

GEOG.613.	GIS PROGRAMMING	3(1-2)
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Course Objectives

This course attempts to provide a foundation for application development using VBA. This course produces the skills to create typical GIS programming tasks.

Course Outline

- 1. Introduction**
 - o Introduction to GIS programming
- 2. Fundamentals**
 - o Fundamentals of geoprocessing
 - o Fundamentals of Python using variables
 - o Naming conventions and reserved words
 - o Testing and printing variable values
 - o Looping and control structures
- 3. Debugging**
 - o Debugging, optional and required parameters,
 - o Objects, properties and methods
- 4. Object Model Diagrams**
 - o The geo-processor object
 - o Functions and parameters
 - o Passing and returning values
 - o Multiple inputs and complex parameter passing
 - o Selections and sets, SQL basics
- 5.** Writing results to disk, various formats and switches, other useful modules, presentations

Recommended Books

1. Kropla, B. (2005) "MapServer: Open Source GIS Development", Apress, Co. ISBN: 1590594908
2. Bugg, K.E (2003) "GIS Programming: Prepare for the Gathering Storm", GEO.
3. Ralston, B. A. (2002) "Developing GIS Solutions with Map Objects and Visual Basic", Onword Press, New York. ISBN: 0766854388
4. Rigaux, P. Scholl, M. and Voisard, A. (2001) "Spatial Databases: With Application to GIS", Morgan Kaufmann; 2nd edition. ISBN: 1558605886.