Geoserver Beginners Guide Download

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Telematics and Computing Packt Publishing Ltd

Create and manage spatial data with PostGIS Key Features Import and export geographic data from the PostGIS database using the available tools Maintain, optimize, and fine-tune spatial data for long-term viability Utilize the parallel support functionality that was introduced in PostgreSQL 9.6 Book Description PostGIS is a spatial database that integrates the advanced storage and analysis of vector and raster data, and is remarkably flexible and powerful. PostGIS provides support for geographic objects to the PostgreSQL object-relational database and is currently the most popular open source spatial databases. If you want to explore the complete range of PostGIS techniques and expose related extensions, then this book is for you. This book is a comprehensive guide to PostGIS tools and concepts which are required to manage, manipulate, and analyze spatial data in PostGIS. It covers key spatial data manipulation tasks, explaining not only how each task is performed, but also why. It provides practical guidance allowing you to safely take advantage of the advanced technology in PostGIS in order to simplify your spatial database administration tasks. Furthermore, you will learn to take advantage of basic and advanced vector, raster, and routing approaches along with the concepts of data maintenance, optimization, and performance, and will help you to integrate these into a large ecosystem of desktop and web tools. By the end, you will be armed with all the tools and instructions you need to both manage the spatial database system and make better decisions as your project's requirements evolve. What you will learn Import and export geographic data from the PostGIS database using the available tools Structure spatial data using the functionality provided by a combination of PostgreSQL and PostGIS Work with a set of PostGIS functions to perform basic and advanced vector analyses Connect PostGIS with Python Learn to use programming frameworks around PostGIS Maintain, optimize, and fine-tune spatial data for long-term viability Explore the 3D capabilities of PostGIS, including LiDAR point clouds and point clouds derived from Structure from Motion (SfM) techniques Distribute 3D models through the Web using the X3D standard Use PostGIS to develop powerful GIS web applications using Open Geospatial Consortium web standards Master PostGIS Raster Who this book is for This book is for developers who need some quick solutions for PostGIS. Prior knowledge of PostgreSQL and spatial concepts would be an added advantage.

The PyQGIS Programmer's Guide Packt Publishing Ltd

This book presents a set of recent advances that involve the areas of multimedia, IoT, and web technologies. These advances incorporate aspects of clouds, artificial intelligence, data analysis, user experience, and games. In this context, the work will bring the reader the opportunity to understand new possibilities of use and research in these areas. We think that this book is suitable for students (postgraduates and undergraduates) and lecturers on these specific topics. Professionals can also benefit from the book since some chapters work with practical aspects relevant to the industry.

Programming Arcgis Pro With Python Springer Nature

Over 60 recipes to create GIS web applications with the open source JavaScript library.

Lean Analytics Gregory Giuliani

This hands on exercise book starts with an overview of the Python 3.x language. You'll learn the basic constructs of this powerful, easy to learn language for automating your ArcGIS Pro geoprocessing tasks. You'll also learn how to install, configure, and write scripts using the popular PyCharm development environment. We'll then dive into the details of the ArcGIS Pro arcpy module by learning how to execute geoprocessing tools from your scripts. From there you'll learn how to manage project and layer files, and manage the data within those files. You'll discover how to programmatically add, insert, remove, and move layers in table of contents. Next, you'll learn how to apply symbology and update properties of layers, work with 2D and 3D display properties, and manage layouts. You'll also learn how to automate map production through the use of map series functionality, formerly called map books. The later part of the books covers attribute and spatial queries, and the creation of selection sets for feature classes and tables along with the arcpy data access module for insert, updating, and deleting data from feature classes and tables. Finally, we'll close the book by discovering how you can create your own custom geoprocessing tools using custom toolboxes with ArcGIS Pro and Python.

Web Mapping Illustrated Springer

This tutorial complements the “Bringing GEOSS services into practice” workshop available at http://www.geossintopractice.org.

GeoServer Beginner's Guide Packt Publishing Ltd

This book gathers papers presented at the International Conference on Advanced Intelligent Systems for Sustainable Development (AI2SD-2018), which was held in Tangiers, Morocco on 12–14 July 2018. It highlights how advanced intelligent systems have successfully been used to develop tools and techniques for modeling, prediction and decision support in connection with the environment. Though chiefly intended for researchers and practitioners in advanced intelligent systems for sustainable development, the book will also be of interest to those working in environment and the Internet of Things, environment and big data analysis, summarization, prediction, remote sensing & geo-information, geophysics, marine and coastal environments, and sensor networks for environment services.

Open Source GIS: A GRASS GIS Approach Packt Publishing Ltd

This step-by-step guide will teach you how to use GeoServer to build custom and interactive maps using your data.About This Book* Exploit the power of GeoServer to provide agile, flexible, and low -cost community projects* Share real-time maps quickly* Boost your map server's performance using the power and flexibility of GeoServerWho This Book Is ForIf you are a web developer with knowledge of server side scripting, have experience in installing applications on the server, and want to go beyond Google Maps by offering dynamically built maps on your site with your latest geospatial data stored in MySQL, PostGIS, MySQL, or Oracle, this is the book for you.What You Will Learn* Install GeoServer quickly* Access dynamic real-time geospatial data that you can easily integrate into your own web-based application* Create custom styles for lines, points, and polygons for great-looking maps* Command GeoServer remotely using REST* Tune your GeoServer instance for performance* Move GeoServer into production* Learn advanced topics to extend GeoServer's capabilitiesIn DetailGeoServer is an opensource server written in Java that allows users to share, process, and edit geospatial data. This book will guide you through the new features and improvements of GeoServer and will help you get started with it. GeoServer Beginner's Guide gives you the impetus to build custom maps using your data without the need for costly commercial software licenses and restrictions. Even if you do not have prior GIS knowledge, you will be able to make interactive maps after reading this book.You will install GeoServer, access your data from a database, and apply style points, lines, polygons, and labels to impress site visitors with real-time maps. Then you follow a step-by-step guide that installs GeoServer in minutes. You will explore the web-based administrative interface to connect to backend data stores such as PostGIS, and Oracle. Going ahead, you can display your data on web-based interactive maps, use style lines, points, polygons, and embed images to visualize this data for your web visitors. You will walk away from this book with a working application ready for production.After reading GeoServer Beginner's Guide, you will be able to build beautiful custom maps on your website using your geospatial data.Style and approachStep-by-step instructions are included and the needs of a beginner are totally satisfied by the book. The book consists of plenty of examples with accompanying screenshots and code for an easy learning curve.

PostGIS in Action Packt Publishing Ltd

Welcome to the world of PyQGIS, the blending of QGIS and Python to extend and enhance your open source GIS toolbox. With PyQGIS you can write scripts and plugins to implement new features and perform automated tasks. This book covers version 3.0 of the QGIS application programming interface (API), featuring Python 3.

OpenStreetMap Packt Publishing Ltd

Google Maps API Cookbook follows a fast-paced, high-level, structured cookbook approach, with minimal theory and an abundance of practical, real-world examples explained in a thorough yet concise manner to help you learn quickly and efficiently. Google Maps API Cookbook is for developers who wish to learn how to do anything from adding a simple embedded map to a website to developing complex GIS applications with the Google Maps JavaScript API. It is targeted at JavaScript developers who know how to get by but who are also seeking the immediacy of recipe-based advice.

OpenLayers Cookbook Packt Publishing Ltd

This book publishes the best papers accepted and presented at the 3rd edition of the International Conference on Advanced Intelligent Systems for Sustainable Development Applied to Agriculture, Energy, Health, Environment, Industry, Education, Economy, and Security (AI2SD’2020). This conference is one of the biggest amalgamations of eminent researchers, students, and delegates from both academia and industry where the collaborators have an interactive access to emerging technology and approaches globally. In this book, readers find the latest ideas addressing technological issues relevant to all areas of the social and human sciences for sustainable development. Due to the nature of the conference with its focus on innovative ideas and developments, the book provides the ideal scientific and brings together very high-quality chapters written by eminent researchers from different disciplines, to discover the most recent developments in scientific research.

Introduction to Web Mapping Packt Publishing Ltd

Since the first edition of Open Source GIS: A GRASS GIS Approach was published in 2002, GRASS has undergone major improvements. This second edition includes numerous updates related to the new development; its text is based on the GRASS 5.3 version from December 2003. Besides changes related to GRASS 5.3 enhancements, the introductory chapters have been re-organized, providing more extensive information on import of external data. Most of the improvements in technical accuracy and clarity were based on valuable feedback from readers. Open Source GIS: A GRASS GIS Approach, Second Edition, provides updated information about the use of GRASS, including geospatial modeling with raster, vector, and site data, image processing, visualization, and coupling with other open source tools for geostatistical analysis and web applications. A brief introduction to programming within GRASS encourages new development. The sample data set used throughout the book has been updated and is available on the GRASS web site. This book also includes links to sites where the GRASS software and on-line reference manuals can be downloaded and additional applications can be viewed.

Mastering ArcGIS Enterprise Administration Apress

PostGIS in Action, Third Edition teaches you to solve real-world geodata problems. It first gives you a background in vector-, raster-, and topology-based GIS and then quickly moves into analyzing, viewing, and mapping data. You'll learn how to optimize queries for maximum speed, simplify geometries for greater efficiency, and create custom functions for your own applications. You'll also learn how to apply your existing GIS knowledge to PostGIS and integrate with other GIS tools. Fully updated to the latest versions of PostGIS and PostgreSQL, this Third Edition covers new PostGIS features including Foreign Data Wrappers, Database as a Service, parallelization of queries, and new JSON and Vector Tiles functions that help in creating web mapping applications. Key Features · An introduction to spatial databases · Geometry, geography, raster, and topology spatial types, · functions, and queries · Applying PostGIS to real-world problems · Extending PostGIS to web and desktop applications · Updated for PostGIS 3 and PostgreSQL 12 For readers familiar with relational databases and basic SQL. About the technology Processing location and topology data requires specialized know-how. PostGIS is a free spatial database extender for PostgreSQL that delivers the features and firepower you need to take on nearly any geodata task. With it, you can easily create location-aware queries in just a few lines of SQL code and build the back end for a mapping, raster analysis, or routing application with minimal effort. Regina Obe and Leo Hsu are database consultants and

authors. Regina is a member of the PostGIS core development team and the Project Steering Committee.

Learn QGIS Packt Publishing Ltd

Find the right big data solution for your business or organization Big data management is one of the major challenges facing business, industry, and not-for-profit organizations. Data sets such as customer transactions for a mega-retailer, weather patterns monitored by meteorologists, or social network activity can quickly outpace the capacity of traditional data management tools. If you need to develop or manage big data solutions, you'll appreciate how these four experts define, explain, and guide you through this new and often confusing concept. You'll learn what it is, why it matters, and how to choose and implement solutions that work. Effectively managing big data is an issue of growing importance to businesses, not-for-profit organizations, government, and IT professionals Authors are experts in information management, big data, and a variety of solutions Explains big data in detail and discusses how to select and implement a solution, security concerns to consider, data storage and presentation issues, analytics, and much more Provides essential information in a no-nonsense, easy-to-understand style that is empowering Big Data For Dummies cuts through the confusion and helps you take charge of big data solutions for your organization.

Geoprocessing with Python Simon and Schuster

Whether you're a startup founder trying to disrupt an industry or an entrepreneur trying to provoke change from within, your biggest challenge is creating a product people actually want. Lean Analytics steers you in the right direction. This book shows you how to validate your initial idea, find the right customers, decide what to build, how to monetize your business, and how to spread the word. Packed with more than thirty case studies and insights from over a hundred business experts, Lean Analytics provides you with hard-won, real-world information no entrepreneur can afford to go without. Understand Lean Startup, analytics fundamentals, and the data-driven mindset Look at six sample business models and how they map to new ventures of all sizes Find the One Metric That Matters to you Learn how to draw a line in the sand, so you'll know it's time to move forward Apply Lean Analytics principles to large enterprises and established products

Advanced Intelligent Systems for Sustainable Development (AI2SD'2020) Packt Publishing Ltd

Step-by-step instructions are included and the needs of a beginner are totally satisfied by the book. The book consists of plenty of examples with accompanying screenshots and code for an easy learning curve. You are a web developer with knowledge of server side scripting, and have experience with installing applications on the server. You have a desire to want more than Google maps, by offering dynamically built maps on your site with your latest geospatial data stored in MySQL, PostGIS, MsSQL or Oracle. If this is the case, this book is meant for you.

OpenLayers 2.10 Beginner's Guide Simon and Schuster

Create 2D maps and 3D scenes, analyze GIS data, and share your results with the GIS community using the latest ArcGIS Pro 2 features Key FeaturesGet up to speed with the new ribbon-based user interface, projects, models, and common workflows in ArcGIS Pro 2Learn how to visualize, maintain, and analyze GIS dataAutomate analysis and processes with ModelBuilder and Python scriptsBook Description Armed with powerful tools to visualize, maintain, and analyze data, ArcGIS Pro 2 is Esri's newest desktop geographic information system (GIS) application that uses the modern ribbon interface and a 64-bit processor to make using GIS faster and more efficient. This second edition of Learning ArcGIS Pro will show you how you can use this powerful desktop GIS application to create maps, perform spatial analysis, and maintain data. The book begins by showing you how to install ArcGIS and listing the software and hardware prerequisites. You'll then understand the concept of named user licensing and learn how to navigate the new ribbon interface to leverage the power of ArcGIS Pro for managing geospatial data. Once you've got to grips with the new interface, you'll build your first GIS project and understand how to use the different project resources available. The book shows you how to create 2D and 3D maps by adding layers and setting and managing the symbology and labeling. You'll also discover how to use the analysis tool to visualize geospatial data. In later chapters, you'll be introduced to Arcade, the new lightweight expression language for ArcGIS, and then advance to creating complex labels using Arcade expressions. Finally, you'll use Python scripts to automate and standardize tasks and models in ArcGIS Pro. By the end of this ArcGIS Pro book, you'll have developed the core skills needed for using ArcGIS Pro 2.x competently. What you will learnNavigate the user interface to create maps, perform analysis, and manage dataDisplay data based on discrete attribute values or range of valuesLabel features on a GIS map based on one or more attributes using ArcadeCreate map books using the map series functionalityShare ArcGIS Pro maps, projects, and data with other GIS community membersExplore the most used geoprocessing tools for performing spatial analysisCreate Tasks based on common workflows to standardize processesAutomate processes using ModelBuilder and Python scriptsWho this book is for If you want to learn ArcGIS Pro to create maps and, edit and analyze geospatial data, this ArcGIS book is for you. No knowledge of GIS fundamentals or experience with any GIS tool or ArcGIS software suite is required. Basic Windows skills, such as navigating and file management, are all you need.

Data Mining and Big Data Springer

This book constitutes the thoroughly refereed proceedings of the 8th International Congress on Telematics and Computing, WITCOM 2019, held in Merida, Mexico, in November 2019. The 31 full papers presented in this volume were carefully reviewed and selected from 78 submissions. The papers are organized in topical sections: ?GIS & climate change; telematics & electronics; artificial intelligence & machine learning; software engineering & education; internet of things; and informatics security.

Python Geospatial Development John Wiley & Sons

This is a tutorial style book that will teach usage of Python tools for GIS using simple practical examples and then show you how to build a complete mapping application from scratch. The book assumes basic knowledge of Python. No knowledge of Open Source GIS is required.Experienced Python developers who want to learn about geospatial concepts, work with geospatial data, solve spatial problems, and build map-based applications.This book will be useful those who want to get up to speed with Open Source GIS in order to build GIS applications or integrate Geo-Spatial features into their existing applications.

Mastering GeoServer Packt Publishing Ltd

A web map is an interactive display of geographic information, in the form of a web page, that you can use to tell stories and answer questions. Web maps have numerous advantages over traditional mapping techniques, such as the ability to display up-to-date or even real-time information, easy distribution to end users, and highly customized interactive content. Introduction to Web Mapping teaches you how to develop online interactive web maps and web mapping applications, using standard web technologies: HTML, CSS and JavaScript. The core technologies are introduced in Chapters 1-5, focusing on the specific aspects which are most relevant to web mapping. Chapters 6-13 then implement the material and demonstrate key concepts for building and publishing interactive web maps.

GeoServer Cookbook Packt Publishing Ltd

Over 35 recipes to design and implement uniquely styled maps using the Mapbox platform About This Book Design and develop beautifully styled maps using TileMill, MapBox Studio, and CartoCSS Get to grips with the mapbox.js and Leaflet to create visually stunning web and mobile applications An easy-to-follow, quick reference guide to integrate powerful APIs and services like Foursquare, Fusion Tables, Geoserver, and CartoDB to populate your maps Who This Book Is For If you are a web developer seeking for GIS expertise on how to create, style, and publish interactive and unique styled maps, then this book is for you. Basic knowledge of programming and javascripts is assumed. What You Will Learn Get accustomed to the MapBox Editor to visually style your maps Learn everything about CartoCSS, and how it will help you fine tune your styled maps Use MapBox Studio and Tilemill to generate your own tiles and vector maps Publish your maps using a variety of technologies like node.js, PHP, and Geoserver Integrate with third party APIs and services to populate your maps with public or private data Create many different map visualization styles like choropleth and heat maps, add interactivity, and even learn how to animate data over time Work with many different data formats and external services to create robust maps Learn to use MapBox GL to create a mobile application In Detail Maps are an essential element in today's location aware applications. Right from displaying earth surface information to creating thematic maps displaying plethora of information, most of the developers lack the necessary knowledge to create customizable maps with combination of various tools and libraries. The MapBox platform is one such platform which offers all the tools and API required to create and publish a totally customizable map. Starting with building your first map with the online MapBox Editor, we will take you all the way to building advanced web and mobile applications with totally customizable map styles. Through the course of chapters we'll learn CartoCSS styling language and understand the various components of MapBox platform and their corresponding JavaScript API. In the initial few chapters we will dive deeper into the TileMill and MapBox Studio components of MapBox and use them to generate custom styled map tiles and vector maps. Furthermore, we will publish these custom maps using PHP, node.js and third party tools like Geoserver. We'll also learn to create different visualizations and map styles like a choropleth map, a heat map and add user interactivity using a UFTGrid. Moving on, we dive into advanced concepts and focus on integration with third party services like Foursquare, Google FusionTables, CartoDB, and Torque to help you populate and even animate your maps. In the final chapter we'll learn to use the Mapbox SDK to create and publish interactive maps for the iOS platform. By the end of this book, you will learn about MapBox GL and how to create a fully functional, location-aware mobile app, using the maps styles created in the recipes. Style and approach An easy-to-use recipe driven book that will not just serve code samples, but also explains all the theory and concepts required to fully understand each recipe.