applications You will learn to create a geospatial database for your application using PostGIS and the psycopg2 library and see how the Mapnik library can be used to create attractive and useful maps Finally you will learn to use the Shapely and NetworkX libraries to create analyze and manipulate complex geometric objects before implementing a system to match GPS recordings against a database of roads to produce a heatmap of the most frequently used roads Modular Programming with Python Erik Westra, 2016-05-26 Introducing modular techniques for building sophisticated programs using Python About This Book The book would help you develop succinct expressive programs using modular deign The book would explain best practices and common idioms through carefully explained and structured examples It will have broad appeal as far as target audience is concerned and there would be take away for all beginners to Python Who This Book Is For This book is intended for beginner to intermediate level Python programmers who wish to learn how to use modules and packages within their programs While readers must understand the basics of Python programming no knowledge of modular programming techniques is required What You Will Learn Learn how to use modules and packages to organize your Python code Understand how to use the import statement to load modules and packages into your program Use common module patterns such as abstraction and encapsulation to write better programs Discover how to create self testing Python packages Create reusable modules that other programmers can use Learn how to use GitHub and the Python Package Index to share your code with other people Make use of modules and packages that others have written Use modular techniques to build robust systems that can handle complexity and changing requirements over time In Detail Python has evolved over the years and has become the primary choice of developers in various fields The purpose of this book is to help readers develop readable reliable and maintainable

programs in Python Starting with an introduction to the concept of modules and packages this book shows how you can use these building blocks to organize a complex program into logical parts and make sure those parts are working correctly together Using clearly written real world examples this book demonstrates how you can use modular techniques to build better programs A number of common modular programming patterns are covered including divide and conquer abstraction encapsulation wrappers and extensibility You will also learn how to test your modules and packages how to prepare your code for sharing with other people and how to publish your modules and packages on GitHub and the Python Package Index so that other people can use them Finally you will learn how to use modular design techniques to be a more effective programmer Style and approach This book will be simple and straightforward focusing on imparting learning through a wide array of examples that the readers can put into use as they read through the book They should not only be able to understand the way modules help in improving development but they should also be able to improvise on their techniques of writing concise and effective code **Python Geospatial Development** Erik Westra, 2016-05-23 Develop sophisticated mapping applications from scratch using Python 3 tools for geospatial development About This Book Build web applications based around maps and geospatial data using Python 3 x Install and use various toolkits and obtain geospatial data for use in your programs This practical hands on book will teach you all about geospatial development in Python Who This Book Is For This book is for experienced Python developers who want to learn about geospatial concepts obtain and work with geospatial data solve spatial problems and build sophisticated map based applications using Python What You Will Learn Access manipulate and display geospatial data from within your Python programs Master the core geospatial concepts of location distance units projections and datums Read and write geospatial data in both vector and raster format Perform complex real world geospatial calculations using Python Store and access geospatial information in a database Use points lines and polygons within your Python programs Convert geospatial data into attractive maps using Python based tools Build complete web based mapping applications using Python In Detail Geospatial development links your data to locations on the surface of the Earth Writing geospatial programs involves tasks such as grouping data by location storing and analyzing large amounts of spatial information performing complex geospatial calculations and drawing colorful interactive maps In order to do this well you ll need appropriate tools and techniques as well as a thorough understanding of geospatial concepts such as map projections datums and coordinate systems This book provides an overview of the major geospatial concepts data sources and toolkits It starts by showing you how to store and access spatial data using Python how to perform a range of spatial calculations and how to store spatial data in a database Further on the book teaches you how to build your own slippy map interface within a web application and finishes with the detailed construction of a geospatial data editor using the GeoDjango framework By the end of this book you will be able to confidently use Python to write your own geospatial applications ranging from quick one off utilities to sophisticated web based applications using maps and other geospatial data Style and

approach This book is a comprehensive course in geospatial development The concepts you need to know are presented in a hands on fashion with example code to help you to solve real world problems right away Larger programs are built up step by step while guiding you through the process of building your own sophisticated mapping applications **OGIS** Python Programming Techniques Erik Westra, 2017 Using the more advanced aspects of the QGIS geographical information system this video course shows how to build sophisticated geospatial applications using Python Geospatial applications are often very complicated using OGIS however you can avoid a lot of this complexity by developing at a higher level making use of the many viewing tools and analyzing and editing geospatial data provided by the QGIS system Using these tools you can build more sophisticated geospatial applications with less time and effort The course starts with an in depth look at the OGIS Python API concentrating on how this library can be used to display information on a map We then look at how external applications that use the PyQGIS library can let the user select and edit geospatial features We go on to use the knowledge we have gained to implement a sophisticated turnkey mapping system called ForestTrails This application includes the ability to add edit and delete tracks on top of a detailed basemap and lets you find the shortest path between two points by following the network of tracks This example will serve as a springboard for the user's own developmental efforts as well as being a complete and very useful program in its own right Resource description page Introduction to QGIS Python Programming Erik Westra, 2016 QGIS is a standalone geographical information system that is an application for viewing analyzing and editing geospatial data This video course shows how to leverage QGIS as a tool for developing geospatial applications using Python Geospatial applications are often very complicated using QGIS you can avoid a lot of this complexity by developing at a higher level making use of many of the tools for viewing analyzing and editing geospatial data that are provided by the QGIS system Using these tools you can build more sophisticated geospatial applications with less time and effort Resource description page

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