
QGIS Training Manual

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QGIS Project

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1	Introduzione al Corso	1
1.1	Foreword	1
1.2	Preparazione dei dati dell'esercizio	3
2	Module: L'Interfaccia	11
2.1	Lesson: Una breve introduzione	11
2.2	Lesson: Adding your first layer	12
2.3	Lesson: Una introduzione all'Interfaccia	14
3	Module: Creazione di una Mappa di Base	17
3.1	Lesson: Working with Vector Data	17
3.2	Lesson: Simbologia	21
4	Module: Classifying Vector Data	51
4.1	Lesson: Attribute Data	51
4.2	Lesson: The Label Tool	52
4.3	Lesson: Classification	71
5	Module: Creazione di Mappe	91
5.1	Lesson: Using Map Composer	91
5.2	Compito 1	100
6	Module: Creating Vector Data	101
6.1	Lesson: Creating a New Vector Dataset	101
6.2	Lesson: Feature Topology	111
6.3	Lesson: Moduli	122
6.4	Lesson: Azioni	133
7	Module: Strumenti di analisi vettoriale	147
7.1	Lesson: Reprojecting and Transforming Data	147
7.2	Lesson: Vector Analysis	156
7.3	Lesson: Network Analysis	173
7.4	Lesson: Spatial Statistics	184
8	Module: Rasters	203
8.1	Lesson: Working with Raster Data	203
8.2	Lesson: Changing Raster Symbology	209
8.3	Lesson: Terrain Analysis	218
9	Module: Completing the Analysis	229
9.1	Lesson: Raster to Vector Conversion	229
9.2	Lesson: Combining the Analyses	232
9.3	Compito	233

9.4	Lesson: Supplementary Exercise	233
10	Module: Plugin	247
10.1	Lesson: Installing and Managing Plugins	247
10.2	Lesson: Useful QGIS Plugins	251
11	Module: Online Resources	261
11.1	Lesson: Web Mapping Services	261
11.2	Lesson: Web Feature Services	270
12	Module: QGIS Server	279
12.1	Lesson: Installa QGIS Server	279
12.2	Lesson: Servizi WMS	283
13	Module: GRASS	295
13.1	Lesson: GRASS Setup	295
13.2	Lesson: GRASS Tools	306
14	Module: Valutazione	315
14.1	Crea una mappa di base	315
14.2	Analizza i dati	317
14.3	Mappa finale	317
15	Module: Applicazioni nel settore forestale	319
15.1	Lesson: Presentazione del modulo forestale	319
15.2	Lesson: Georeferencing a Map	320
15.3	Lesson: Digitizing Forest Stands	326
15.4	Lesson: Updating Forest Stands	340
15.5	Lesson: Systematic Sampling Design	351
15.6	Lesson: Creating Detailed Maps with the Atlas Tool	357
15.7	Lesson: Calculating the Forest Parameters	372
15.8	Lesson: DEM da dati LiDAR	378
15.9	Lesson: Map Presentation	387
16	Module: Nozioni sui database con PostgreSQL	395
16.1	Lesson: Introduzione ai database	395
16.2	Lesson: Realizzazione del modello di dati	400
16.3	Lesson: Adding Data to the Model	405
16.4	Lesson: Queries	408
16.5	Lesson: Views	411
16.6	Lesson: Rules	413
17	Module: Nozioni di database spaziale con PostGIS	415
17.1	Lesson: Configura PostGIS	415
17.2	Lesson: Simple Feature Model	418
17.3	Lesson: Importa ed esporta	423
17.4	Interrogazioni spaziali	424
17.5	Costruzione delle Geometrie	432
18	La guida di Processing di QGIS	441
18.1	Introduzione	441
18.2	Una raccomandazione importante prima di iniziare	441
18.3	Setting-up the processing framework	443
18.4	Running our first algorithm. The toolbox	444
18.5	More algorithms and data types	447
18.6	CRS. Riproiezione	454
18.7	Selection	457
18.8	Running an external algorithm	459
18.9	Il log di processing	464
18.10	The raster calculator. No-data values	465

18.11	Vector calculator	470
18.12	Defining extents	474
18.13	Risultati HTML	478
18.14	First analysis example	480
18.15	Tagliare e unire raster	489
18.16	Analisi idrologica	498
18.17	Starting with the graphical modeler	508
18.18	More complex models	520
18.19	Numeric calculations in the modeler	525
18.20	A model within a model	529
18.21	Using modeler-only tools for creating a model	530
18.22	Interpolazione	534
18.23	Ancora sull'interpolazione	543
18.24	Iterative execution of algorithms	549
18.25	More iterative execution of algorithms	554
18.26	L'interfaccia per i processi in serie	556
18.27	I modelli nell'interfaccia per i processi in serie	560
18.28	Pre- and post-execution script hooks	561
18.29	Other programs	562
18.30	Interpolation and contouring	563
18.31	Vector simplification and smoothing	564
18.32	Planning a solar farm	565
18.33	Utilizzare gli script R in Processing	565
18.34	Sintassi di R negli script di Processing	574
18.35	R Syntax Summary table for Processing	577
18.36	Predicting landslides	578
19	Module: Usare i database spaziali in QGIS	579
19.1	Lesson: Working with Databases in the QGIS Browser	579
19.2	Lesson: Using DB Manager to work with Spatial Databases in QGIS	582
19.3	Lesson: Lavorare con SpatiaLite in QGIS	595
20	Appendix: Contributing To This Manual	599
20.1	Downloading Resources	599
20.2	Manual Format	599
20.3	Adding a Module	599
20.4	Adding a Lesson	600
20.5	Adding a Section	601
20.6	Add a Conclusion	602
20.7	Add a Further Reading Section	602
20.8	Add a What's Next Section	602
20.9	Using Markup	602
20.10	Thank You!	604
21	Answer Sheet	605
21.1	Results For <i>Adding Your First Layer</i>	605
21.2	Results For <i>An Overview of the Interface</i>	605
21.3	Results For <i>Working with Vector Data</i>	605
21.4	Results For <i>Symbology</i>	606
21.5	Results For <i>Attribute Data</i>	611
21.6	Results For <i>The Label Tool</i>	612
21.7	Results For <i>Classification</i>	616
21.8	Results For <i>Creating a New Vector Dataset</i>	617
21.9	Results For <i>Vector Analysis</i>	621
21.10	Results For <i>Raster Analysis</i>	632
21.11	Results For <i>Completing the Analysis</i>	637
21.12	Results For <i>WMS</i>	643
21.13	Results For <i>Database Concepts</i>	646
21.14	Results For <i>Spatial Queries</i>	649

21.15 Results For <i>Geometry Construction</i>	649
21.16 Results For <i>Simple Feature Model</i>	650
22 Indici e tabelle	653

Introduzione al Corso

1.1 Foreword

1.1.1 Background

In 2008 we launched the *Gentle Introduction to GIS*, a completely free, open content resource for people who want to learn about GIS without being overloaded with jargon and new terminology. It was sponsored by the South African government and has been a phenomenal success, with people all over the world writing to us to tell us how they are using the materials to run University Training Courses, teach themselves GIS and so on. The Gentle Introduction is not a software tutorial, but rather aims to be a generic text (although we used QGIS in all examples) for someone learning about GIS. There is also the QGIS manual which provides a detailed functional overview of the QGIS application. However, it is not structured as a tutorial, but rather as a reference guide. At Linfiniti Consulting CC. we frequently run training courses and have realised that a third resource is needed - one that leads the reader sequentially through learning the key aspects of QGIS in a trainer-trainee format - which prompted us to produce this work.

This training manual is intended to provide all the materials needed to run a 5 day course on QGIS, PostgreSQL and PostGIS. The course is structured with content to suit novice, intermediate and advanced users alike and has many exercises complete with annotated answers throughout the text.

1.1.2 License



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1.1.3 Sponsoring Chapters

This work is by no means a complete treatise on all the things you can do with QGIS and we encourage others to add new materials to fill any gaps. Linfiniti Consulting CC. can also create additional materials for you as a commercial service, with the understanding that all such works produced should become part of the core content and be published under the same license.

1.1.4 Autori

- Rüdiger Thiede (rudi@linfiniti.com) - Rudi has written the QGIS instructional materials and parts of the PostGIS materials.
- Tim Sutton (tim@linfiniti.com) - Tim has overseen and guided the project and co-authored the PostgreSQL and PostGIS parts. Tim also authored the custom sphinx theme used for this manual.
- Horst Düster (horst.duester@kappasys.ch) - Horst co-authored the PostgreSQL and PostGIS parts
- Marcelle Sutton (marcelle@linfiniti.com) - Marcelle provided proof-reading and editorial advice during the creation of this work.

1.1.5 Individual Contributors

Your name here!

1.1.6 Sponsors

- Cape Peninsula University of Technology

1.1.7 Data

Nota: The sample data used throughout the manual can be downloaded here: <https://github.com/qgis/QGIS-Training-Data/archive/QGIS-Training-Data-v1.0.zip>. You can save the files in a folder named **exercise_data**.

The sample data that accompanies this resource is freely available and comes from the following sources:

- Streets and Places datasets from OpenStreetMap (<http://www.openstreetmap.org/>)
- Property boundaries (urban and rural), water bodies from NGI (<http://www.ngi.gov.za/>)
- SRTM DEM from the CGIAR-CGI (<http://srtm.csi.cgiar.org/>)

1.1.8 Source files and Issue reports

The source of this document is available at GitHub [QGIS Documentation repository](#). Consult [GitHub.com](#) for instructions on how to use the git version control system.

Despite our efforts, you could find some errors or miss some information while following this training. Please report them at <https://github.com/qgis/QGIS-Documentation/issues>.

1.1.9 Ultima versione

You can always obtain the latest version of this document by visiting the online version which is part of the QGIS documentation website (<http://docs.qgis.org>).

Nota: There are links to online and PDF versions of the Documentation and Training manuals.

Tim Sutton, May 2012

1.2 Preparazione dei dati dell'esercizio

The sample data provided with the Training Manual refers to the town of Swellendam and its surroundings. Swellendam is located about 2 hours' east of Cape Town in the Western Cape of South Africa. The dataset contains feature names in both English and Afrikaans.

Chiunque può usare questo dataset senza difficoltà, ma potresti preferire usare dati del tuo paese o della tua città. Se tu scegli di fare così, i tuoi dati georeferenziati verranno usati in tutte le lezioni dal Modulo 3 al Modulo 7.2. In seguito o moduli usano sorgenti di dati più complessi che potrebbero essere o non essere disponibili per la tua regione.

Nota: Questo processo è inteso per organizzatori di corsi o per utenti QGIS con maggiore esperienza, i quali desiderano creare campo di dati georeferenziati per i loro corsi. I dataset predefiniti sono forniti con il Manuale di Formazione, ma puoi seguire queste istruzioni se desideri sostituire i dataset predefiniti.

Nota: The sample data used throughout the manual can be downloaded here: <https://github.com/qgis/QGIS-Training-Data/archive/QGIS-Training-Data-v1.0.zip>. You can save the files in a folder named **exercise_data**.

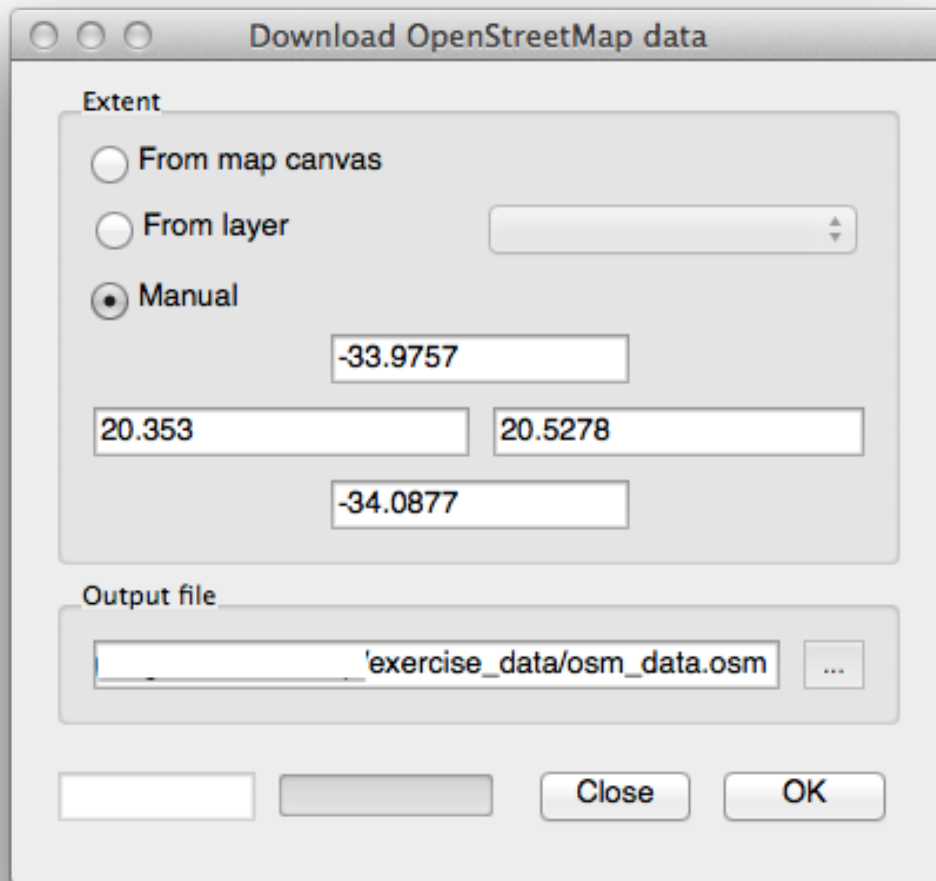
1.2.1 Try Yourself

Nota: Queste istruzioni presuppongono che tu abbia una buona conoscenza di QGIS e non sono finalizzate ad essere usate come materiale di insegnamento.

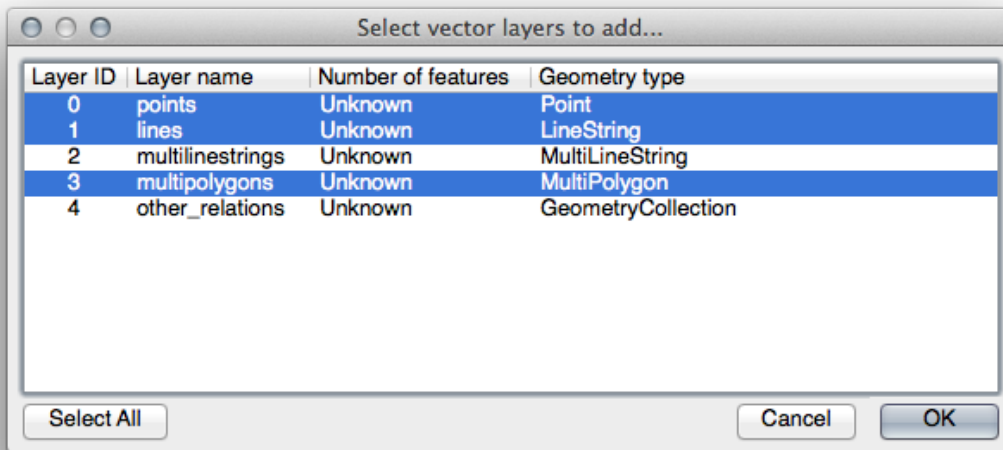
Se desideri sostituire i dati predefiniti con i dati georeferenziati del tuo corso, questo può essere facilmente fatto con gli strumenti costruiti in QGIS. La regione che tu scegli di usare dovrebbe avere un buon insieme di aree rurali ed urbane, contenere strade di livello diverso, aree con confini (quali riserve naturali o fattorie) e superfici con acqua, quali corsi d'acqua e fiumi.


- Apri un nuovo progetto QGIS

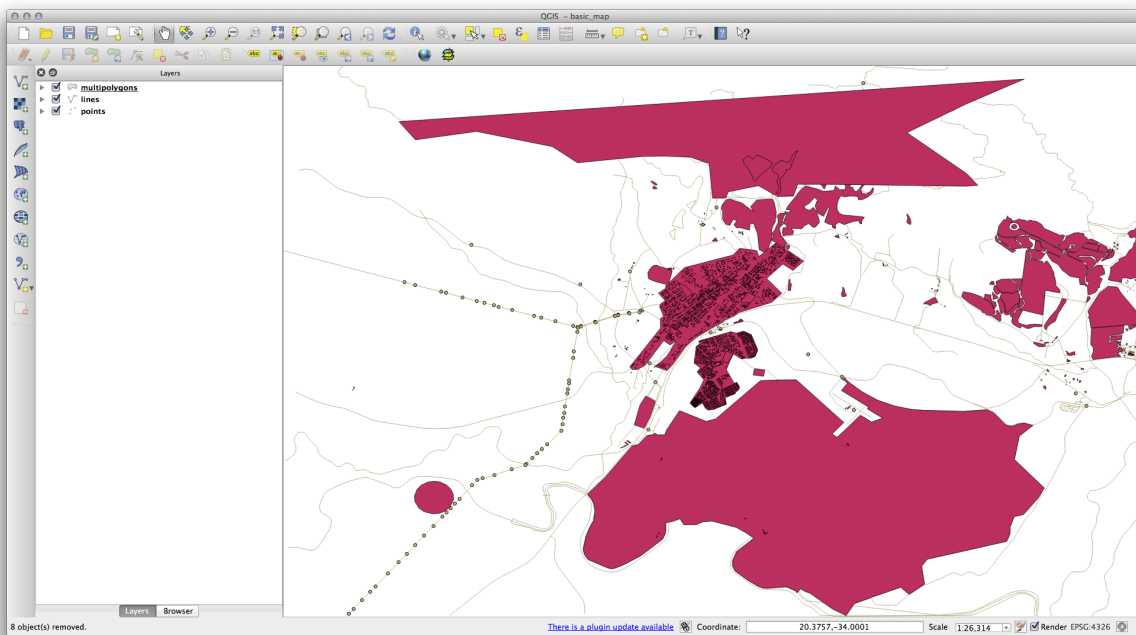
- In the *Vector* menu dropdown, select *OpenStreetMap* → *Download Data*. You can then manually enter the co-ordinates of the region you wish to use, or you can use an existing layer to set the co-ordinates.
- Choose a location to save the resulting .osm file and click *Ok*:



- You can then open the .osm file using the *Add Vector Layer* button. You may need to select *All files* in the browser window. Alternatively, you can drag and drop the file into the QGIS window.
- In the dialog which opens, select all the layers, *except* the *other_relations* and *multilinestrings* layer:



This will load three layers into your map which relate to OSM's naming conventions (you may need to  Zoom Full to see the vector data).



We need to extract the useful data from these layers, rename them and create corresponding shape files:

- First, double-click the `multipolygons` layer to open the *Layer properties* dialog.
- In the *General* tab, click *Query Builder* to open the *Query builder* window.

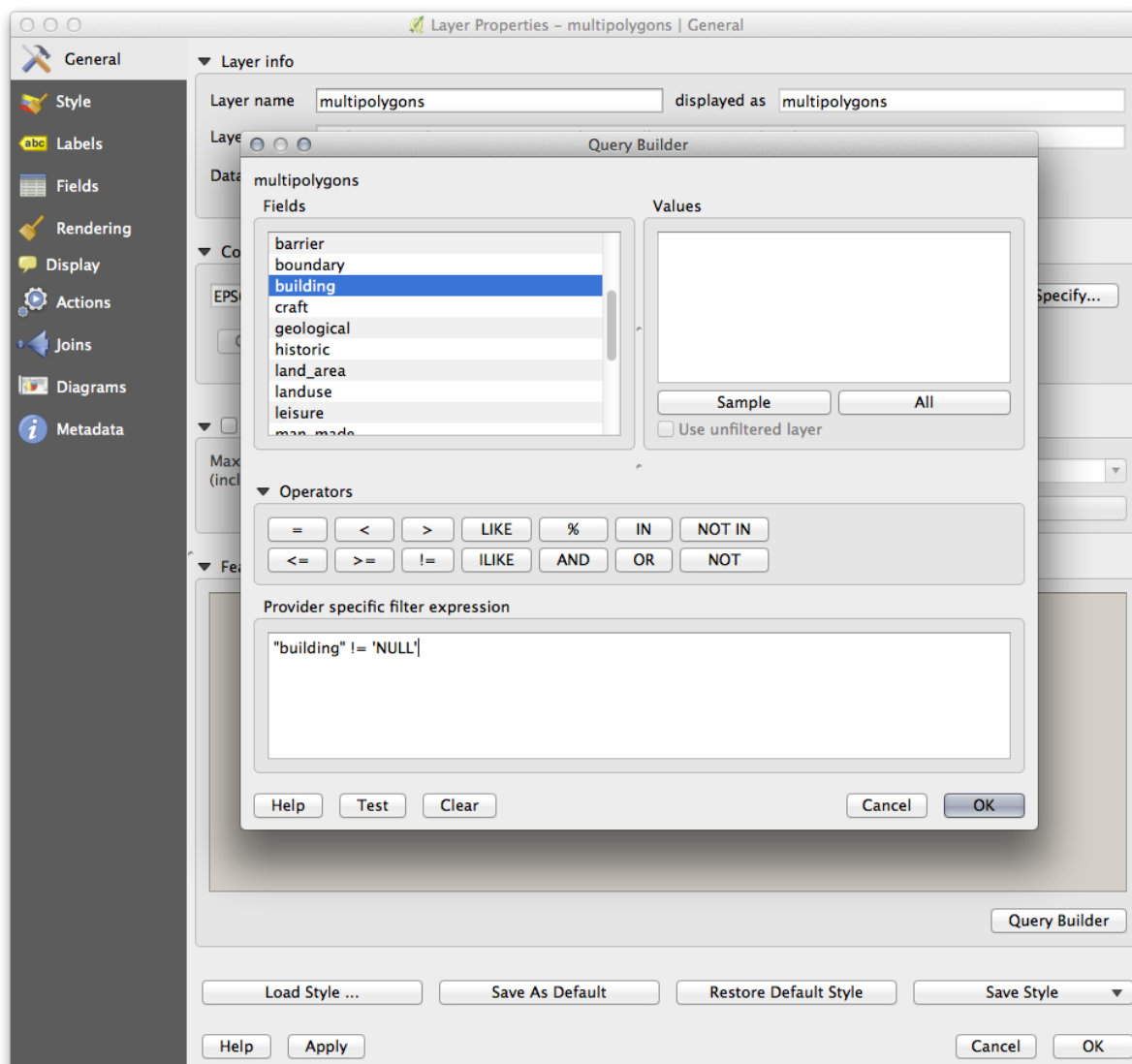
This layer contains three fields whose data we will need to extract for use throughout the Training Manual:

- `building`
- `natural` (specifically, `water`)
- `landuse`

You can sample the data your region contains in order to see what kind of results your region will yield. If you find that “`landuse`” returns no results, then feel free to exclude it.

You'll need to write filter expressions for each field to extract the data we need. We'll use the "building" field as an example here:

- Enter the following expression into the text area: `building != "NULL"` and click *Test* to see how many results the query will return. If the number of results is small, you may wish to have a look at the layer's *Attribute Table* to see what data OSM has returned for your region:



- Click *Ok* and you'll see that the layer elements which are not buildings have been removed from the map.

We now need to save the resulting data as a shapefile for you to use during your course:

- Right-click the *multipolygons* layer and select *Save As...*
- Make sure the file type is *ESRI Shapefile* and save the file in your new *exercise_data* directory, under a directory called "epsg4326".
- Make sure *No Symbolology* is selected (we'll add symbolology as part of the course later on).
- You can also select *Add saved file to map*.

Once the *buildings* layer has been added to the map, you can repeat the process for the *natural* and *landuse* fields using the following expressions:

Nota: Make sure you clear the previous filter (via the *Layer properties* dialog) from the *multipolygons* layer before proceeding with the next filter expression!

- natural: “natural = ‘water’”
- landuse: “landuse != ‘NULL’”

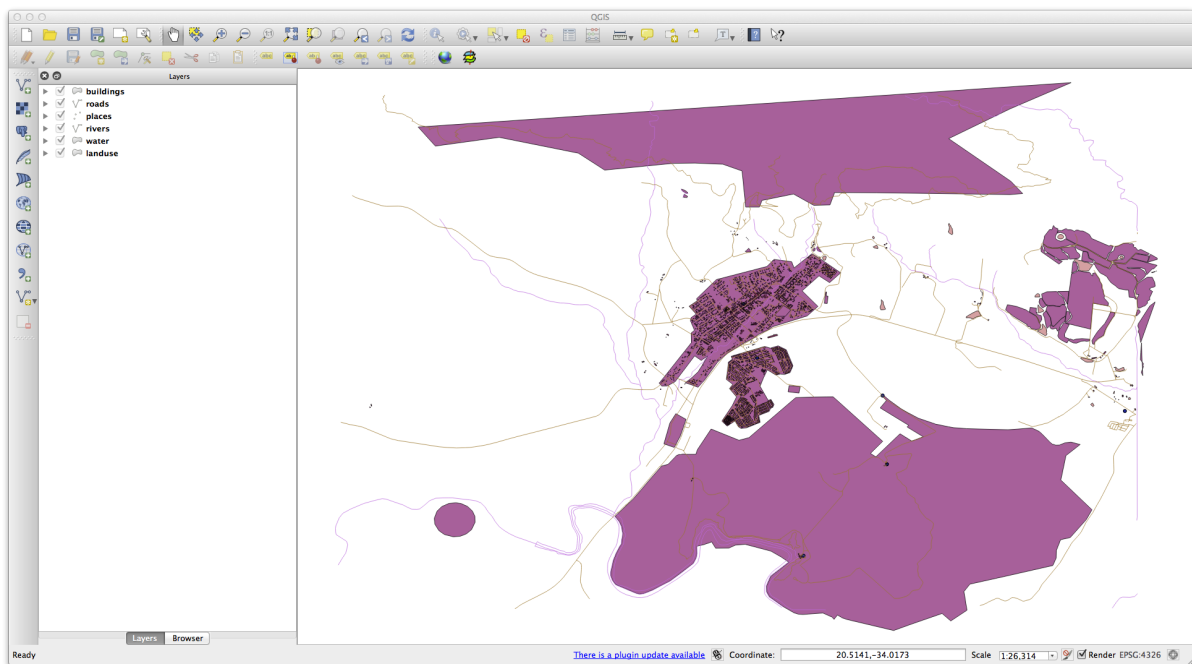
Each resulting data set should be saved in the “epsg4326” directory in your new `exercise_data` directory (i.e. “water”, “landuse”).

You should then extract and save the following fields from the `lines` and `points` layers to their corresponding directories:

- `lines`: “highway != ‘NULL’” to roads, and “waterway != ‘NULL’” to rivers
- `points`: “place != ‘NULL’” to places

Once you have finished extracting the above data, you can remove the `multipolygons`, `lines` and `points` layers.

You should now have a map which looks something like this (the symbology will certainly be very different, but that is fine):



The important thing is that you have 6 layers matching those shown above and that all those layers have some data.

The last step is to create a `spatialite` file from the `landuse` layer for use during the course:

- Right-click the `landuse` layer and select *Save as...*
- Select *SpatialLite* as the format and save the file as `landuse` under the “epsg4326” directory.
- Click *Ok*.
- Delete the `landuse.shp` and its related files (if created).

1.2.2 Try Yourself Crea un DEM SRTM tiff

For Module 6 (Creating Vector Data) and Module 8 (Rasters), you’ll also need raster images (SRTM DEM) which cover the region you have selected for your course.

Il sito CGIAR-CG (<http://srtm.csi.cgiar.org/>) fornisce alcuni DEM SRTM che puoi scaricare da <http://srtm.csi.cgiar.org/SELECTION/inputCoord.asp>.

You’ll need images which cover the entire region you have chosen to use. If you kept same data as the training manual, you can use the extent shown in the [figure_set_osm_region](#) figure above, otherwise adapt your extent.

Keep the GeoTiff format. Once the form is filled, click on the *Click here to Begin Search >>* button and download the file(s).

Una volta che hai scaricato il file (i files) richiesto, dovranno essere salvati nella cartella `exercise_data`, all'interno delle sottocartelle `raster/SRTM`.

1.2.3 Try Yourself Crea un Files tiff di immagine

In Module 6, Lesson 1.2 shows close-up images of three school sports fields which students are asked to digitize. You'll therefore need to reproduce these images using your new SRTM DEM tiff file(s). There is no obligation to use school sports fields: any three school land-use types can be used (e.g. different school buildings, playgrounds or car parks).

For reference, the images in the example data are:





1.2.4 Try Yourself Sostituisci gli Emblemi

Having created your localised dataset, the final step is to replace the tokens in the `conf.py` file so that the appropriate names will appear in your localised version of the Training Manual.

Gli emblemi che hai bisogno di sostituire sono i seguenti:

- `majorUrbanName`: this defaults to “Swellendam”. Replace with the name of the major town in your region.
- `schoolAreaType1`: this defaults to “athletics field”. Replace with the name of the largest school area type in your region.
- `largeLandUseArea`: this defaults to “Bontebok National Park”. Replace with the name of a large landuse polygon in your region.
- `srtmFileName`: this defaults to `srtm_41_19.tif`. Replace this with the filename of your SRTM DEM file.
- `localCRS`: this defaults to `WGS 84 / UTM 34S`. You should replace this with the correct CRS for your region.

Module: L'Interfaccia

2.1 Lesson: Una breve introduzione

Benvenuto al nostro corso! Attraverso i prossimi giorni, vi mostreremo come usare QGIS in modo semplice ed efficiente. Se sei nuovo al GIS, ti diremo di cosa hai bisogno per cominciare. Se invece sei un utente esperto, vedrai come QGIS contenga tutte le funzionalità che ti aspetti da un GIS, ed anche di più!

In questo modulo introduciamo il progetto QGIS e spieghiamo l'interfaccia utente.

Dopo aver completato questa sezione, sarai capace di identificare correttamente gli elementi principali della vista in QGIS e conoscere cosa fa ciascuno di essi e come caricare uno shapefile in QGIS.

Avvertimento: Questo corso include le istruzioni sull'aggiungere, cancellare ed alterare insiemi di dati nel GIS. A questo scopo abbiamo preparato dei dataset di lavoro. Prima di usare le tecniche descritte sui tuoi dati, assicurati sempre di aver effettuato un backup!

2.1.1 Come usare questo tutorial

Ogni testo *che assomiglia a questo* fa riferimento a qualcosa sullo schermo su cui tu puoi cliccare

Testo che *somiglia* → *a* → *questo* ti guida attraverso i menu

Questo tipo di testo fa riferimento a qualcosa su cui puoi scrivere, come un comando, un percorso o il nome di un file.

2.1.2 Obiettivi gradualmente del corso

Questo corso si rivolge ad utenti con livelli di esperienza diversa. A seconda di quale categoria tu pensi di appartenere, ti puoi aspettare una serie di risultati diversi. Ogni categoria contiene informazioni che sono essenziali per la successiva, per cui è importante fare tutti gli esercizi che vi si trovano al tuo livello di esperienza o a quello inferiore al tuo.

Livello di Base

In questa categoria, il corso presuppone che tu abbia poca o nessuna precedente esperienza con la conoscenza teorica sui GIS o riguardo le operazioni di un programma GIS

Un inquadramento teorico limitato verrà fornito per spiegare lo scopo di un'azione che effettuerai nel programma, ma l'enfasi è sull'apprendimento tramite l'azione.

Quando completerai il corso tu avrai una migliore conoscenza delle possibilità del GIS e di come sfruttarne la potenza tramite QGIS



Livello intermedio

In questa categoria, si presuppone che tu abbia una conoscenza lavorativa e un'esperienza sugli usi quotidiani del GIS.

Seguendo le istruzioni per il livello principiante, ti fornirà un terreno familiare e allo stesso tempo ti renderà consapevole dei casi in cui QGIS fa le cose in modo leggermente differente dagli altri software che tu puoi già aver usato. Imparerai anche ad usare le funzioni di analisi in QGIS.

Quando completerai il corso, dovresti sentirti a tuo agio nell'uso di QGIS in tutte le funzioni di cui hai di solito bisogno da un GIS per l'uso di ogni giorno.



Livello avanzato

In questa categoria, si assume che tu abbia esperienza con il GIS, abbia conoscenza ed esperienza con le basi di dati spaziali, sappia usare dati su un server remoto, forse che tu sia in grado di scrivere script a scopo analitico, ecc.

Seguire le istruzioni per gli altri due livelli ti aiuterà a familiarizzare con l'approccio che l'interfaccia di QGIS segue, e ti assicurerà di essere capace di accedere alle funzioni di base di cui hai bisogno. Ti verrà mostrato anche come fare uso del sistema di plugin di QGIS, del sistema di accesso ai database e così via.

Quando completerai il corso, dovresti essere ben informato sulle operazioni quotidiane di QGIS, tanto quanto sulle funzioni più avanzate.

2.1.3 Perché QGIS?

Poiché l'informazione diventa sempre più consapevole degli aspetti spaziali, non c'è nessuna mancanza di strumenti capaci di soddisfare alcune o le più usate funzioni GIS. Perché si dovrebbe usare QGIS tra tutti gli altri software GIS esistenti?

Queste sono alcune delle ragioni:

- *E' gratuito, come a pranzo.* Installare ed usare il programma QGIS ti costa un totale di zero euro. Non c'è nessuna spesa iniziale, nessuna spesa periodica, niente.
- *It's free, as in liberty.* Sei hai bisogno di funzionalità extra in QGIS, puoi fare di più che sperare che questo venga incluso nella prossima versione. Puoi sponsorizzare lo sviluppo di un elemento, o aggiungerlo se hai familiarità con la programmazione.
- *E' costantemente sviluppato.* Poiché chiunque può aggiungere nuovi elementi o sviluppare quelli esistenti, QGIS non si ferma mai. Lo sviluppo di un nuovo strumento può accadere tanto velocemente quanto ti serve.
- *E' possibile avere un aiuto ed una documentazione ampi.* Se ti sei bloccato su qualcosa, puoi aiutarti con l'ampia documentazione, gli altri utenti di QGIS o anche gli sviluppatori.
- *Cross-platform.* QGIS può essere installato su MacOS, Windows e Linux.

Ora che sai perché vuoi usare QGIS, possiamo mostrarti come farlo. La prima lezione ti guiderà nella creazione della tua prima mappa su QGIS.

2.2 Lesson: Adding your first layer

We will start the application, and create a basic map to use for examples and exercises.

The goal for this lesson: To get started with an example map.


Nota: Before starting this exercise, QGIS must be installed on your computer. Also, download the `training_manual_exercise_data.zip` file from the [QGIS data downloads area](#).

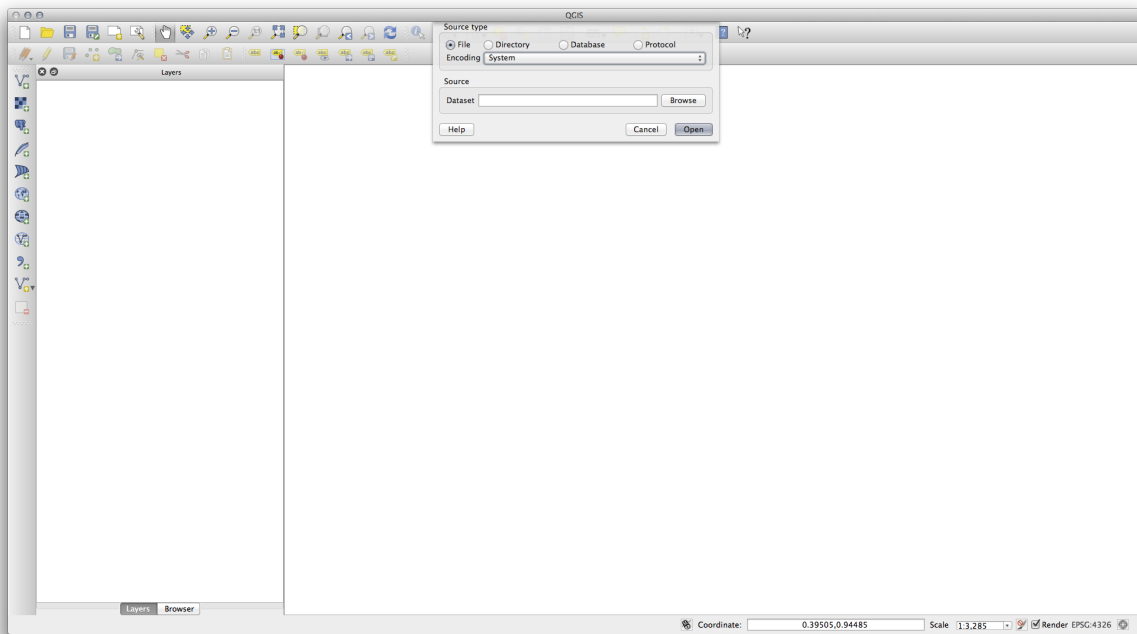
Launch QGIS from its desktop shortcut, menu item, etc., depending on how you configured its installation.

Nota: The screenshots for this course were taken in QGIS 2.0 running on MacOS. Depending on your setup, the screens you encounter may well appear somewhat different. However, all the same buttons will still be available, and the instructions will work on any OS. You will need QGIS 2.0 (the latest version at time of writing) to use this course.

Let's get started right away!


2.2.1 Follow Along: Prepare a map

- Open QGIS. You will have a new, blank map.
- Look for the *Add Vector Layer* button: 
- Click on it to open the following dialog:



- Click on the *Browse* button and navigate to the file `exercise_data/epsg4326/roads.shp` (in your course directory). With this file selected, click *Open*. You will see the original dialog, but with the file path filled in. Click *Open* here as well. The data you specified will now load.

Congratulations! You now have a basic map. Now would be a good time to save your work.

- Click on the *Save As* button: 
- Save the map under `exercise_data/` and call it `basic_map.qgs`.

Check your results

2.2.2 In Conclusion

You've learned how to add a layer and create a basic map!

2.2.3 What's Next?

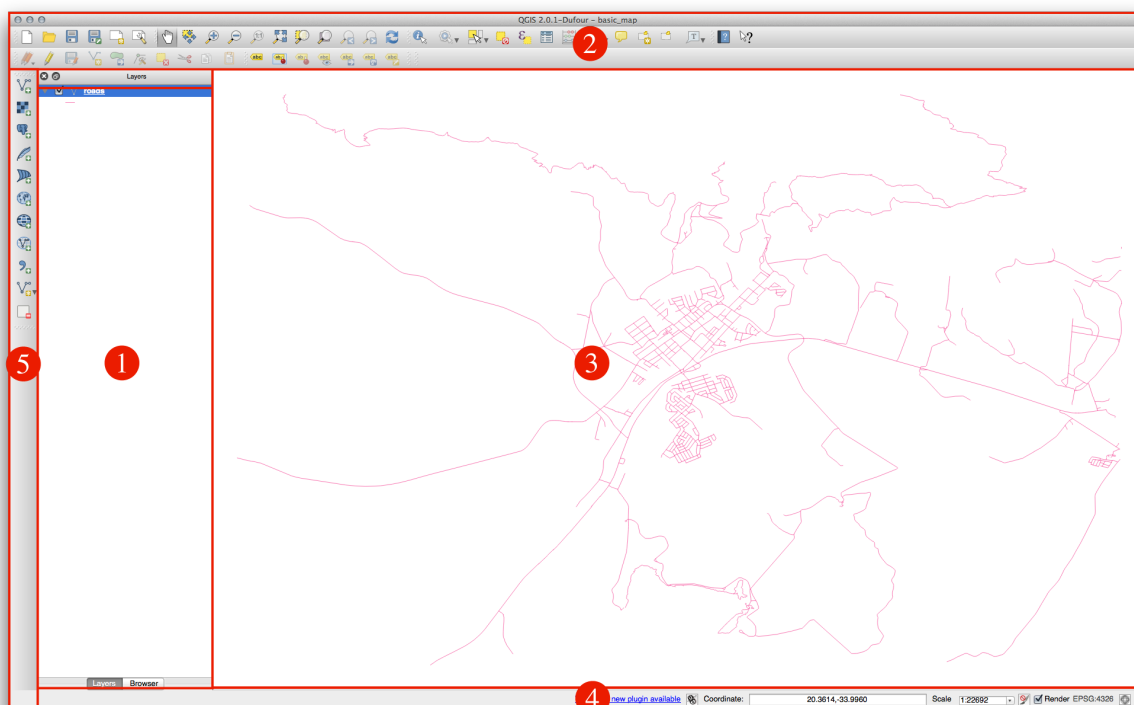
Now you're familiar with the function of the *Add Vector Layer* button, but what about all the others? How does this interface work? Before we go on with the more involved stuff, let's first take a good look at the general layout of the QGIS interface. This is the topic of the next lesson.

2.3 Lesson: Una introduzione all'Interfaccia

Esploreremo l'interfaccia utente di QGIS in modo che tu avrai familiarità con i menu, le barre degli strumenti, l'area di mappa e la lista dei layer che formano la struttura di base dell'interfaccia.

Obiettivo per questa lezione: Capire le basi dell'interfaccia utente di QGIS

2.3.1 Try Yourself: Le Basi



Gli elementi identificati nella figura sopra sono:

1. Lista dei Layer/ Pannello di navigazione
2. Strumenti
3. Area di mappa
4. Barra di Stato
5. Barra degli Strumenti Laterale



La Lista dei Layer

Nella Lista dei Layer, tu puoi vedere una lista, sempre, di tutti i layer disponibili.

Espandere gli elementi ridotti (cliccando la freccia o il simbolo più a fianco ad essi) ti fornirà maggiori informazioni sull'aspetto attuale del layer.

Il click con il tasto destro su di un layer ti darà un menu con molte opzioni extra. Userai alcune di esse a breve, per cui dai uno sguardo!

Some versions of QGIS have a separate *Control rendering order* checkbox just underneath the Layers list. Don't worry if you can't see it. If it is present, ensure that it's checked for now.

Nota: Un layer vettoriale è un dataset, di solito uno specifico tipo di oggetto, quali delle strade, degli alberi, ecc. Un layer vettoriale può essere fatto di punti, di linee o di poligoni.



Il Pannello di Navigazione

The QGIS Browser is a panel in QGIS that lets you easily navigate in your database. You can have access to common vector files (e.g. ESRI shapefile or MapInfo files), databases (e.g. PostGIS, Oracle, Spatialite or MSSQL Spatial) and WMS/WFS connections. You can also view your GRASS data.



Barre degli strumenti

Your most oft-used sets of tools can be turned into toolbars for basic access. For example, the File toolbar allows you to save, load, print, and start a new project. You can easily customize the interface to see only the tools you use most often, adding or removing toolbars as necessary via the *Settings* → *Toolbars* menu.

Even if they are not visible in a toolbar, all of your tools will remain accessible via the menus. For example, if you remove the *File* toolbar (which contains the *Save* button), you can still save your map by clicking on the *Project* menu and then clicking on *Save*.



L' Area di Mappa

This is where the map itself is displayed.



La Barra di Stato

Shows you information about the current map. Also allows you to adjust the map scale and see the mouse cursor's coordinates on the map.

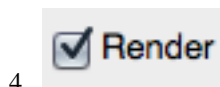
2.3.2 Try Yourself 1

Prova ad identificare i quattro elementi elencati sopra sul tuo schermo, senza far riferimento al diagramma sopra. Vedi se riesci ad identificare i loro nomi e le loro funzioni. Diventerai più familiare con questi elementi man mano che li userai nei prossimi giorni.

Controlla i tuoi risultati

2.3.3 Try Yourself 2

Prova a trovare ciascuno di questi strumenti sul tuo schermo. Qual è il loro scopo?



Nota: Se alcuni di questi strumenti non sono visibili sullo schermo, prova ad abilitare alcune barre degli strumenti che al momento sono nascoste. Tieni anche in mente che se non c'è abbastanza spazio sullo schermo, una barra degli strumenti può essere accorciata nascondendo alcuni dei suoi strumenti. Puoi vedere gli strumenti nascosti cliccando sul bottone con la doppia freccia a destra, in ogni barra degli strumenti ridotta.

Controlla i tuoi risultati

2.3.4 What's Next?

Adesso che hai visto come lavora l'interfaccia di QGIS, puoi usare gli strumenti disponibili e cominciare ad apportare miglioramenti alla tua mappa! Questo è l'argomento della prossima lezione.

Module: Creazione di una Mappa di Base

In questo modulo, creerai una mappa di base che sarà usata successivamente come punto di partenza per ulteriori dimostrazioni delle funzionalità di QGIS.

3.1 Lesson: Working with Vector Data

Vector data is arguably the most common kind of data you will find in the daily use of GIS. It describes geographic data in terms of points, that may be connected into lines and polygons. Every object in a vector dataset is called a **feature**, and is associated with data that describes that feature.


The goal for this lesson: To learn about the structure of vector data, and how to load vector datasets into a map.

3.1.1 Follow Along: Viewing Layer Attributes

It's important to know that the data you will be working with does not only represent **where** objects are in space, but also tells you **what** those objects are.

From the previous exercise, you should have the *roads* layer loaded in your map. What you can see right now is merely the position of the roads.

To see all the data available to you, with the *roads* layer selected in the Layers panel:

- Click on this button: 

It will show you a table with more data about the *roads* layer. This extra data is called *attribute data*. The lines that you can see on your map represent where the roads go; this is the *spatial data*.

These definitions are commonly used in GIS, so it's essential to remember them!

- You may now close the attribute table.

Vector data represents features in terms of points, lines and polygons on a coordinate plane. It is usually used to store discrete features, like roads and city blocks.

3.1.2 Follow Along: Loading Vector Data From Shapefiles

The Shapefile is a specific file format that allows you to store GIS data in an associated group of files. Each layer consists of several files with the same name, but different file types. Shapefiles are easy to send back and forth, and most GIS software can read them.

Refer back to the introductory exercise in the previous section for instructions on how to add vector layers.


Load the data sets from the `epsg4326` folder into your map following the same method:

- “places”
- “water”
- “rivers”
- “buildings”

Check your results

3.1.3 Follow Along: Loading Vector Data From a Database

Databases allow you to store a large volume of associated data in one file. You may already be familiar with a database management system (DBMS) such as Microsoft Access. GIS applications can also make use of databases. GIS-specific DBMSes (such as PostGIS) have extra functions, because they need to handle spatial data.

- Click on this icon: 

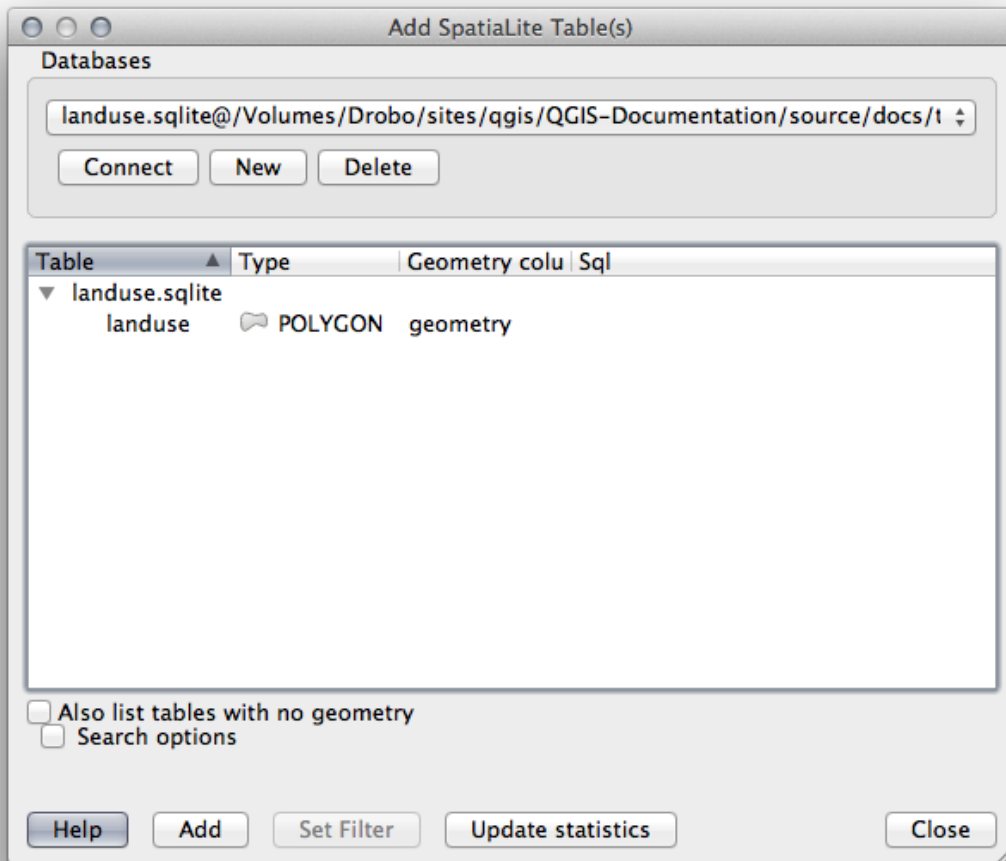
(If you're sure you can't see it at all, check that the *Manage Layers* toolbar is enabled.)

It will give you a new dialog. In this dialog:

- Click the *New* button.
- In the same `epsg4326` folder, you should find the file `landuse.sqlite`. Select it and click *Open*.

You will now see the first dialog again. Notice that the dropdown select above the three buttons now reads “landuse.sqlite@...”, followed by the path of the database file on your computer.

- Click the *Connect* button. You should see this in the previously empty box:



- Click on the `landuse` layer to select it, then click *Add*

Nota: Remember to save the map often! The map file doesn't contain any of the data directly, but it remembers which layers you loaded into your map.

Check your results

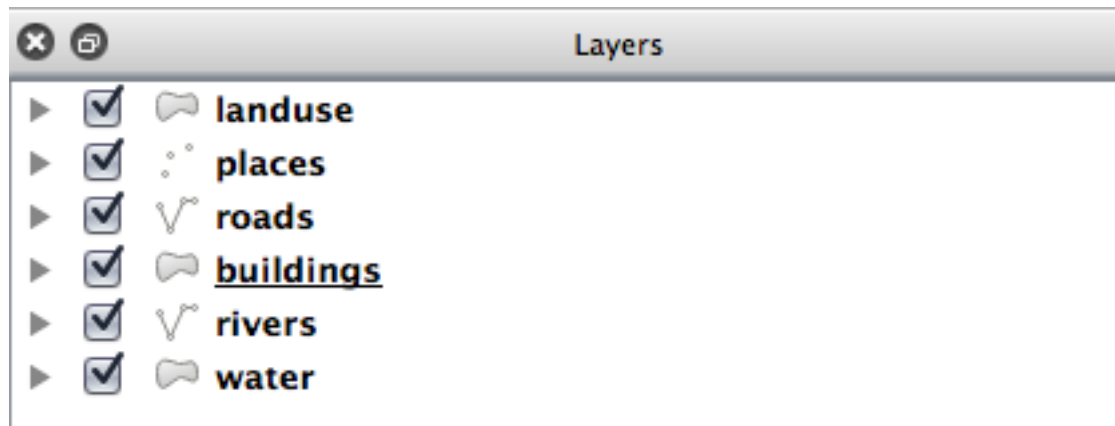
3.1.4 Follow Along: Reordering the Layers

The layers in your Layers list are drawn on the map in a certain order. The layer at the bottom of the list is drawn first, and the layer at the top is drawn last. By changing the order that they are shown on the list, you can change the order they are drawn in.

Nota: Depending on the version of QGIS that you are using, you may have a checkbox beneath your Layers list reading *Control rendering order*. This must be checked (switched on) so that moving the layers up and down in the Layers list will bring them to the front or send them to the back in the map. If your version of QGIS doesn't have this option, then it is switched on by default and you don't need to worry about it.

The order in which the layers have been loaded into the map is probably not logical at this stage. It's possible that the road layer is completely hidden because other layers are on top of it.

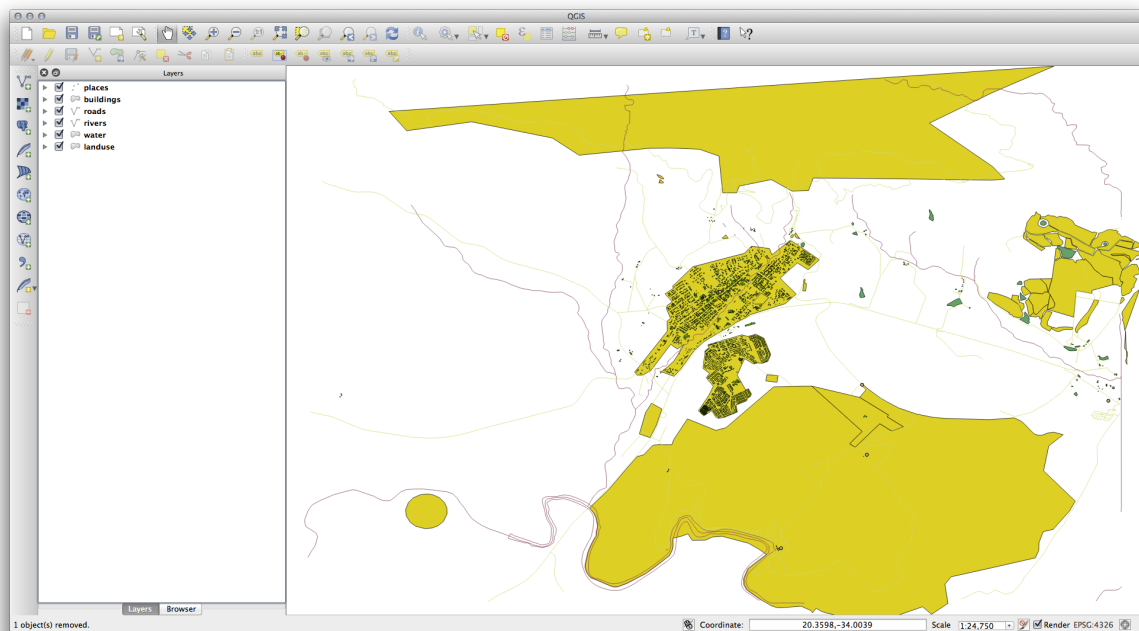
For example, this layer order...



... would result in roads and places being hidden as they run *underneath* urban areas.

To resolve this problem:

- Click and drag on a layer in the Layers list.
- Reorder them to look like this:



You'll see that the map now makes more sense visually, with roads and buildings appearing above the land use regions.

3.1.5 In Conclusion

Now you've added all the layers you need from several different sources.

3.1.6 What's Next?

Using the random palette automatically assigned when loading the layers, your current map is probably not easy to read. It would be preferable to assign your own choice of colors and symbols. This is what you'll learn to do in the next lesson.

3.2 Lesson: Simbologia

La simbologia di un layer é il suo aspetto visuale sulla mappa. La forza del GIS rispetto ad altri modi di rappresentare dati con aspetti spaziali é che con il GIS si ha una rappresentazione visuale dinamica dei dati con cui si sta lavorando.

Quindi, l'aspetto visuale della mappa (che dipende dalla simbologia dei singoli layer) é molto importante. L'utente finale delle mappe che si producono deve essere in grado di capire semplicemente cosa la mappa rappresenti. É inoltre molto importante poter essere in grado di esplorare i dati con cui si sta lavorando, ed una buona simbologia aiuta molto.

In altre parole, avere una buona simbologia non é un lusso. Infatti, é essenziale utilizzare il GIS in maniera adeguata e produrre mappe ed informazione che gli utenti siano in grado di utilizzare.

Obiettivo di questa lezione: Essere in grado di creare qualsiasi simbologia si voglia per qualsiasi vettore.

3.2.1 |base| Follow Along: Cambiare i Colori

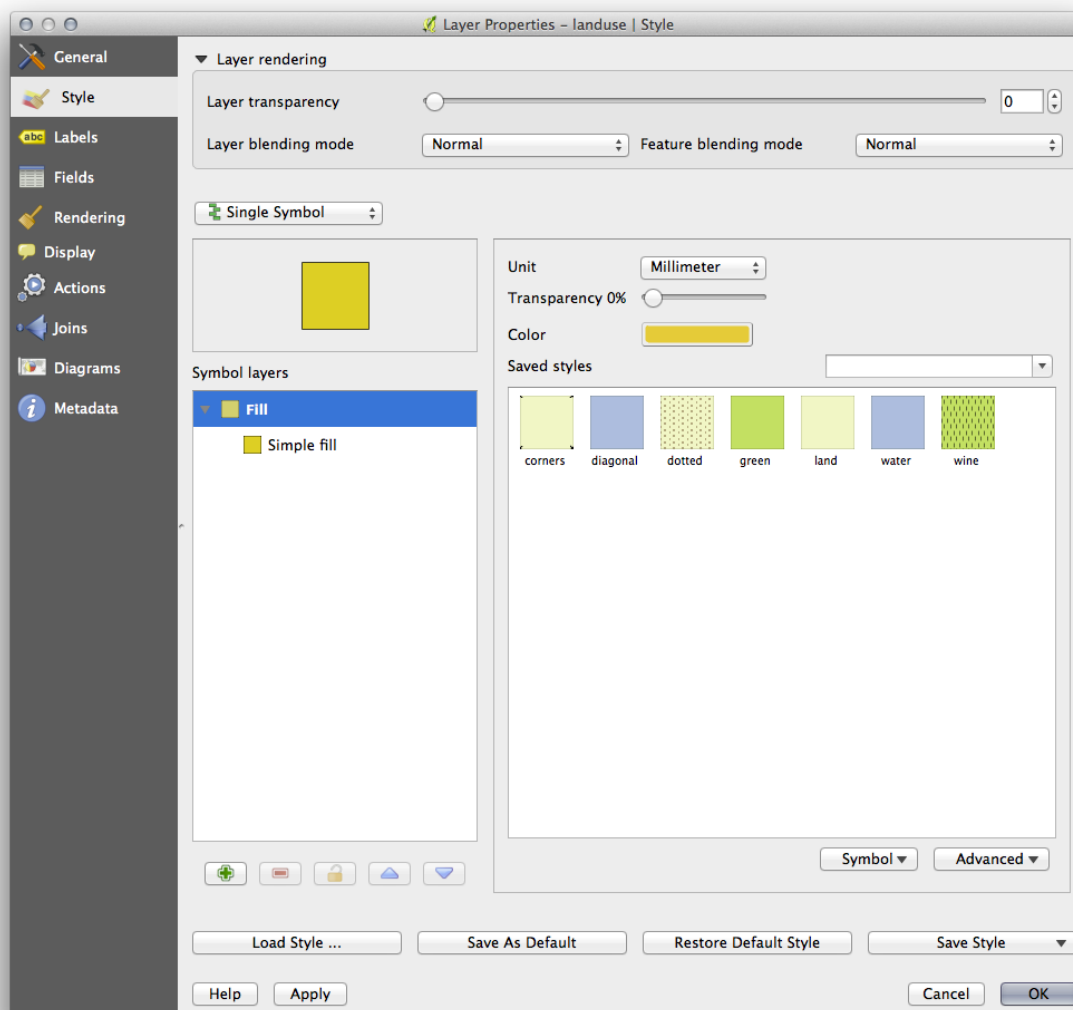
Per cambiare la simbologia di un layer, aprire le sue *Layer Properties*. Iniziamo cambiando il colore del layer *landuse*.

- Right-click on the *landuse* layer in the Layers list.
- Select the menu item *Properties* in the menu that appears.

Nota: Per definizione, é possibile accedere alle proprietà del layer tramite doppio click sul layer nella lista dei layer.

In the *Properties* window:

- Select the *Style* tab at the extreme left:



- Click the color select button next to the *Color* label.

A standard color dialog will appear.

- Selezionare un colore grigio e fare click su *OK*.
- Fare nuovamente click su *OK* nella finestra *Layer Properties*, e si vedrà il cambiamento di colore applicato al layer.

3.2.2 Try Yourself

Change the *water* layer to a light blue color.

Controllare i risultati

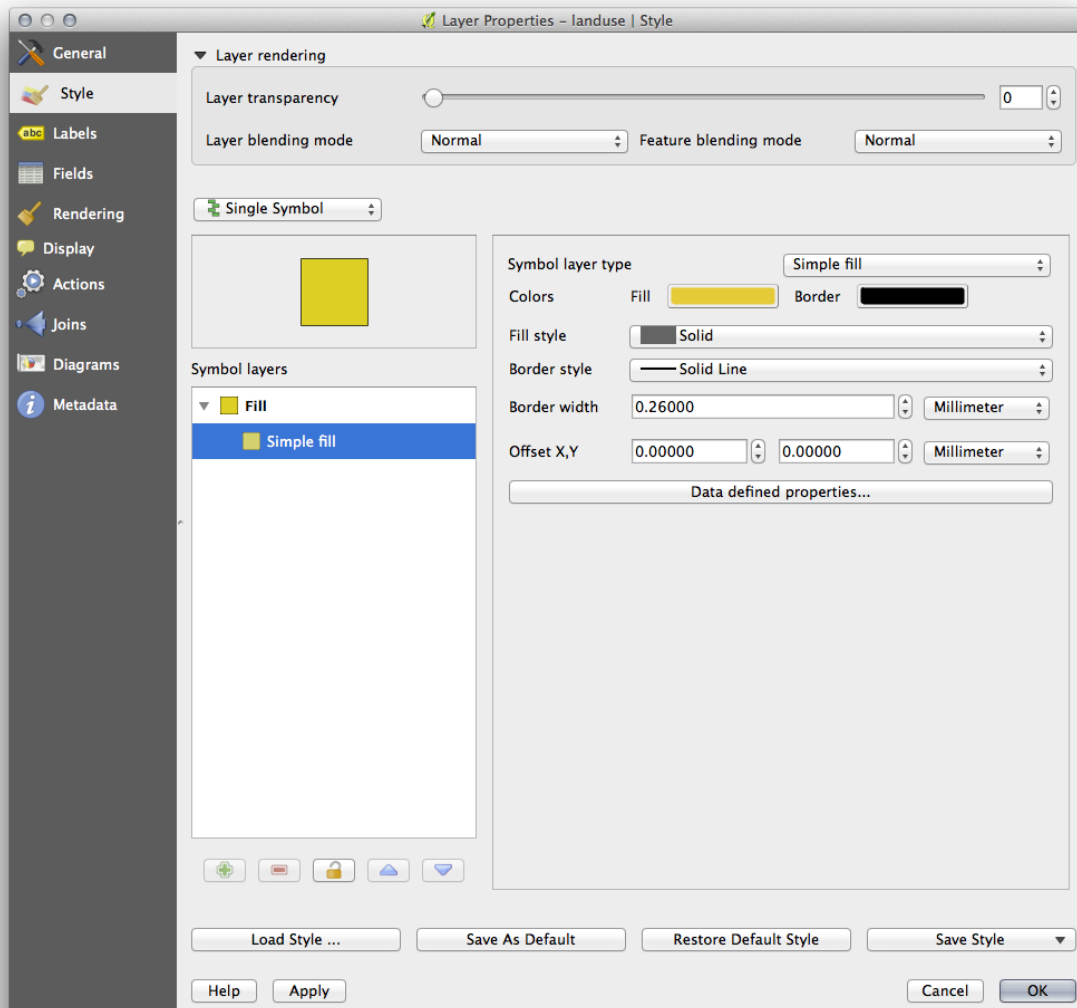
3.2.3 Follow Along: Cambiare la Struttura del Simbolo

Tutto questo è molto utile, ma la simbologia dei layer comprende molto di più che il semplice colore. Si vogliono ora eliminare le linee tra differenti aree di uso del suolo in modo da rendere la mappa più libera alla vista.

- Aprire la finestra *Proprietà del Layer* per il layer *landuse*.

Under the *Style* tab, you will see the same kind of dialog as before. This time, however, you're doing more than just quickly changing the color.

- In the *Symbol Layers* panel, expand the *Fill* dropdown (if necessary) and select the *Simple fill* option:



- Click on the *Border style* dropdown. At the moment, it should be showing a short line and the words *Solid Line*.
- Cambiarlo con *No Pen*.
- Click *OK*.

Adesso il layer *landuse* non avrà alcuna linea tra le aree.

3.2.4 Try Yourself

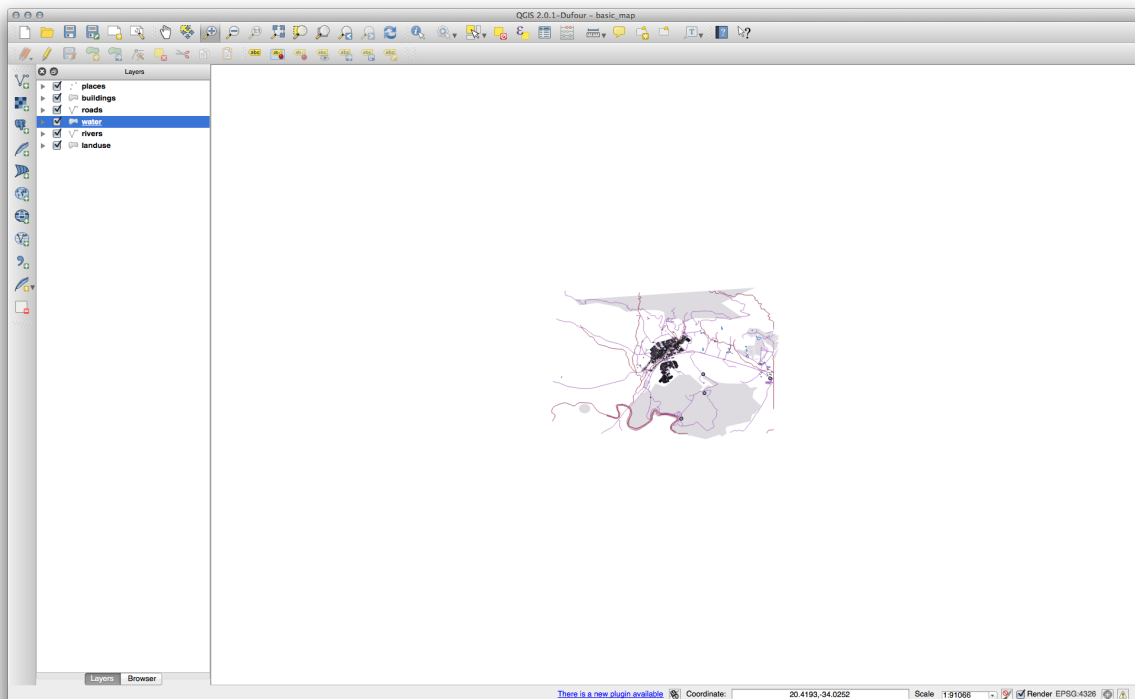
- Change the *water* layer's symbology again so that it has a darker blue outline.
- Cambiare la simbologia del layer *rivers* per ottenere una rappresentazione ragionevole delle vie d'acqua.

Controllare i risultati

3.2.5 Follow Along: Visibilità Basata sulla Scala

Alcune volte si ha che un layer non sia adatto per una certa scala. Ad esempio, un insieme di dati di tutti i continenti potrebbe avere poco dettaglio, e non molto accurato a livello di strada. Quando ciò accade, si vorrebbe poter nascondere l'insieme di dati per le scale inappropriate.

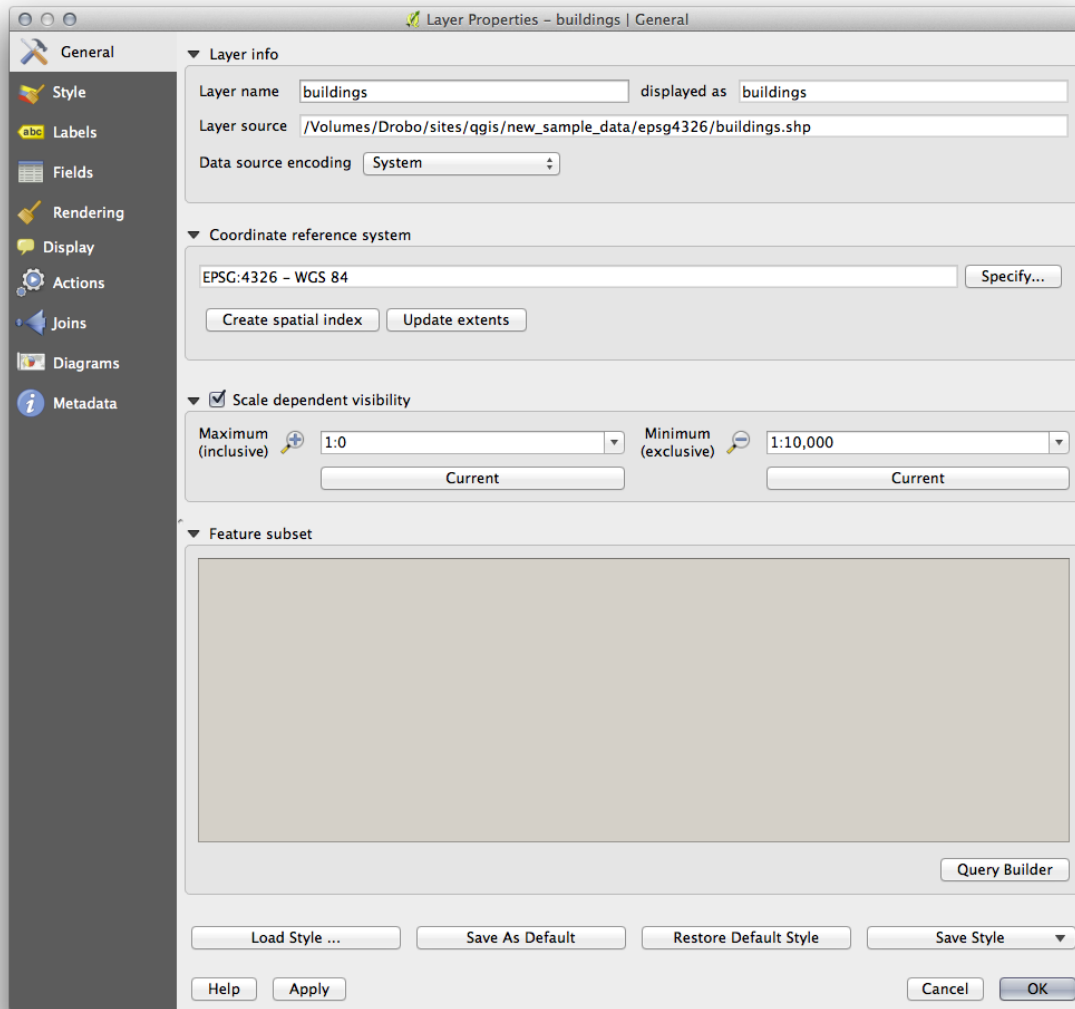
In our case, we may decide to hide the buildings from view at small scales. This map, for example ...



... non é molto utile. Gli edifici sono difficili da distinguere a questa scala.

Per abilitare la visualizzazione basata sulla scala:

- Aprire la finestra di dialogo *Layer Properties* per il layer *buildings*.
- Activate the *General* tab.
- Enable scale-based rendering by clicking on the checkbox labelled *Scale dependent visibility*:



- Change the *Minimum* value to 1 : 10 , 000.
- Click *OK*.

Testare gli effetti di questa operazione facendo zoom in e zoom out sulla mappa, notando quando il layer *buildings* appare e scompare.

Nota: È possibile usare la rotella del mouse per aumentare il livello di zoom. Alternativamente, utilizzare gli strumenti di zoom per fare zoom ad una finestra:



3.2.6 Follow Along: Aggiungere livelli simbolo

Ora che sai come modificare una semplice simbologia per i tuoi layers, il passo successivo è creare una simbologia più complessa. QGIS permette di farlo utilizzando i livelli simbolo.

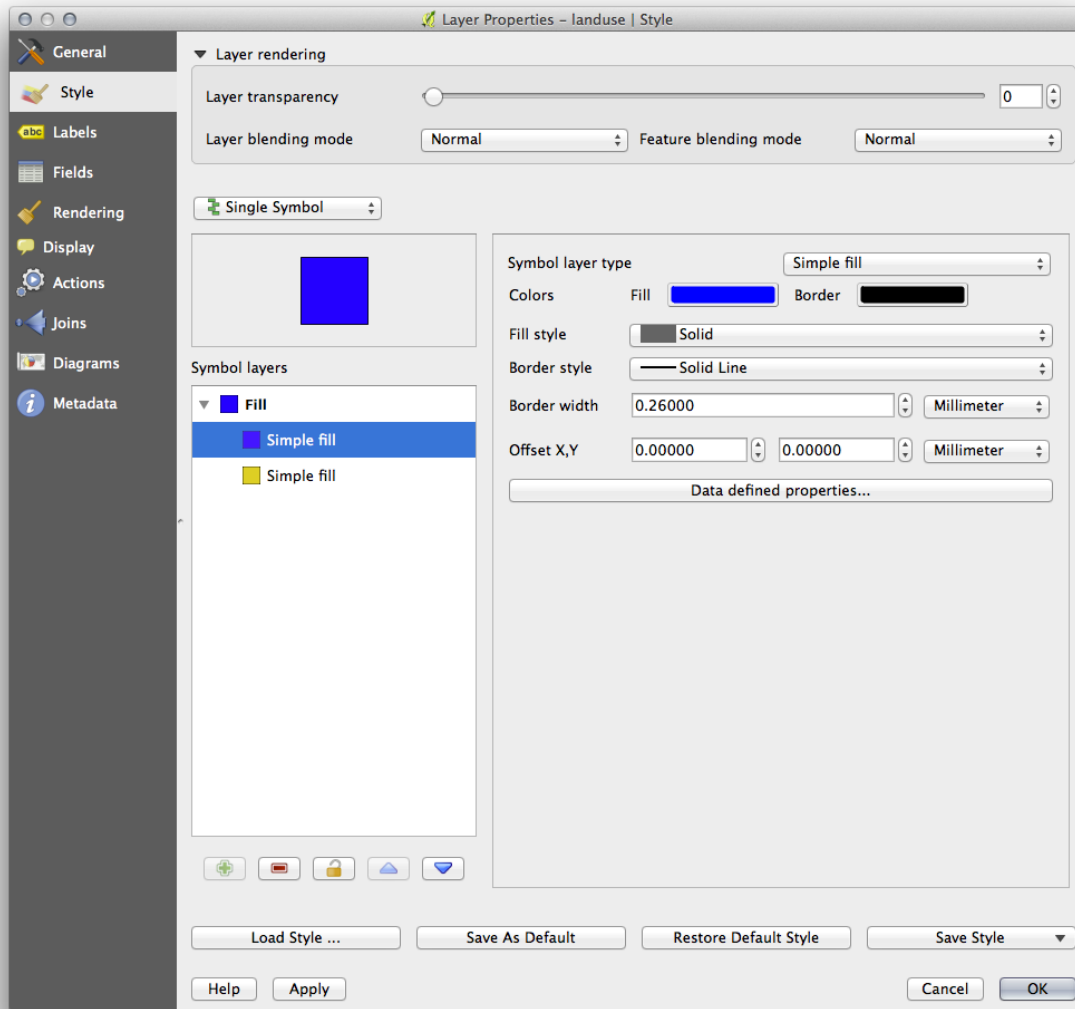
- Go back to the *landuse* layer's symbol properties panel (by clicking *Simple fill* in the *Symbol layers* panel).

In this example, the current symbol has no outline (i.e., it uses the *No Pen* border style).

Select the *Fill* in the *Symbol layers* panel. Then click the *Add symbol layer* button:



- Click on it and the dialog will change to look somewhat like this:



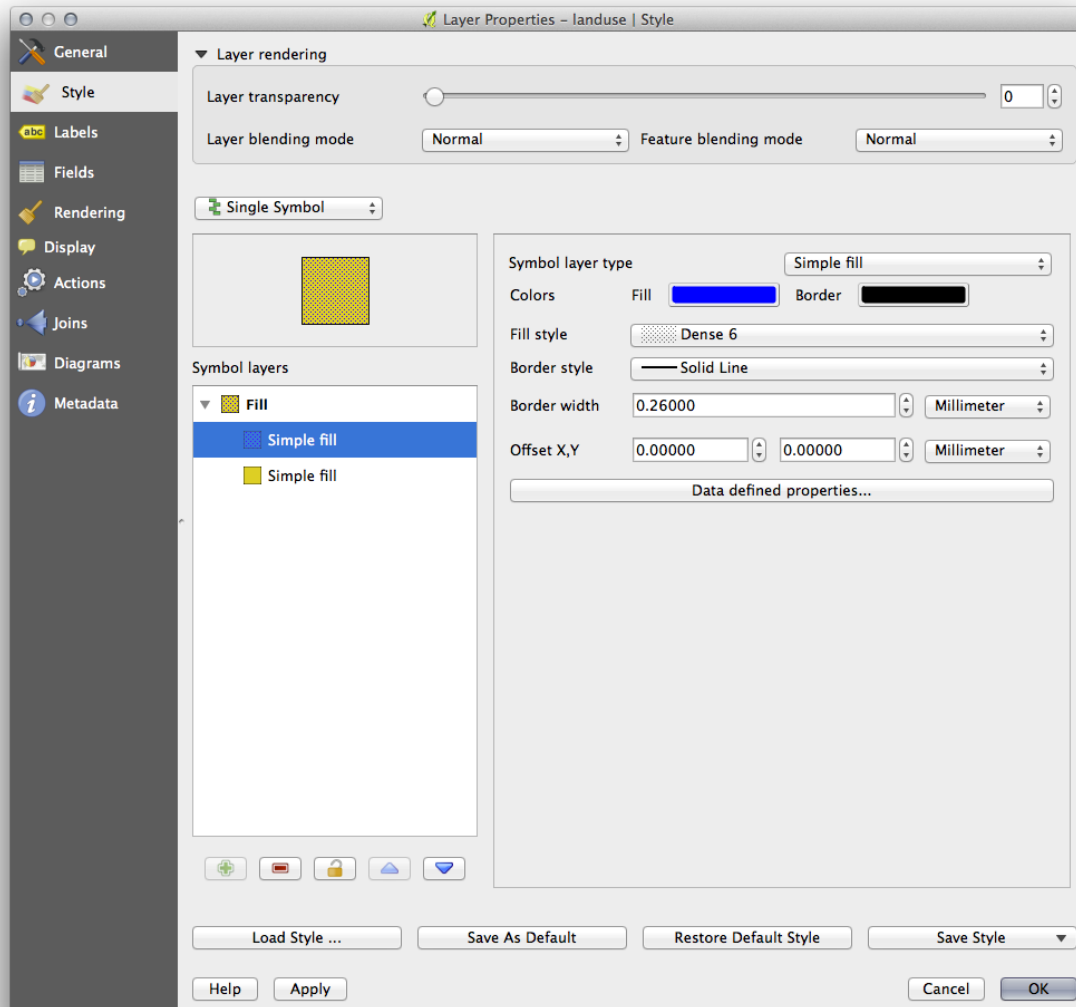
(It may appear somewhat different in color, for example, but you're going to change that anyway.)

Now there's a second symbol layer. Being a solid color, it will of course completely hide the previous kind of symbol. Plus, it has a *Solid Line* border style, which we don't want. Clearly this symbol has to be changed.

Nota: It's important not to get confused between a map layer and a symbol layer. A map layer is a vector (or raster) that has been loaded into the map. A symbol layer is part of the symbol used to represent a map layer. This course will usually refer to a map layer as just a layer, but a symbol layer will always be called a symbol layer, to prevent confusion.

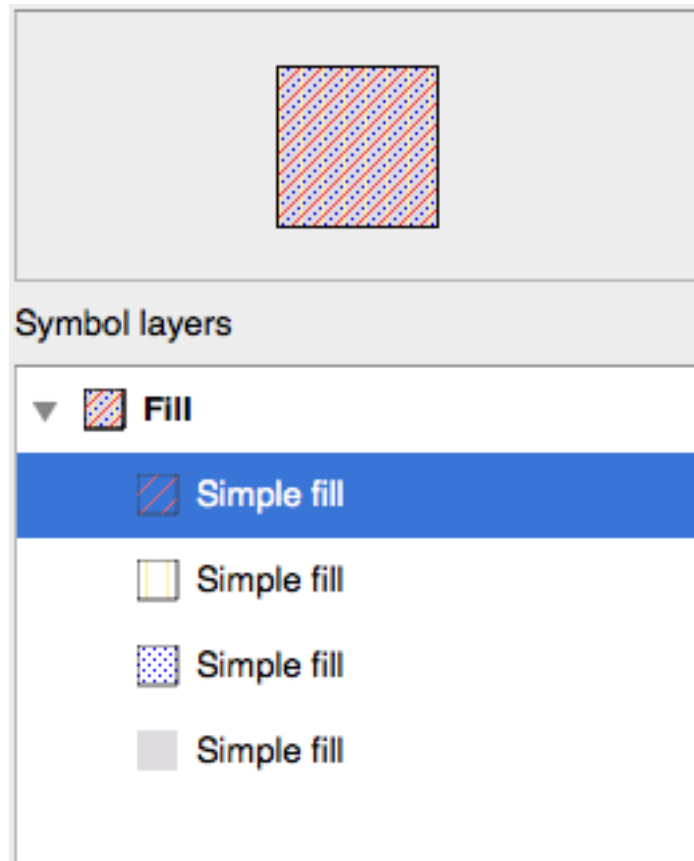
With the new *Simple Fill* layer selected:

- Set the border style to *No Pen*, as before.
- Change the fill style to something other than *Solid* or *No brush*. For example:



- Click *OK*. Now you can see your results and tweak them as needed.

You can even add multiple extra symbol layers and create a kind of texture for your layer that way.



It's fun! But it probably has too many colors to use in a real map...

3.2.7 Try Yourself

- Remembering to zoom in if necessary, create a simple, but not distracting texture for the *buildings* layer using the methods above.

Check your results

3.2.8 Follow Along: Ordering Symbol Levels

When symbol layers are rendered, they are also rendered in a sequence, similar to the way the different map layers are rendered. This means that in some cases, having many symbol layers in one symbol can cause unexpected results.

- Give the *roads* layer an extra symbol layer (using the method for adding symbol layers demonstrated above).
- Give the base line a *Pen width* of 0.3, a white color and select *Dashed Line* from the *Pen Style* dropdown.
- Give the new, uppermost layer a thickness of 1.3 and ensure that it is a *Solid Line*.

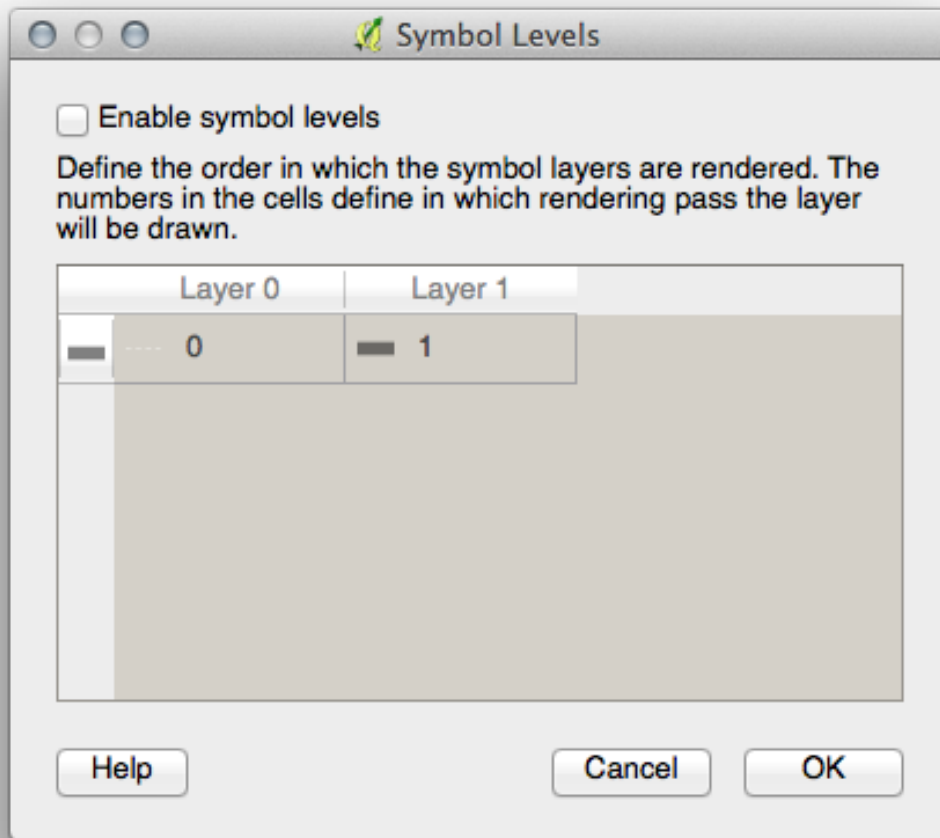
You'll notice that this happens:



Well that's not what we want at all!

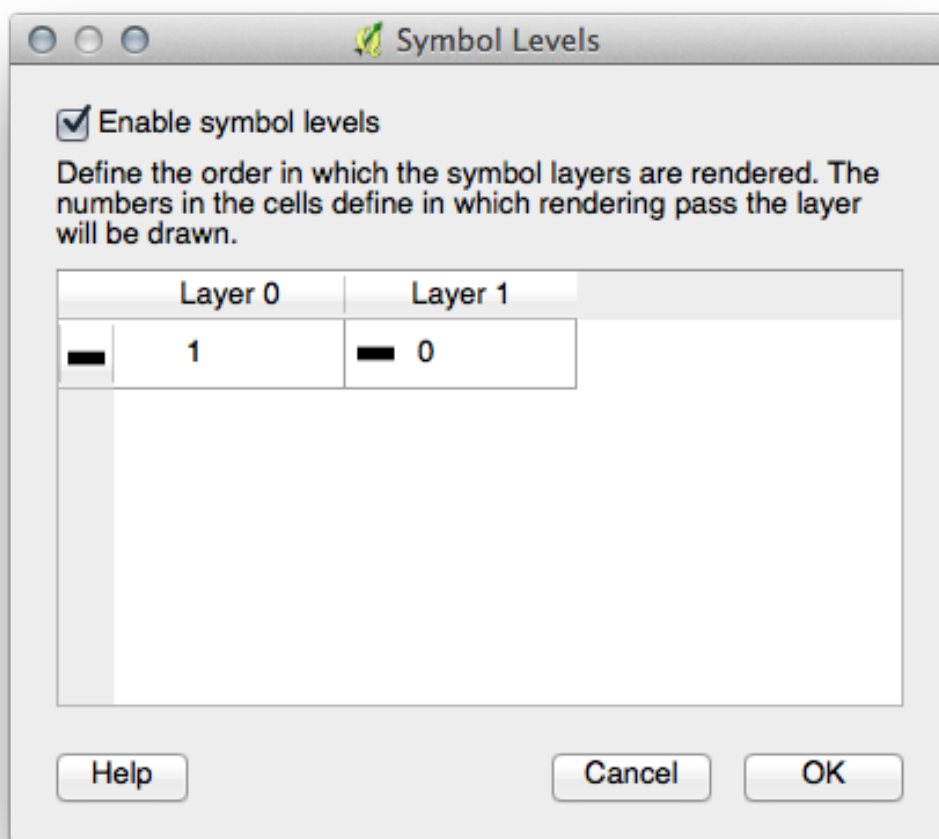
To prevent this from happening, you can sort the symbol levels and thereby control the order in which the different symbol layers are rendered.

To change the order of the symbol layers, select the *Line* layer in the *Symbol layers* panel, then click *Advanced* → *Symbol levels...* in the bottom right-hand corner of the window. This will open a dialog like this:



Select *Enable symbol levels*. You can then set the layer ordering of each symbol by entering the corresponding level number. 0 is the bottom layer.

In our case, we want to reverse the ordering, like this:



This will render the dashed, white line above the thick black line.

- Click *OK* twice to return to the map.

The map will now look like this:



Also note that the meeting points of roads are now “merged”, so that one road is not rendered above another.

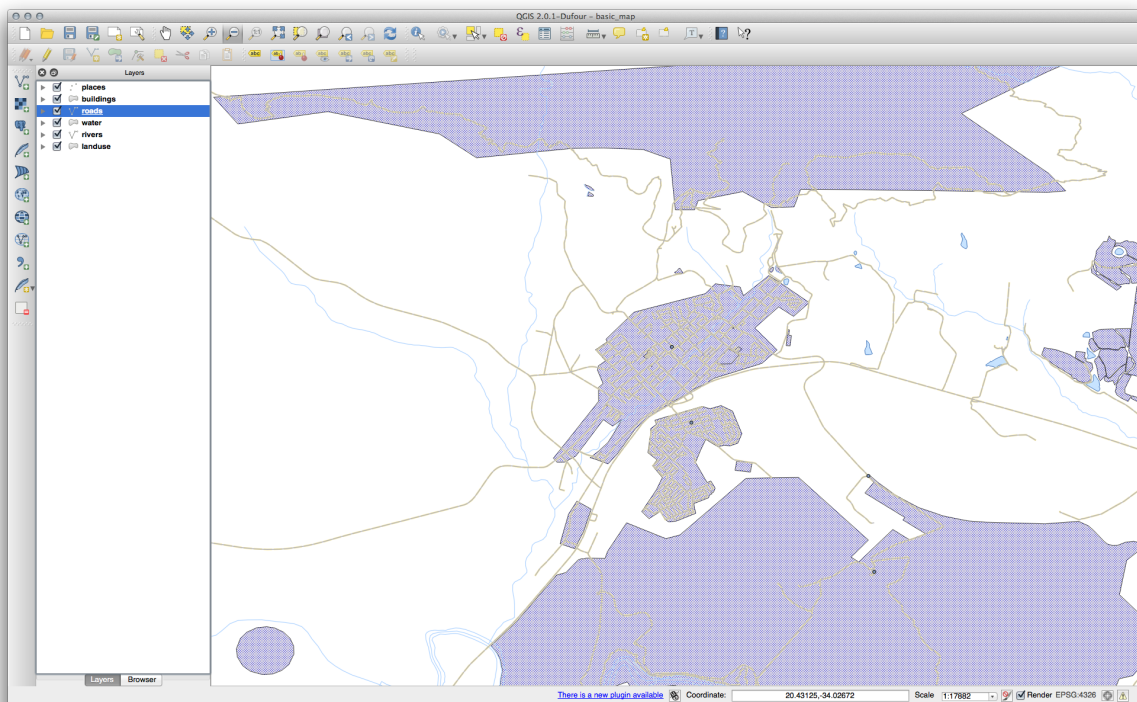
When you’re done, remember to save the symbol itself so as not to lose your work if you change the symbol again in the future. You can save your current symbol style by clicking the *Save Style ...* button under the *Style* tab of the *Layer Properties* dialog. Generally, you should save as *QGIS Layer Style File*.

Save your style under `exercise_data/styles`. You can load a previously saved style at any time by clicking the *Load Style ...* button. Before you change a style, keep in mind that any unsaved style you are replacing will be lost.

3.2.9 Try Yourself

- Change the appearance of the *roads* layer again.

The roads must be narrow and mid-gray, with a thin, pale yellow outline. Remember that you may need to change the layer rendering order via the *Advanced* → *Symbol levels...* dialog.

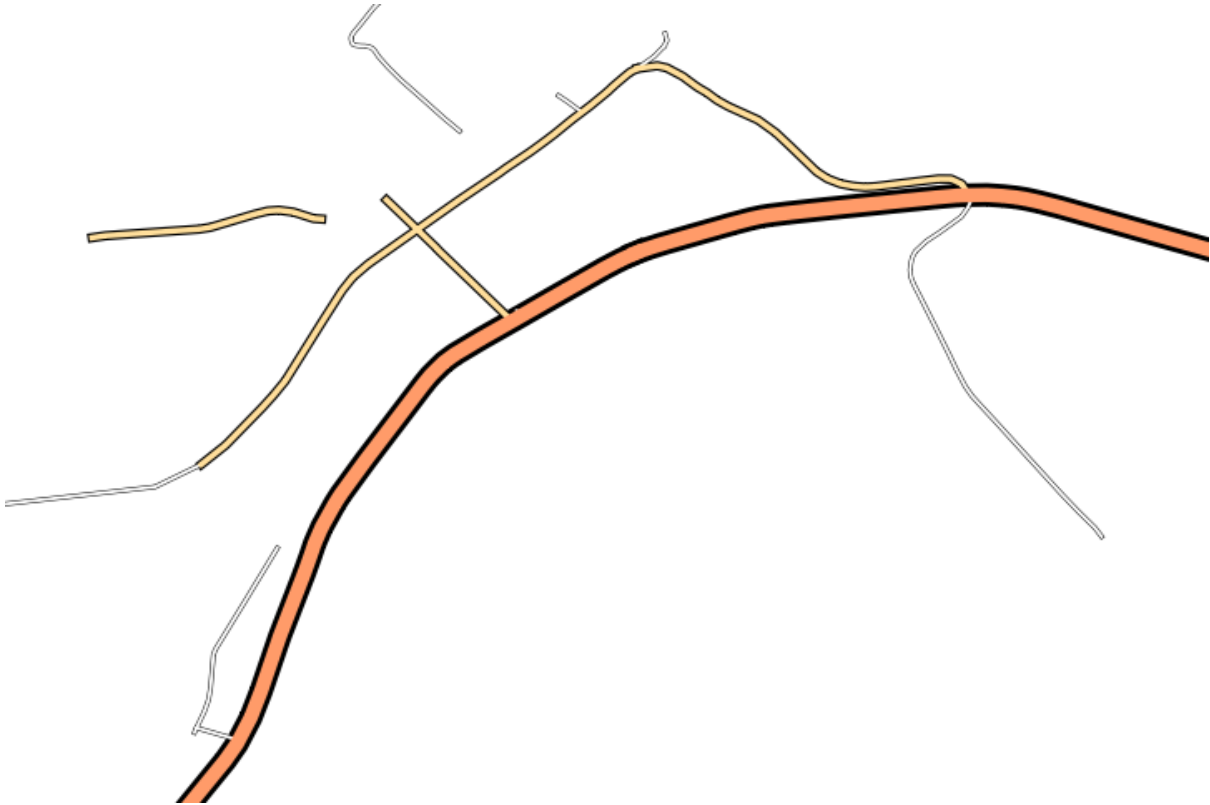


Check your results

3.2.10 Try Yourself

Symbol levels also work for classified layers (i.e., layers having multiple symbols). Since we haven't covered classification yet, you will work with some rudimentary pre-classified data.

- Create a new map and add only the *roads* dataset.
- Apply the style `advanced_levels_demo.qml` provided in `exercise_data/styles`.
- Zoom in to the Swellendam area.
- Using symbol layers, ensure that the outlines of layers flow into one another as per the image below:



Check your results

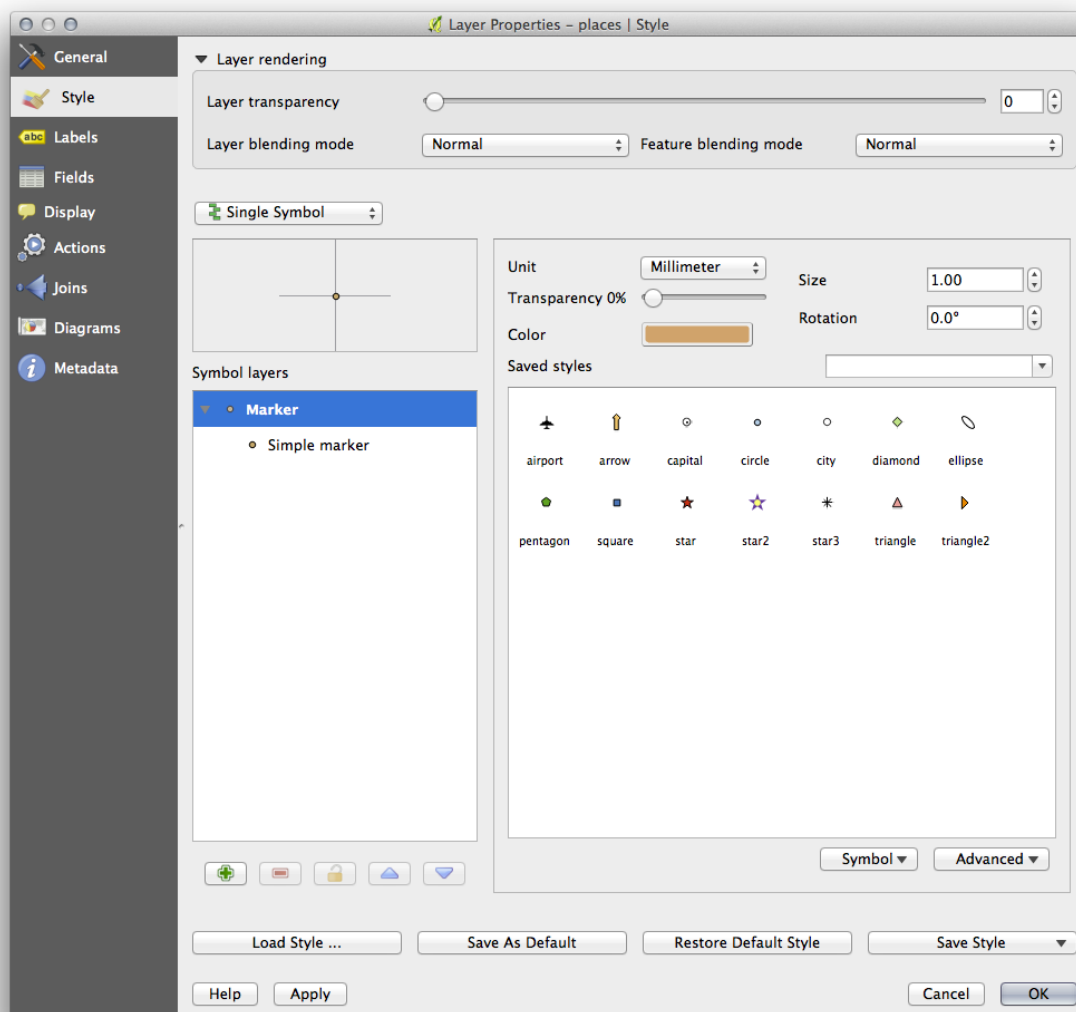
3.2.11 Follow Along: Symbol layer types

In addition to setting fill colors and using predefined patterns, you can use different symbol layer types entirely. The only type we've been using up to now was the *Simple Fill* type. The more advanced symbol layer types allow you to customize your symbols even further.

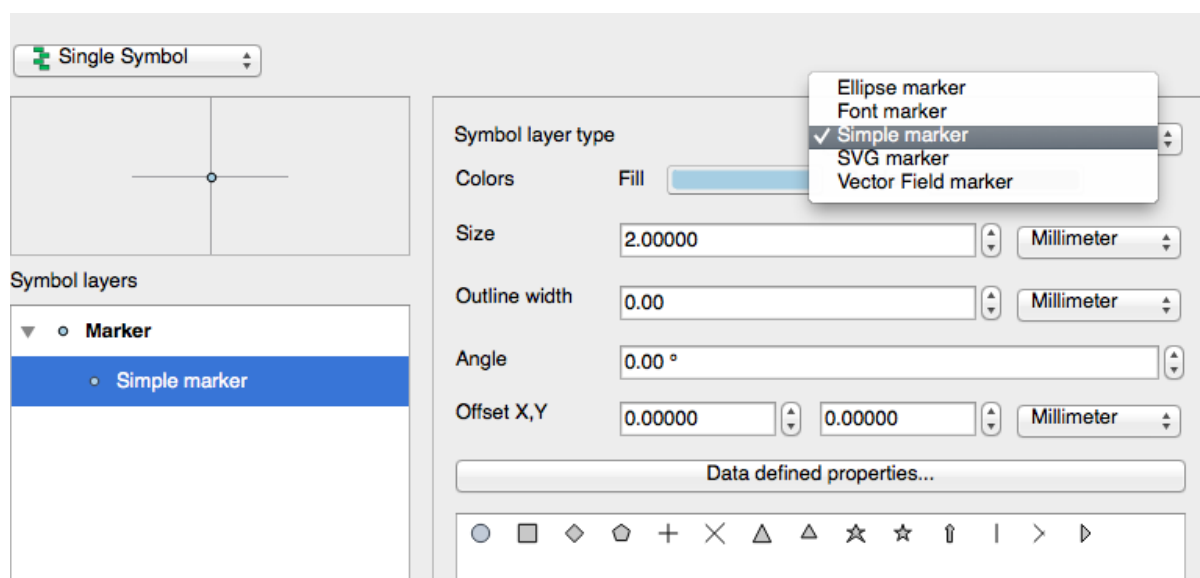
Each type of vector (point, line and polygon) has its own set of symbol layer types. First we will look at the types available for points.

Point Symbol Layer Types

- Open your *basic_map* project.
- Change the symbol properties for the *places* layer:



- You can access the various symbol layer types by selecting the *Simple marker* layer in the *Symbol layers* panel, then click the *Symbol layer type* dropdown:



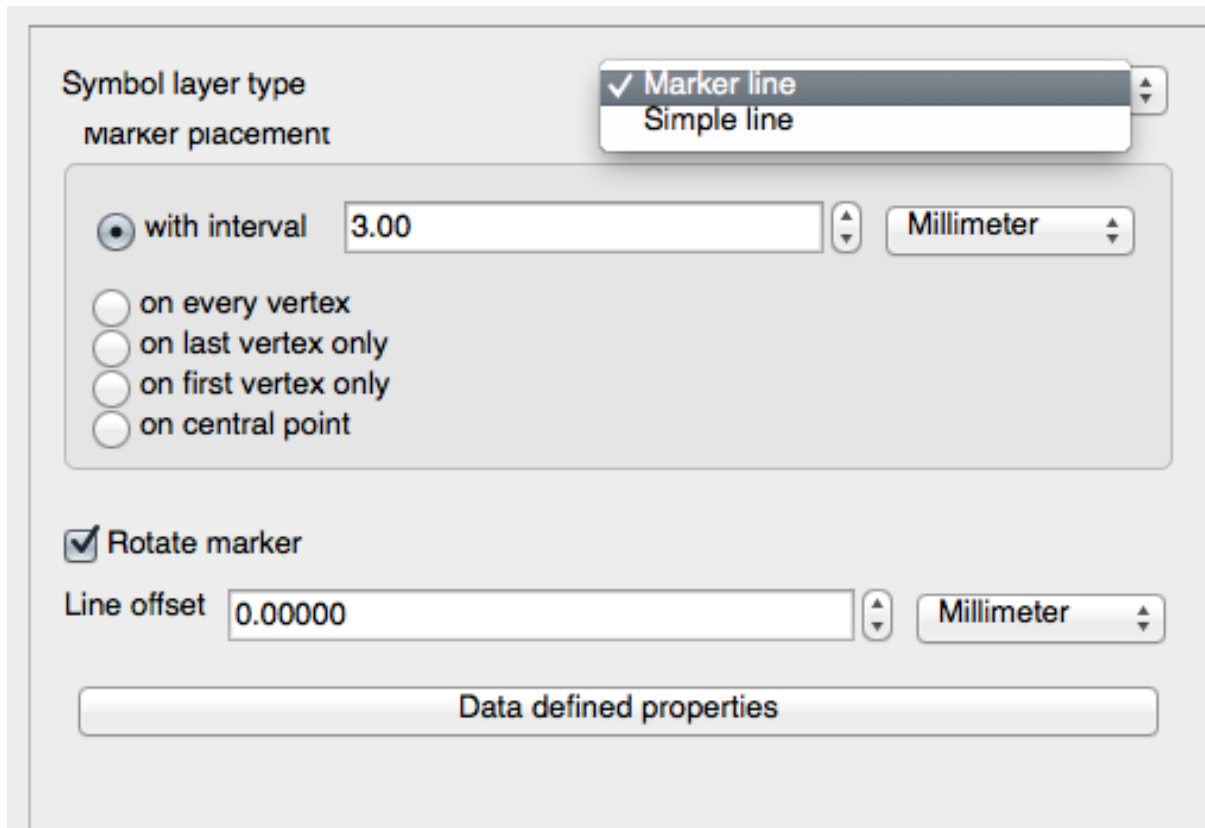
- Investigate the various options available to you, and choose a symbol with styling you think is appropriate.

- If in doubt, use a round *Simple marker* with a white border and pale green fill, with a *size* of 3,00 and an *Outline width* of 0,5.

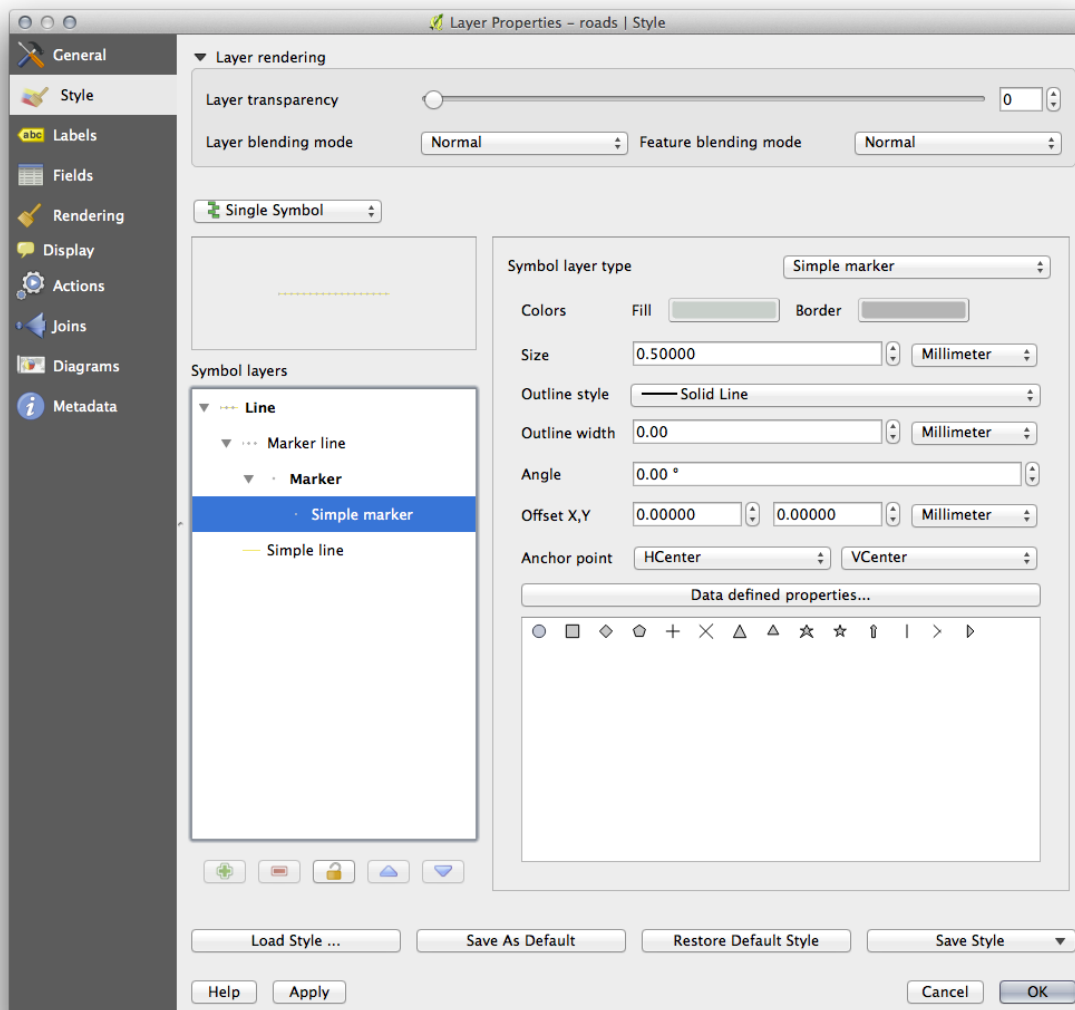
Line Symbol Layer Types

To see the various options available for line data:

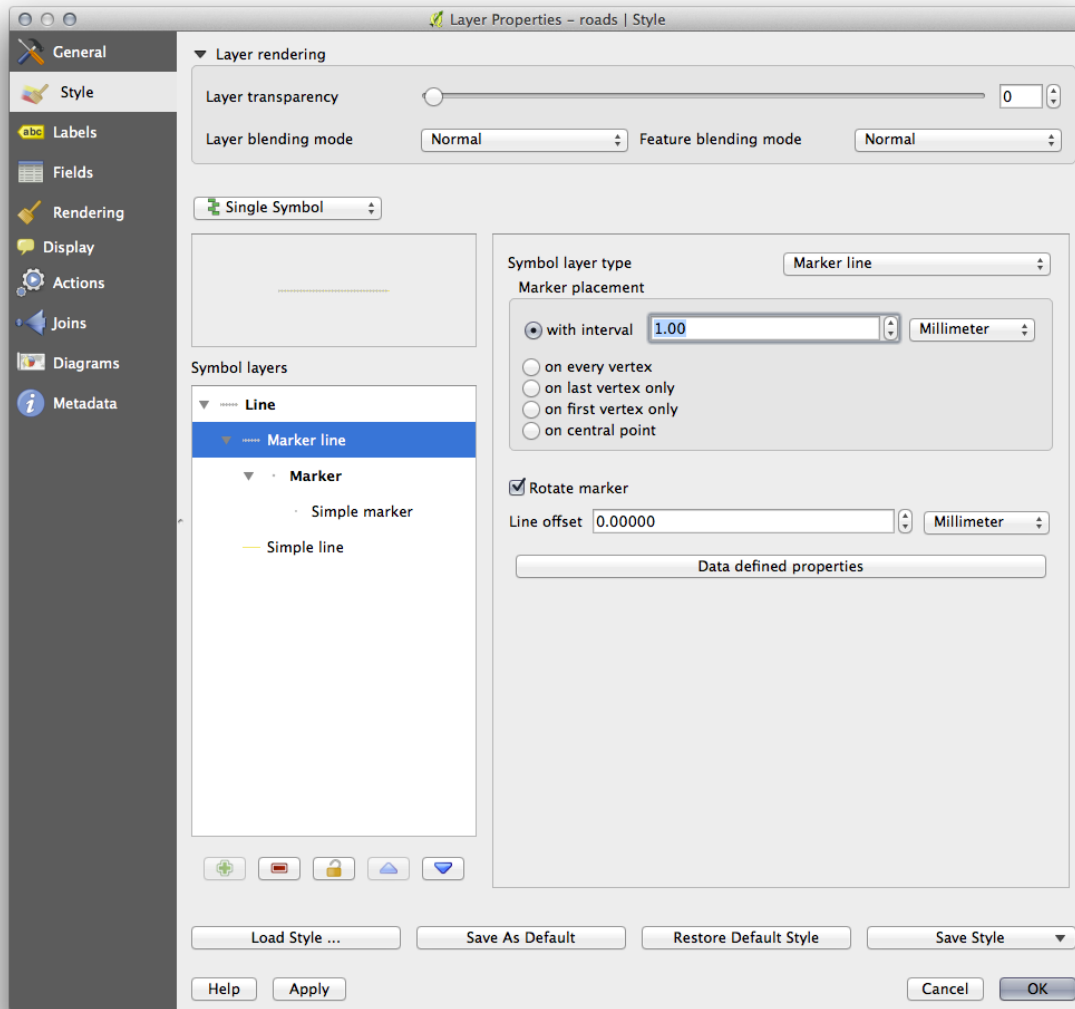
- Change the symbol layer type for the *roads* layer's topmost symbol layer to *Marker line*:



- Select the *Simple marker* layer in the *Symbol layers* panel. Change the symbol properties to match this dialog:



- Change the interval to 1,00:



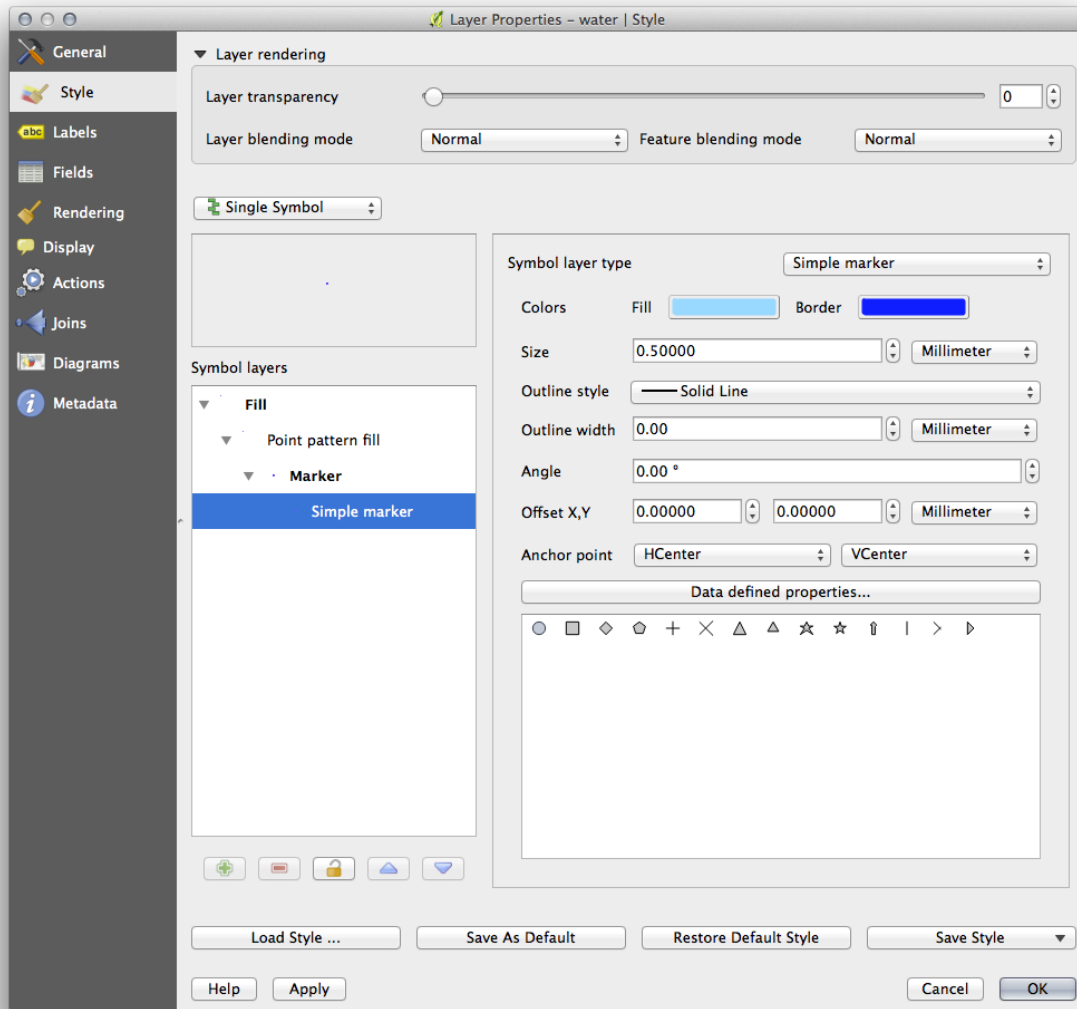
- Ensure that the symbol levels are correct (via the *Advanced* → *Symbol levels* dialog we used earlier) before applying the style.

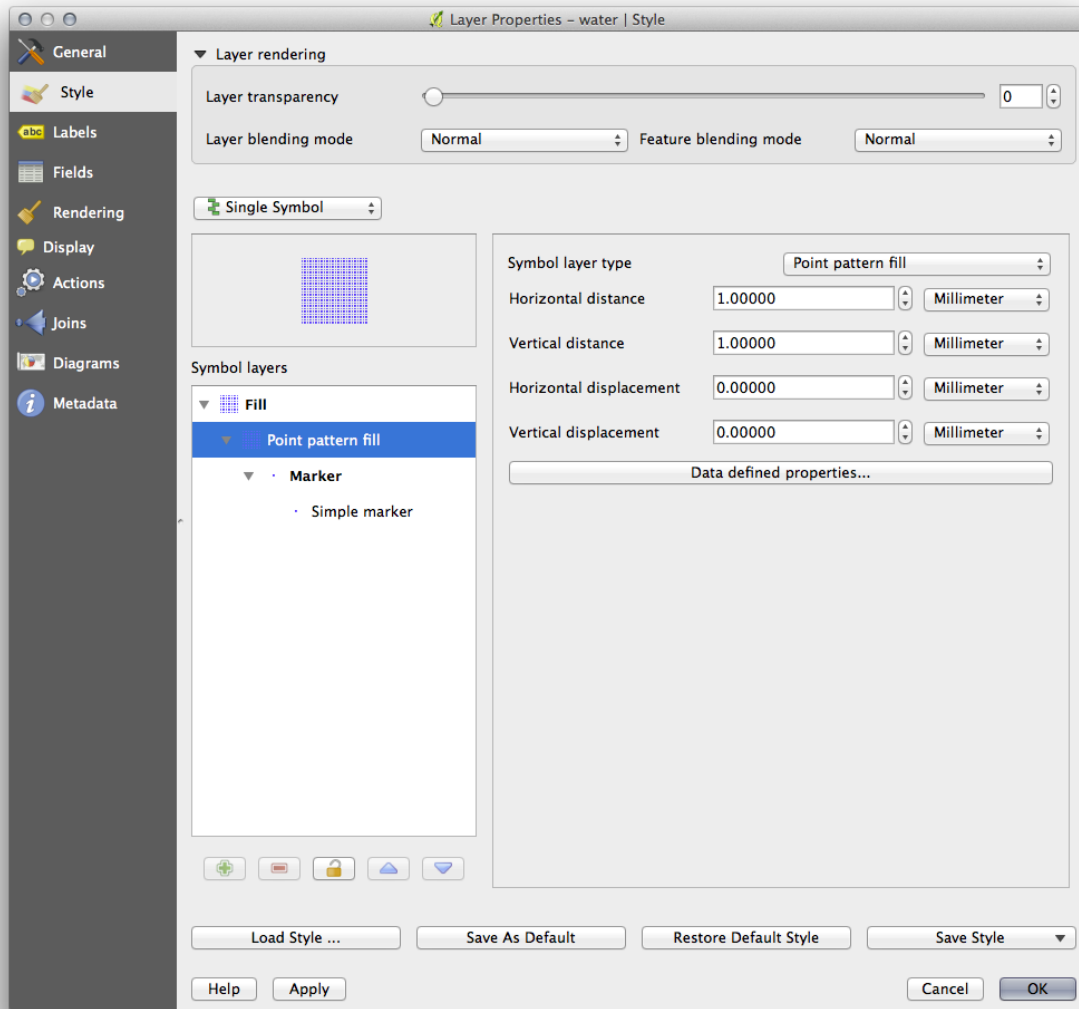
Once you have applied the style, take a look at its results on the map. As you can see, these symbols change direction along with the road but don't always bend along with it. This is useful for some purposes, but not for others. If you prefer, you can change the symbol layer in question back to the way it was before.

Polygon Symbol Layer Types

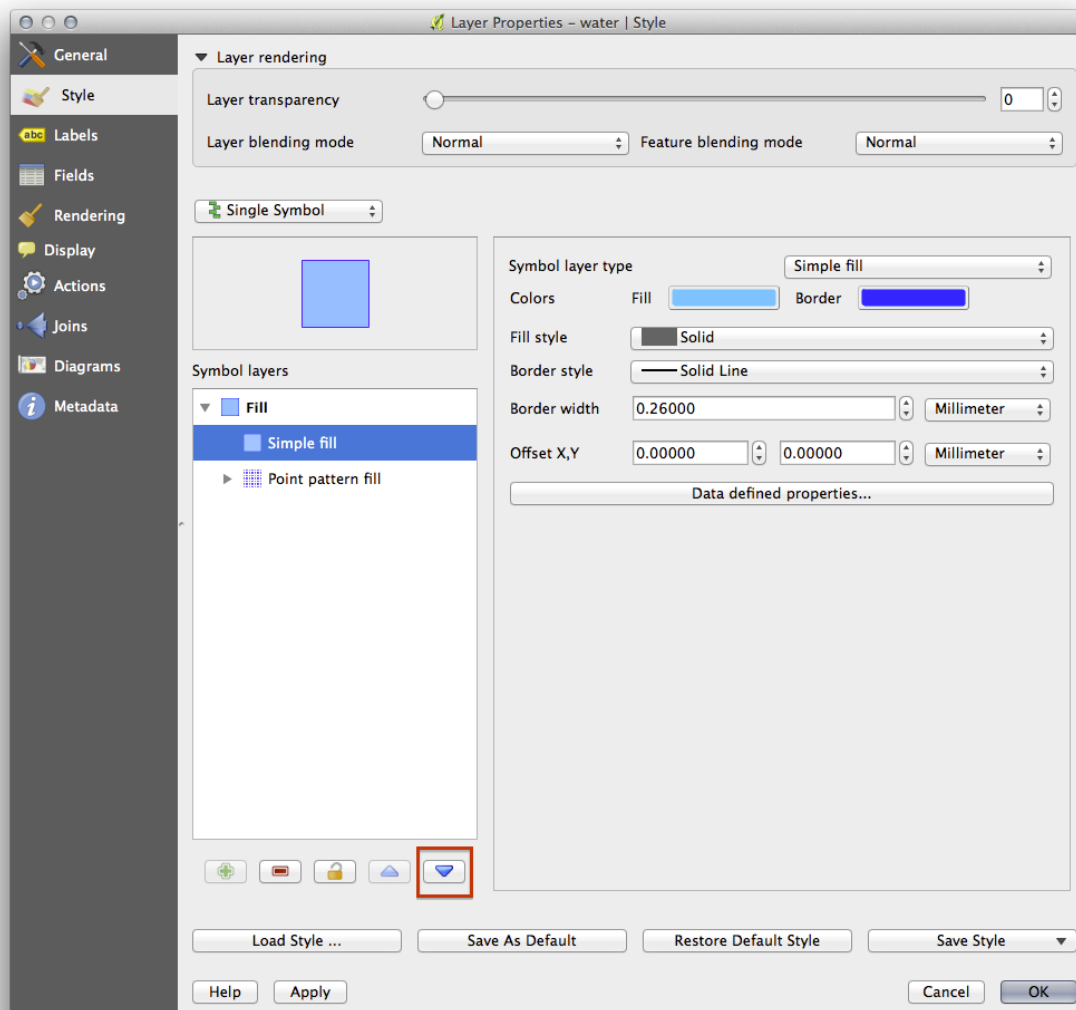
To see the various options available for polygon data:

- Change the symbol layer type for the *water* layer, as before for the other layers.
- Investigate what the different options on the list can do.
- Choose one of them that you find suitable.
- If in doubt, use the *Point pattern fill* with the following options:





- Add a new symbol layer with a normal *Simple fill*.
- Make it the same light blue with a darker blue border.
- Move it underneath the point pattern symbol layer with the *Move down* button:



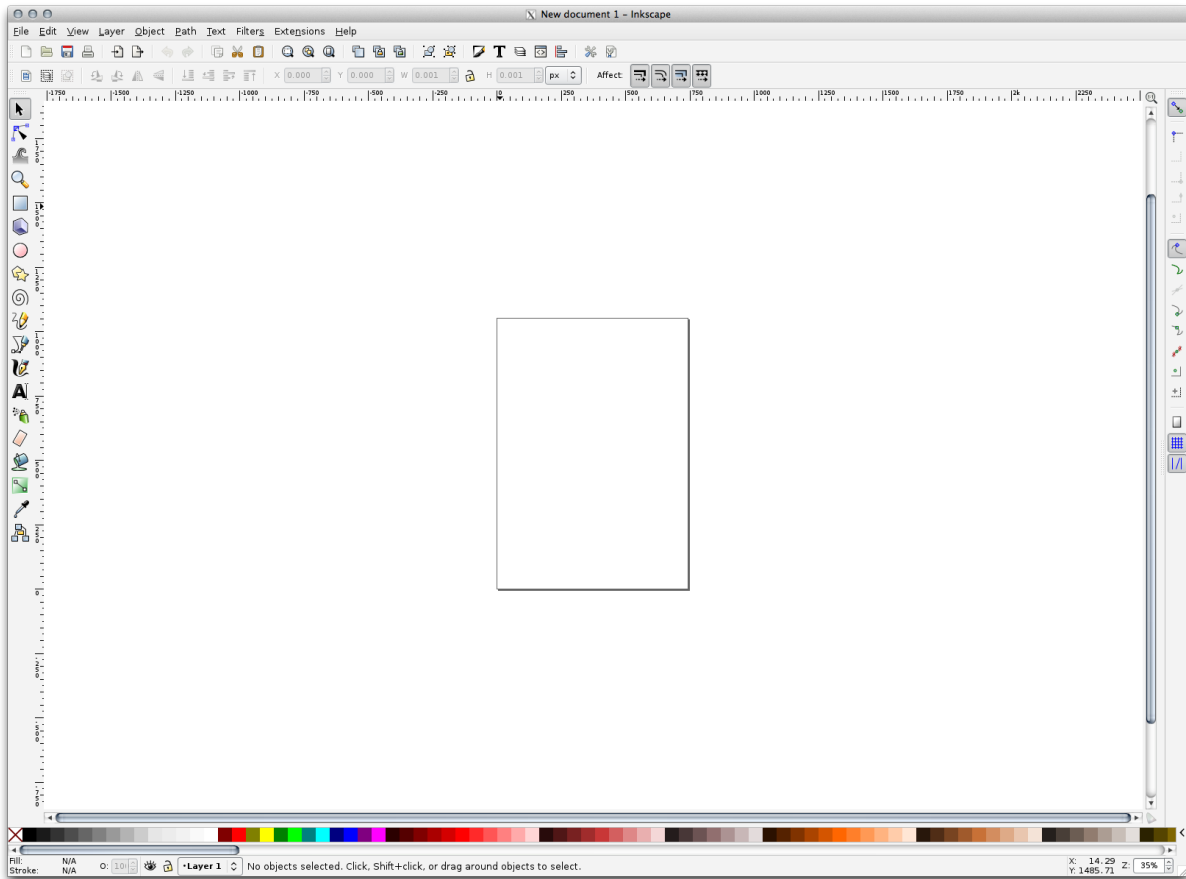
As a result, you have a textured symbol for the water layer, with the added benefit that you can change the size, shape and distance of the individual dots that make up the texture.

3.2.12 Follow Along: Creating a Custom SVG Fill

Nota: To do this exercise, you will need to have the free vector editing software [Inkscape](#) installed.

- Start the Inkscape program.

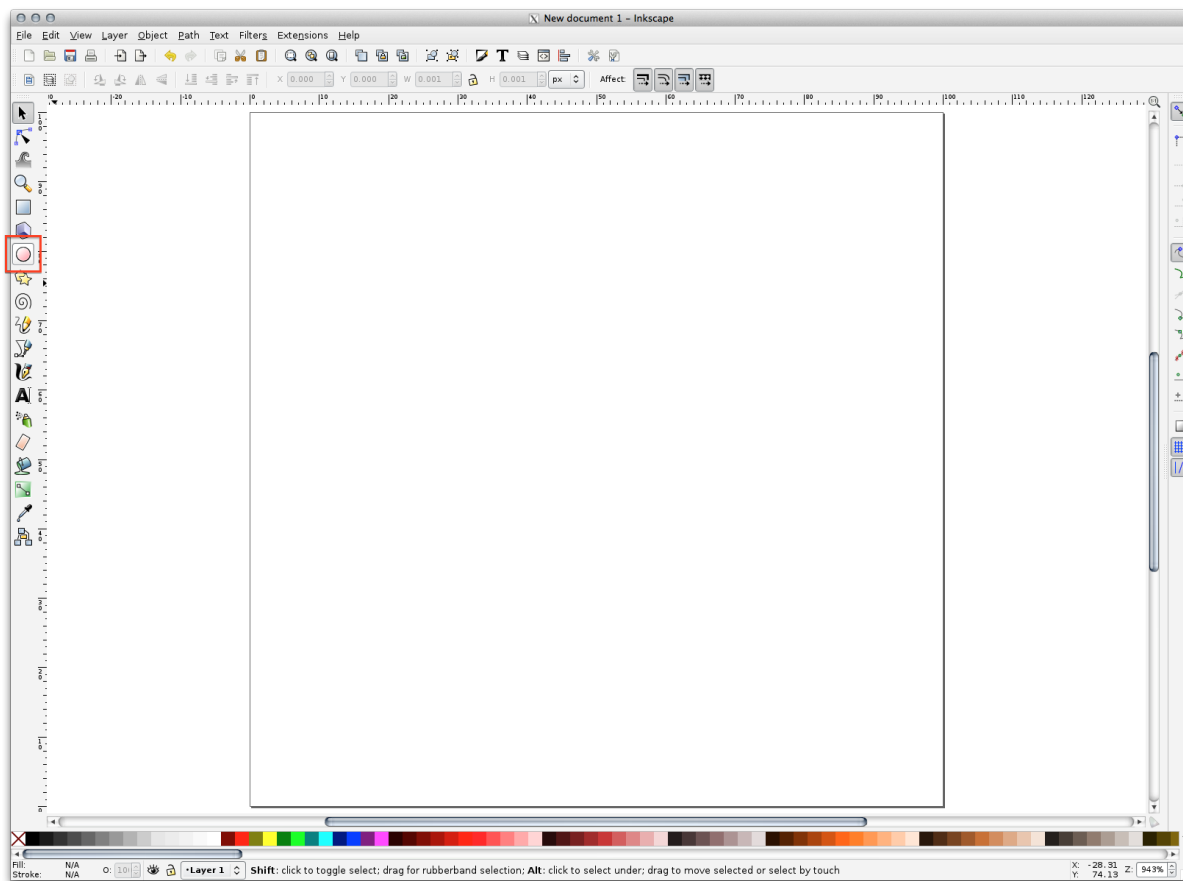
You will see the following interface:



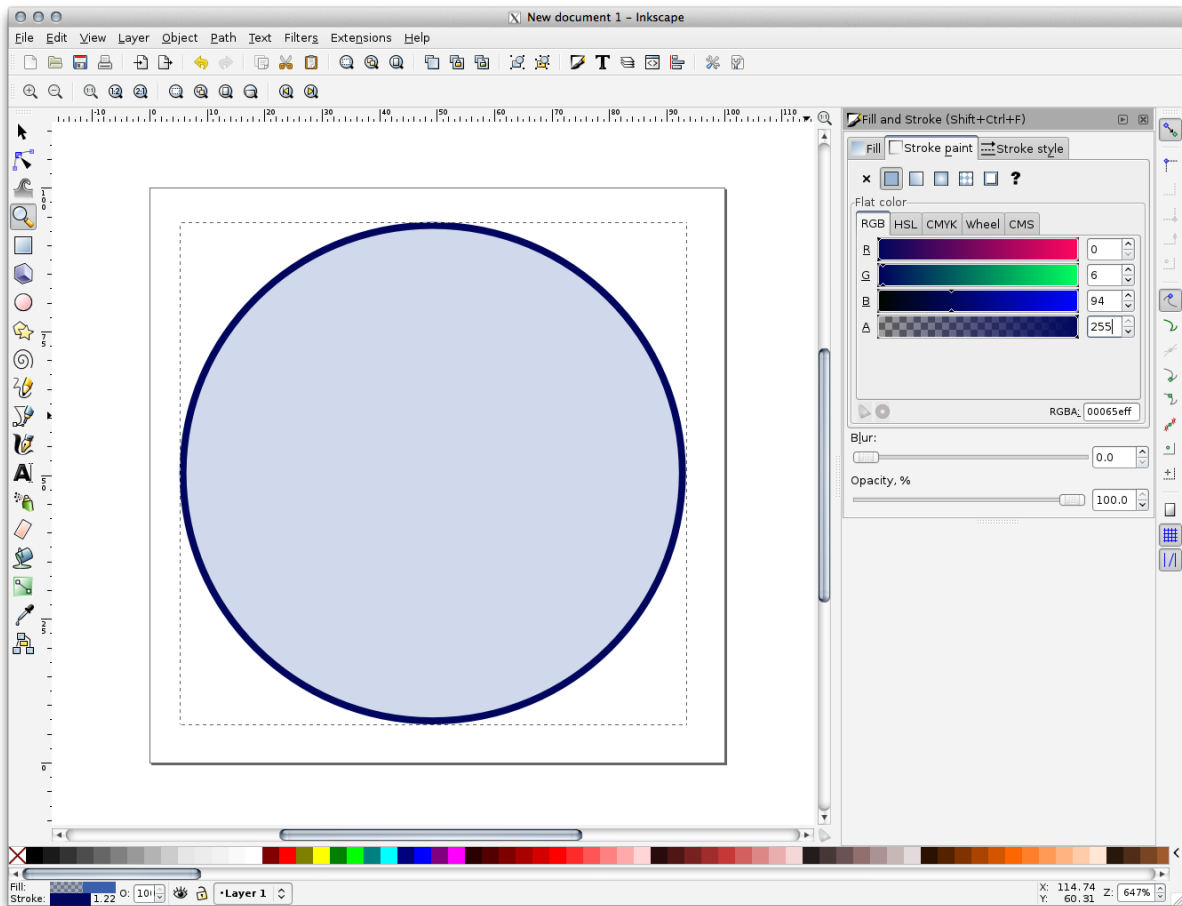
You should find this familiar if you have used other vector image editing programs, like Corel.

First, we'll change the canvas to a size appropriate for a small texture.

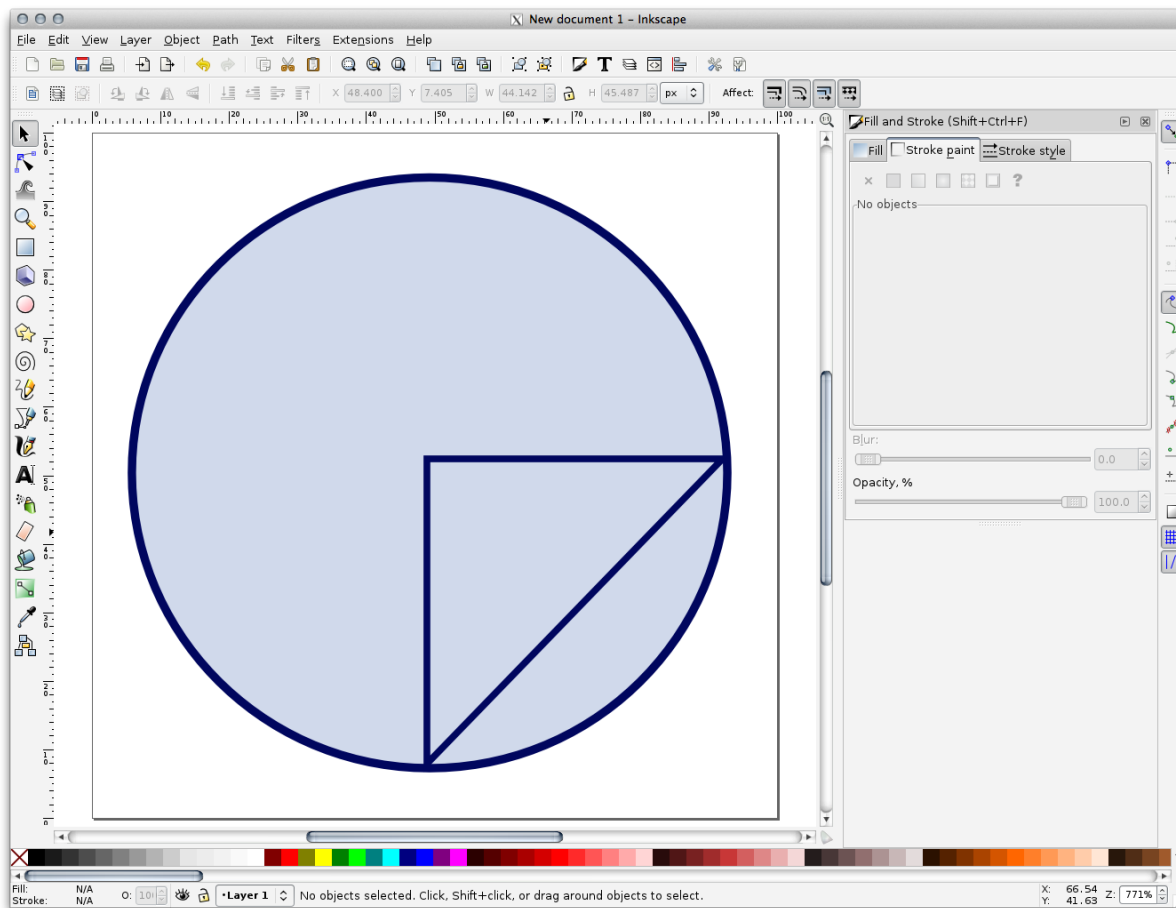
- Click on the menu item *File* → *Document Properties*. This will give you the *Document Properties* dialog.
- Change the *Units* to *px*.
- Change the *Width* and *Height* to 100.
- Close the dialog when you are done.
- Click on the menu item *View* → *Zoom* → *Page* to see the page you are working with.
- Select the *Circle* tool:



- Click and drag on the page to draw an ellipse. To make the ellipse turn into a circle, hold the `Ctrl` button while you're drawing it.
- Right-click on the circle you just created and open its *Fill and Stroke* options. You can modify its rendering, such as:
 - Change the *Fill* color to a somehow pale grey-blue,
 - Assign to the border a darker color in *Stroke paint* tab,
 - And reduce the border thickness under *Stroke style* tab.




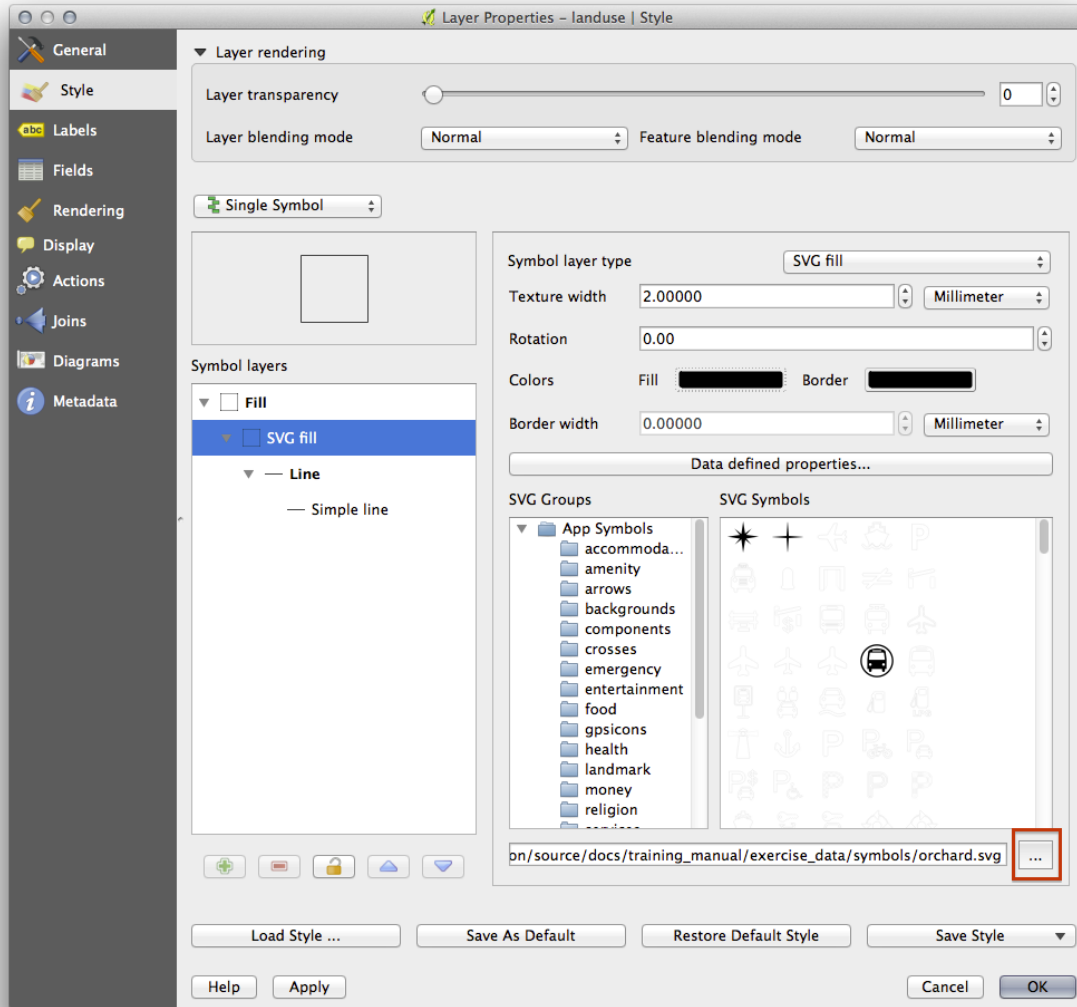
- Draw a line using the *Pencil* tool:
 - Click once to start the line. Hold `ctrl` to make it snap to increments of 15 degrees.
 - Move the pointer horizontally and place a point with a simple click.
 - Click and snap to the vertex of the line and trace a vertical line, ended by a simple click.
 - Now join the two end vertices.
 - Change the color and width of the triangle symbol to match the circle's stroke and move it around as necessary, so that you end up with a symbol like this one:



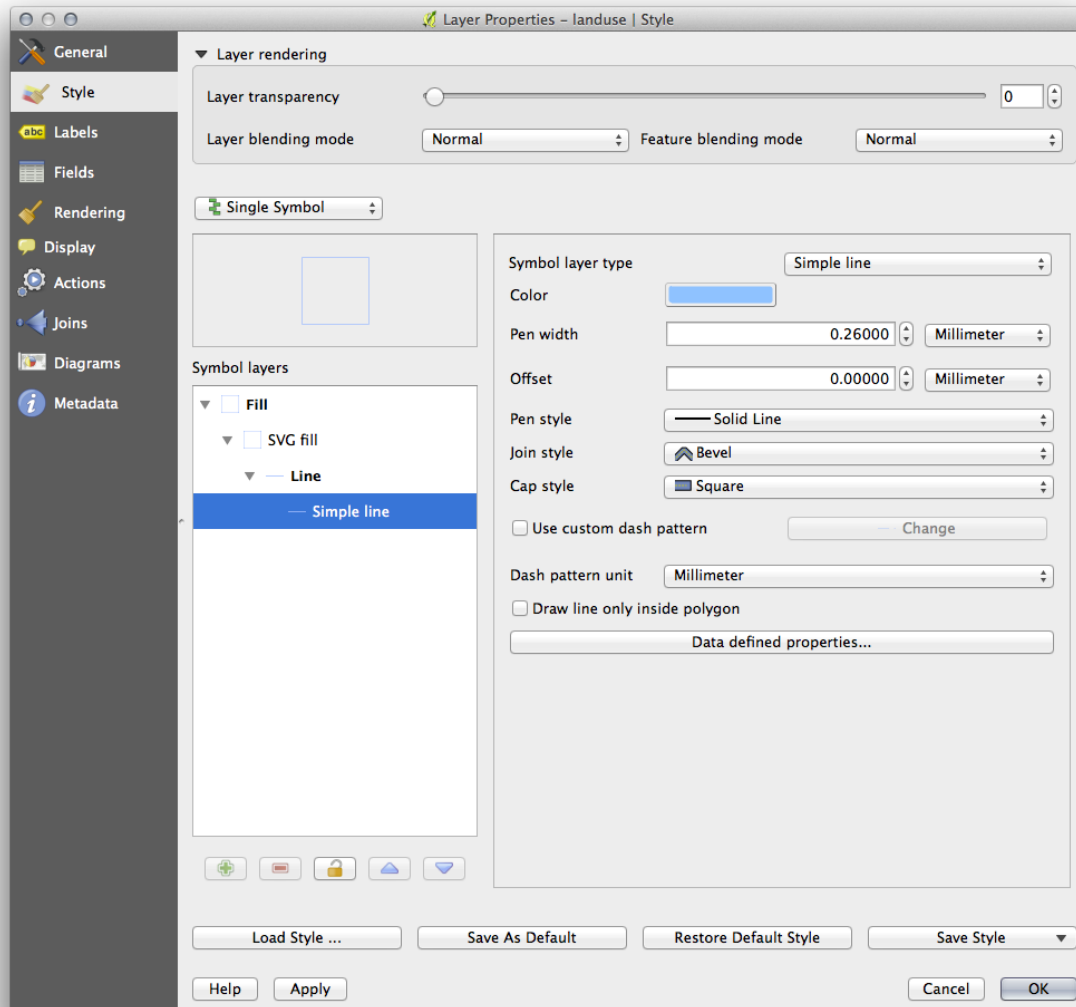
- If the symbol you get satisfies you, then save it as *landuse_symbol* under the directory that the course is in, under *exercise_data/symbols*, as SVG file.

In QGIS:

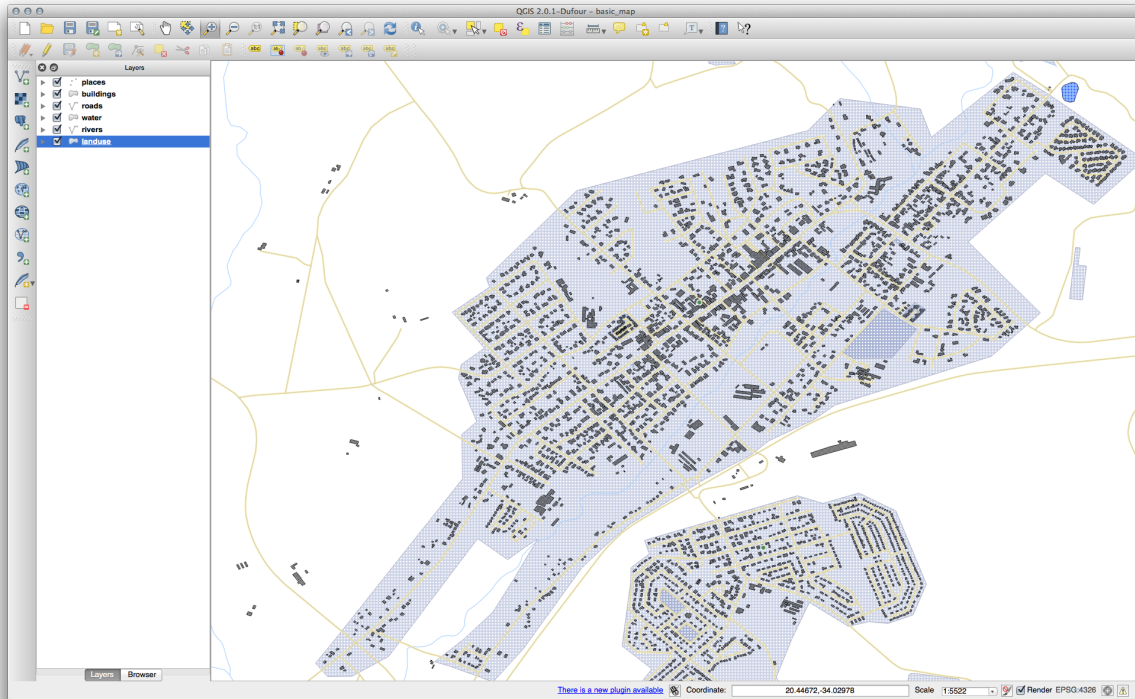
- Open the *Layer Properties* for the *landuse* layer.
- In the *Style* tab, change the symbol structure by selecting *SVG Fill* as *Symbol Layer Type* option, as shown below.
- Click the  *Browse* button to select your SVG image. It's added to the symbol tree and you can now customize its different characteristics (colors, angle, effects, units...).



You may also wish to update the svg layer's border (see below):



Once you validate the dialog, features in `landuse` layer should now be covered by a set of symbols, showing a texture like the one on the following map. If textures are not visible, you may need to zoom in the map canvas or set in the layer properties a bigger *Texture width*.



3.2.13 In Conclusion

Changing the symbology for the different layers has transformed a collection of vector files into a legible map. Not only can you see what's happening, it's even nice to look at!

3.2.14 Further Reading

Examples of Beautiful Maps

3.2.15 What's Next?

Changing symbols for whole layers is useful, but the information contained within each layer is not yet available to someone reading these maps. What are the streets called? Which administrative regions do certain areas belong to? What are the relative surface areas of the farms? All of this information is still hidden. The next lesson will explain how to represent this data on your map.

Nota: Did you remember to save your map recently?

Module: Classifying Vector Data

Classifying vector data allows you to assign different symbols to features (different objects in the same layer), depending on their attributes. This allows someone who uses the map to easily see the attributes of various features.

4.1 Lesson: Attribute Data

Up to now, none of the changes we have made to the map have been influenced by the objects that are being shown. In other words, all the land use areas look alike, and all the roads look alike. When looking at the map, the viewers don't know anything about the roads they are seeing; only that there is a road of a certain shape in a certain area.

But the whole strength of GIS is that all the objects that are visible on the map also have attributes. Maps in a GIS aren't just pictures. They represent not only objects in locations, but also information about those objects.

The goal of this lesson: To explore the attribute data of an object and understand what the various data can be useful for.

4.1.1 Follow Along: Attribute data

Open the attribute table for the *places* layer (refer back to the section “*Working with Vector Data*” if necessary). Which field would be the most useful to represent in label form, and why?

Check your results

4.1.2 In Conclusion

You now know how to use the attribute table to see what is actually in the data you're using. Any dataset will only be useful to you if it has the attributes that you care about. If you know which attributes you need, you can quickly decide if you're able to use a given dataset, or if you need to look for another one that has the required attribute data.

4.1.3 What's Next?

Different attributes are useful for different purposes. Some of them can be represented directly as text for the map user to see. You'll learn how to do this in the next lesson.

4.2 Lesson: The Label Tool


Labels can be added to a map to show any information about an object. Any vector layer can have labels associated with it. These labels rely on the attribute data of a layer for their content.

Nota: The *Layer Properties* dialog does have a *Labels* tab, which now offers the same functionality, but for this example we'll use the *Label tool*, accessed via a toolbar button.

The goal for this lesson: To apply useful and good-looking labels to a layer.

4.2.1 Follow Along: Using Labels

Before being able to access the Label tool, you will need to ensure that it has been activated.

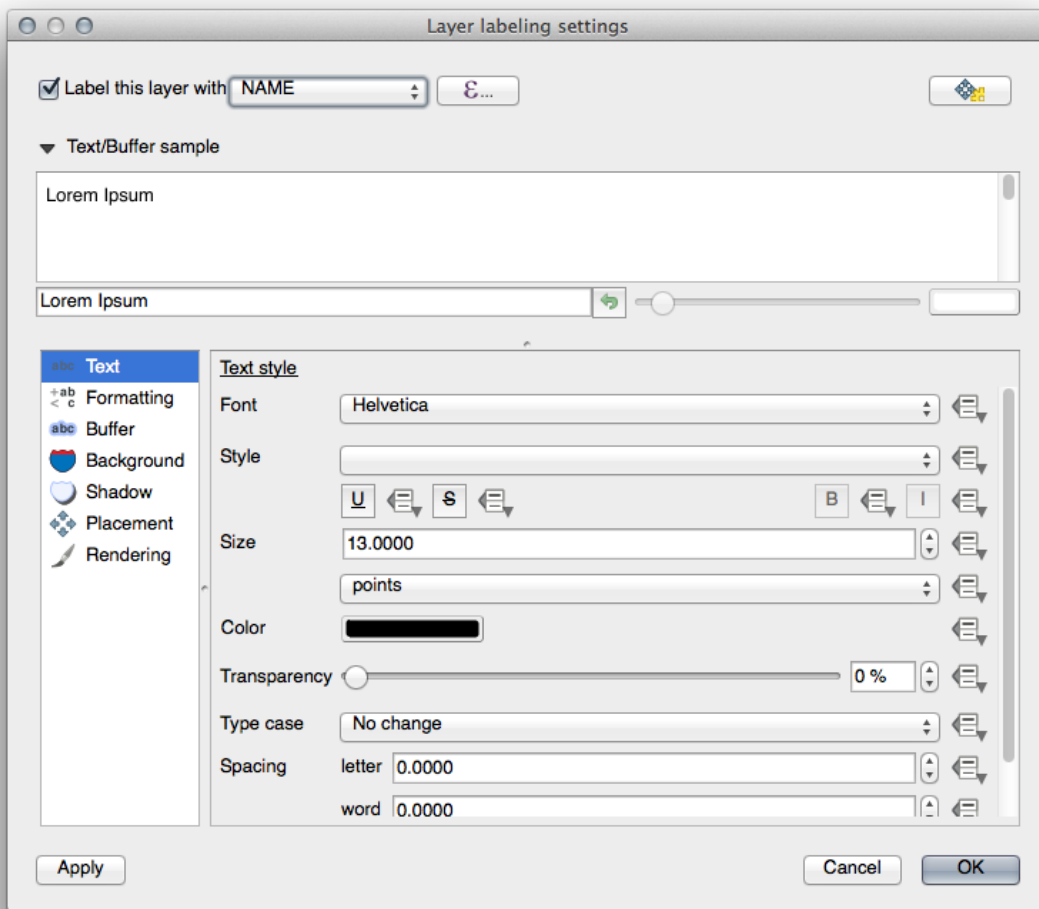
- Go to the menu item *View* → *Toolbars*.
- Ensure that the *Label* item has a check mark next to it. If it doesn't, click on the *Label* item, and it will be activated.
- Click on the *places* layer in the *Layers list*, so that it is highlighted.
- Click on the following toolbar button: 

This gives you the *Layer labeling settings* dialog.

- Check the box next to *Label this layer with...*

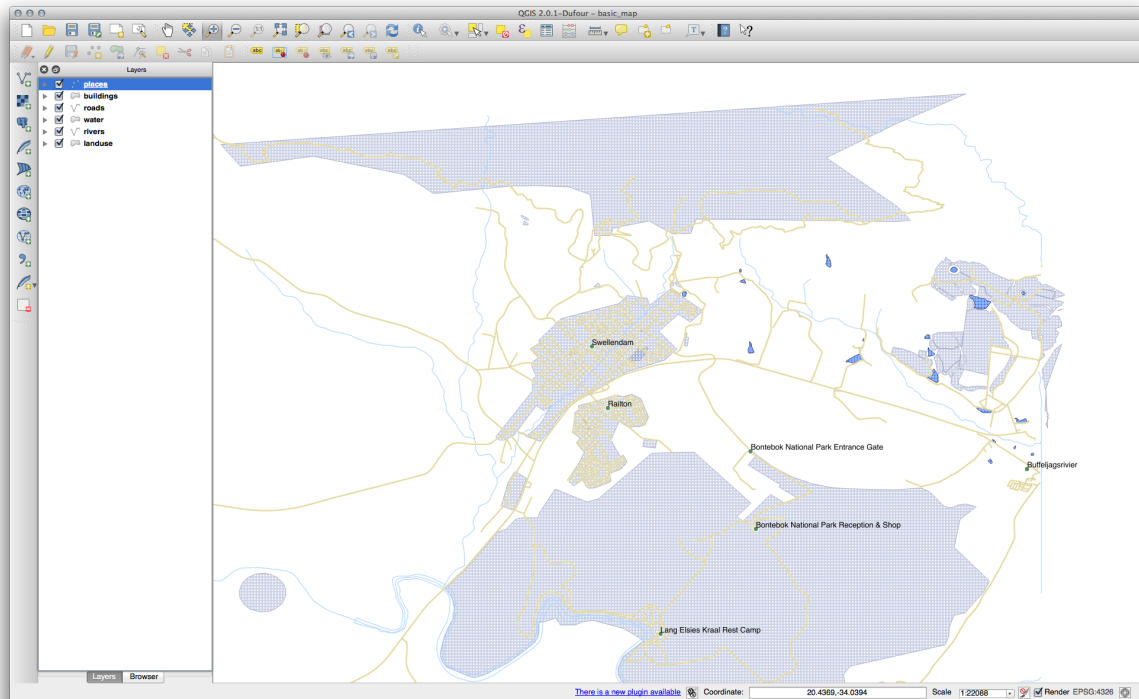
You'll need to choose which field in the attributes will be used for the labels. In the previous lesson, you decided that the `NAME` field was the most suitable one for this purpose.

- Select *name* from the list:



- Click *OK*.

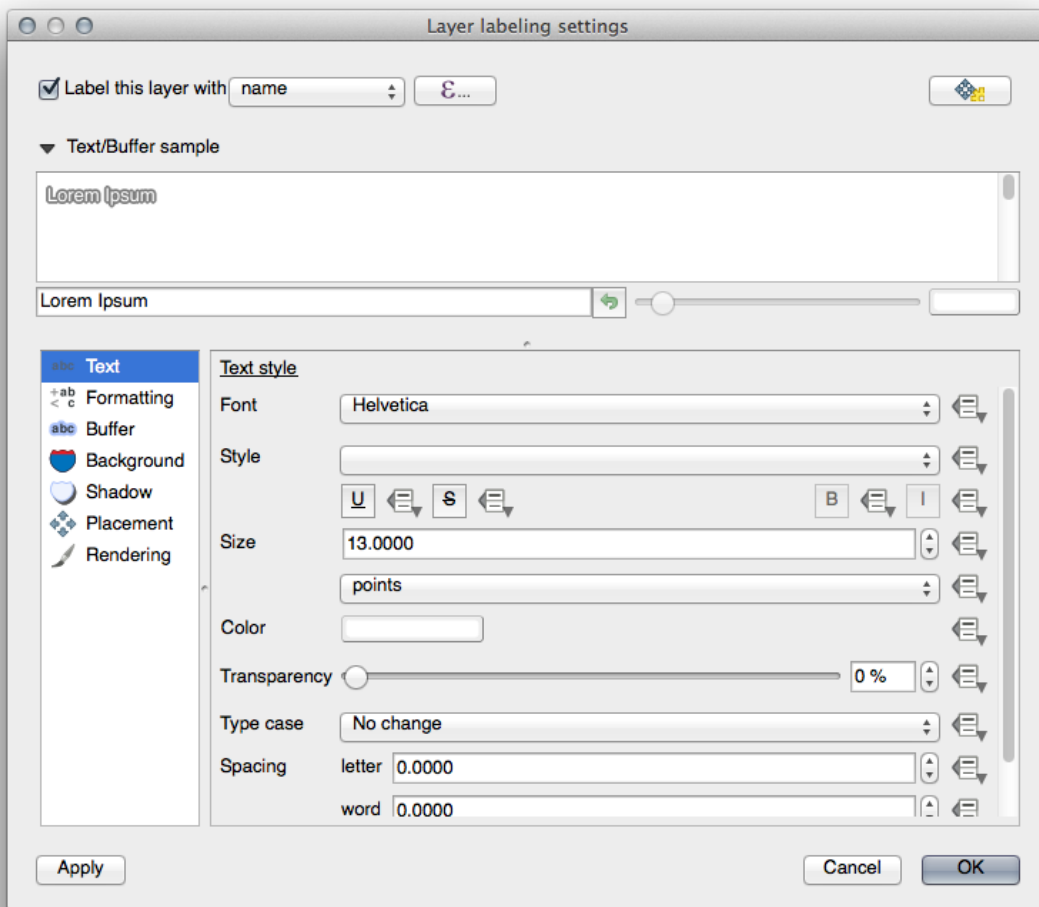
The map should now have labels like this:



4.2.2 Follow Along: Changing Label Options

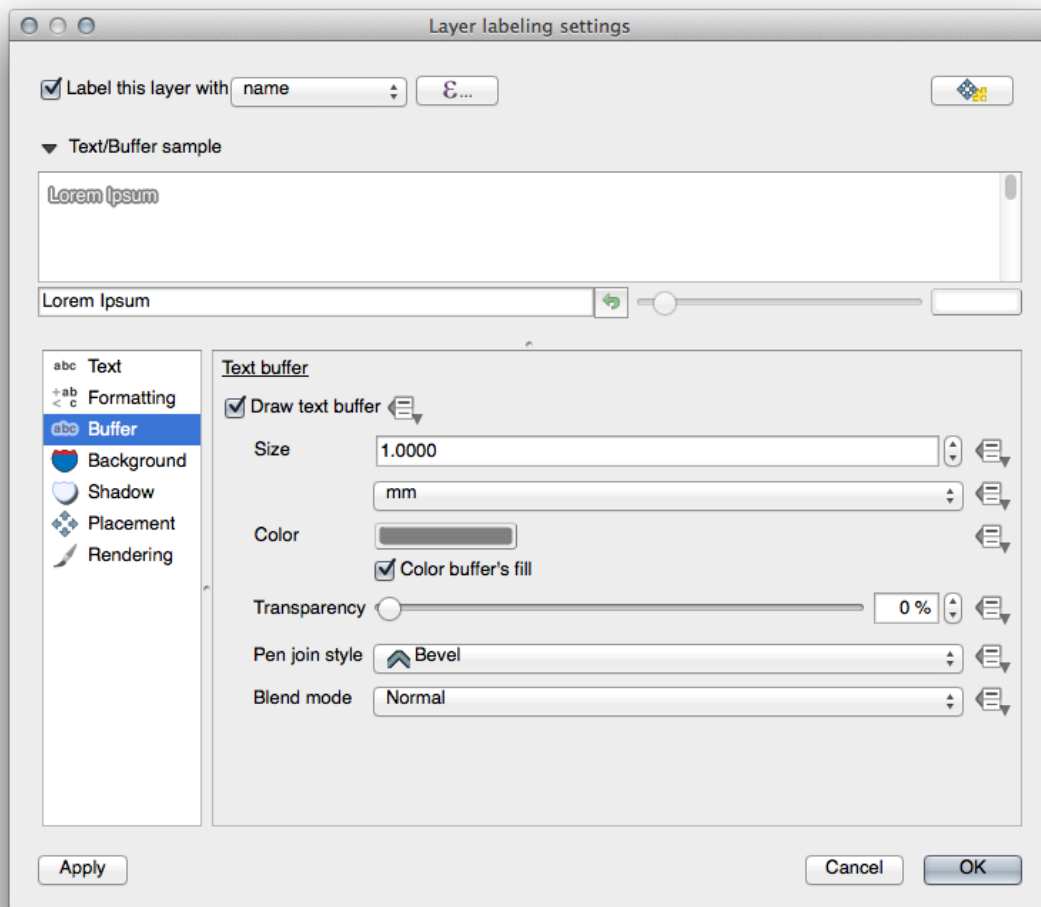
Depending on the styles you chose for your map in earlier lessons, you'll might find that the labels are not appropriately formatted and either overlap or are too far away from their point markers.

- Open the *Label tool* again by clicking on its button as before.
- Make sure *Text* is selected in the left-hand options list, then update the text formatting options to match those shown here:



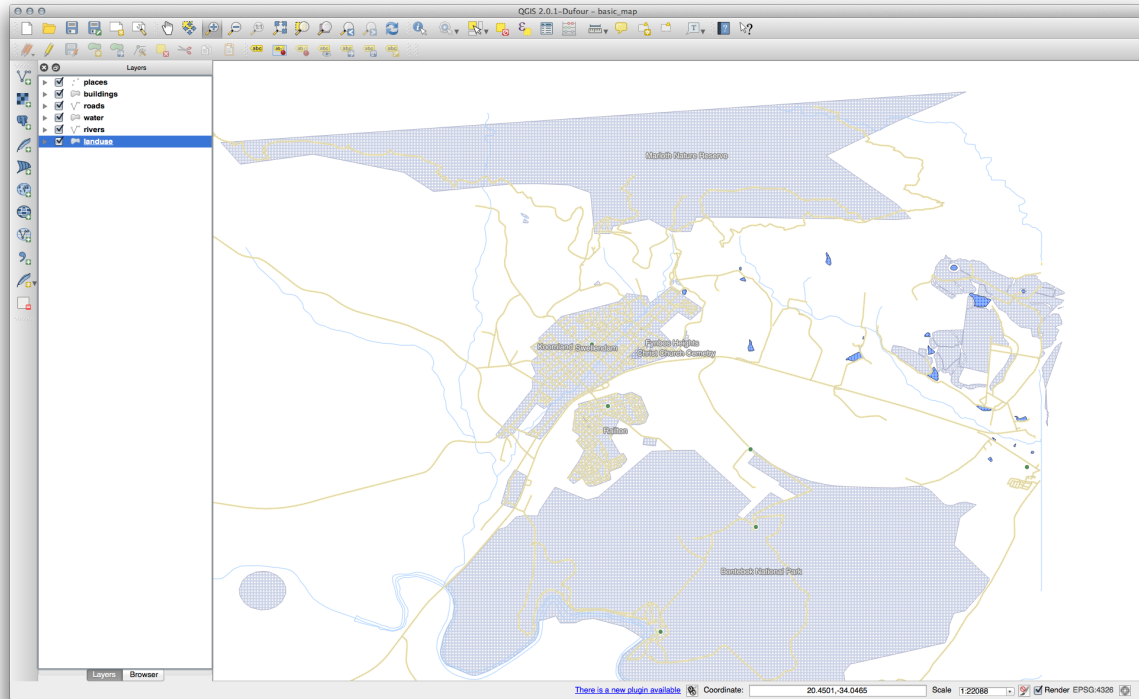
That's the font problem solved! Now let's look at the problem of the labels overlapping the points, but before we do that, let's take a look at the *Buffer* option.

- Open the *Label tool* dialog.
- Select *Buffer* from the left-hand options list.
- Select the checkbox next to *Draw text buffer*, then choose options to match those shown here:



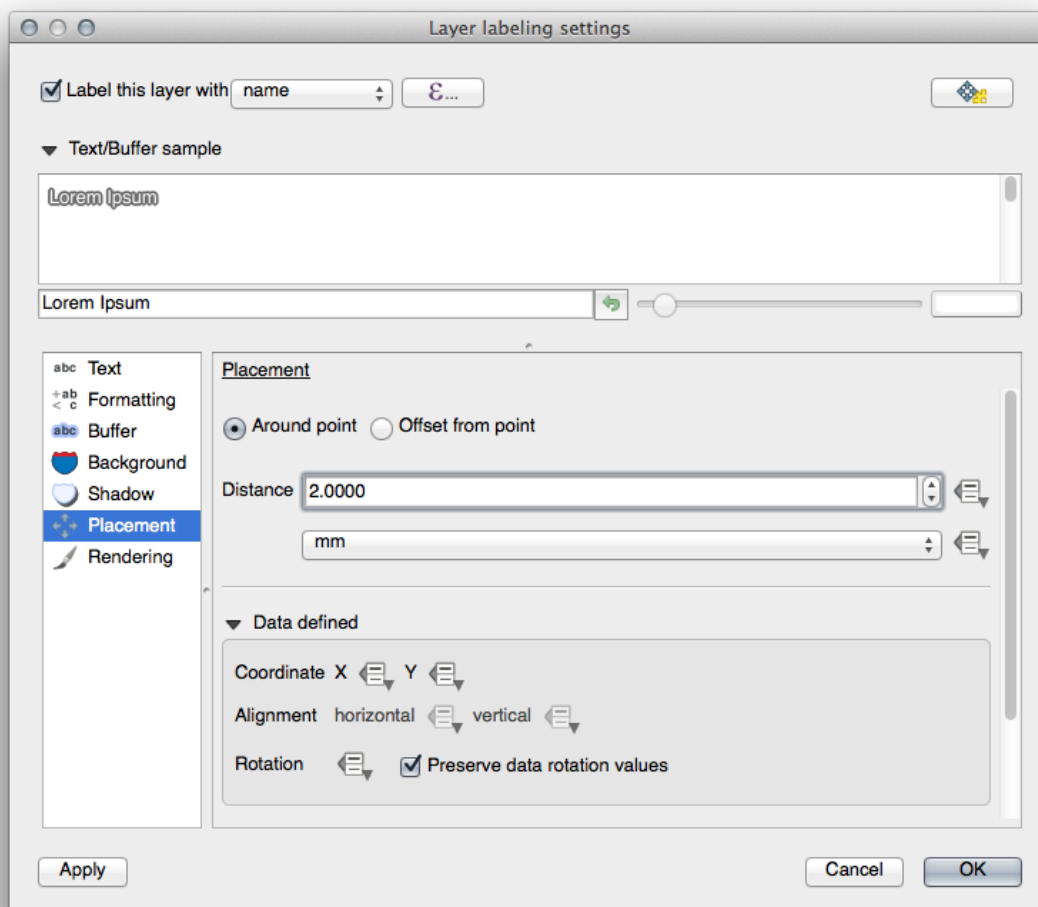
- Click *Apply*.

You'll see that this adds a colored buffer or border to the place labels, making them easier to pick out on the map:



Now we can address the positioning of the labels in relation to their point markers.

- In the *Label tool* dialog, go to the *Placement* tab.
- Change the value of *Distance* to 2mm and make sure that *Around point* is selected:



- Click *Apply*.

You'll see that the labels are no longer overlapping their point markers.

4.2.3 Follow Along: Using Labels Instead of Layer Symbology

In many cases, the location of a point doesn't need to be very specific. For example, most of the points in the *places* layer refer to entire towns or suburbs, and the specific point associated with such features is not that specific on a large scale. In fact, giving a point that is too specific is often confusing for someone reading a map.

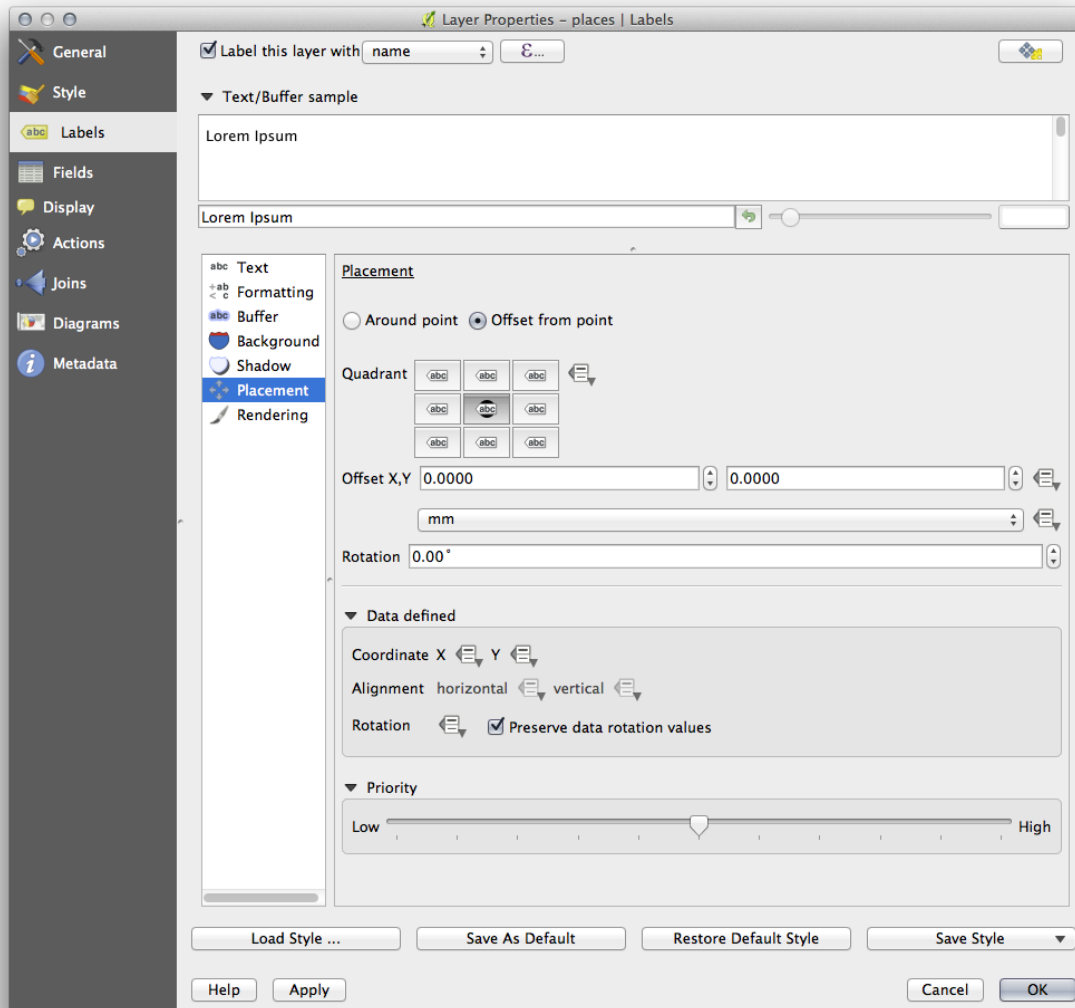
To name an example: on a map of the world, the point given for the European Union may be somewhere in Poland, for instance. To someone reading the map, seeing a point labeled *European Union* in Poland, it may seem that the capital of the European Union is therefore in Poland.

So, to prevent this kind of misunderstanding, it's often useful to deactivate the point symbols and replace them completely with labels.

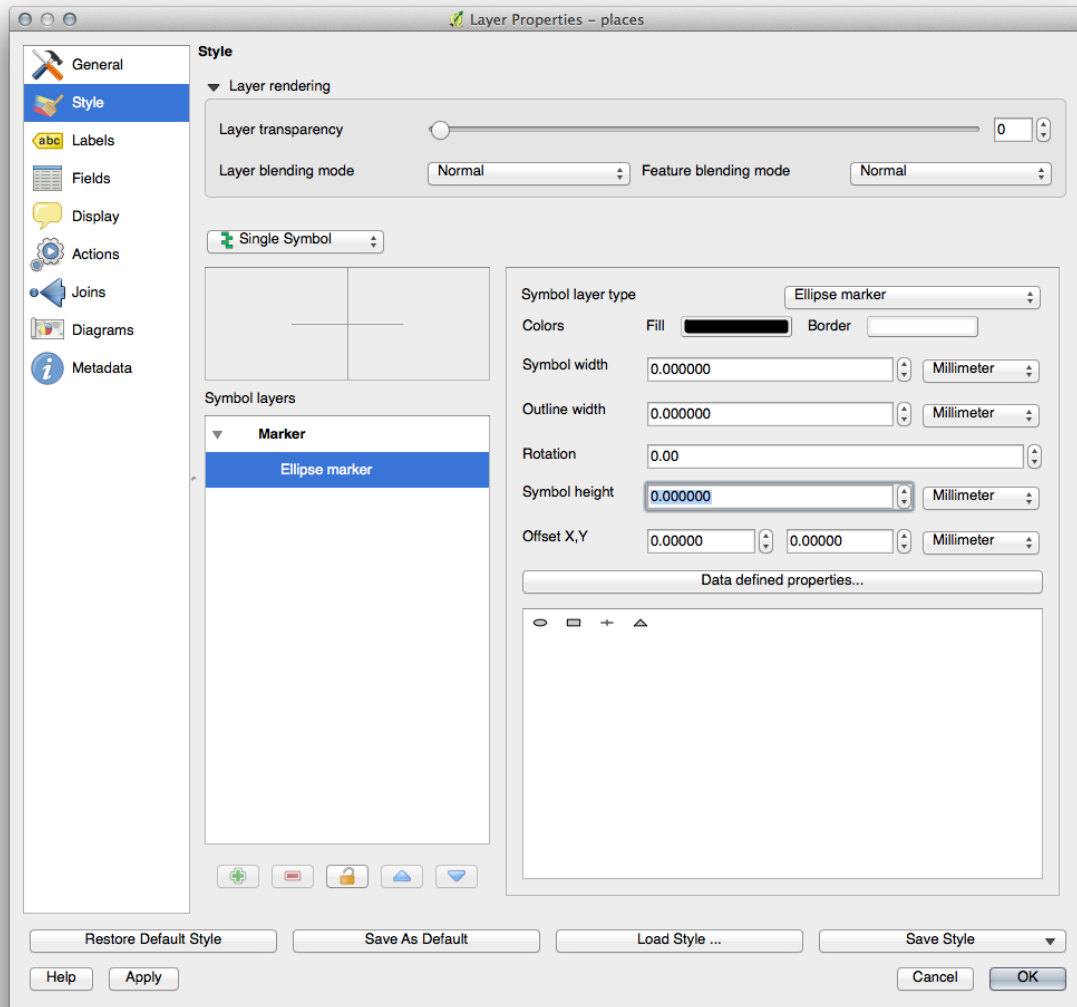
In QGIS, you can do this by changing the position of the labels to be rendered directly over the points they refer to.

- Open the *Layer labeling settings* dialog for the *places* layer.
- Select the *Placement* option from the options list.
- Click on the *Offset from point* button.

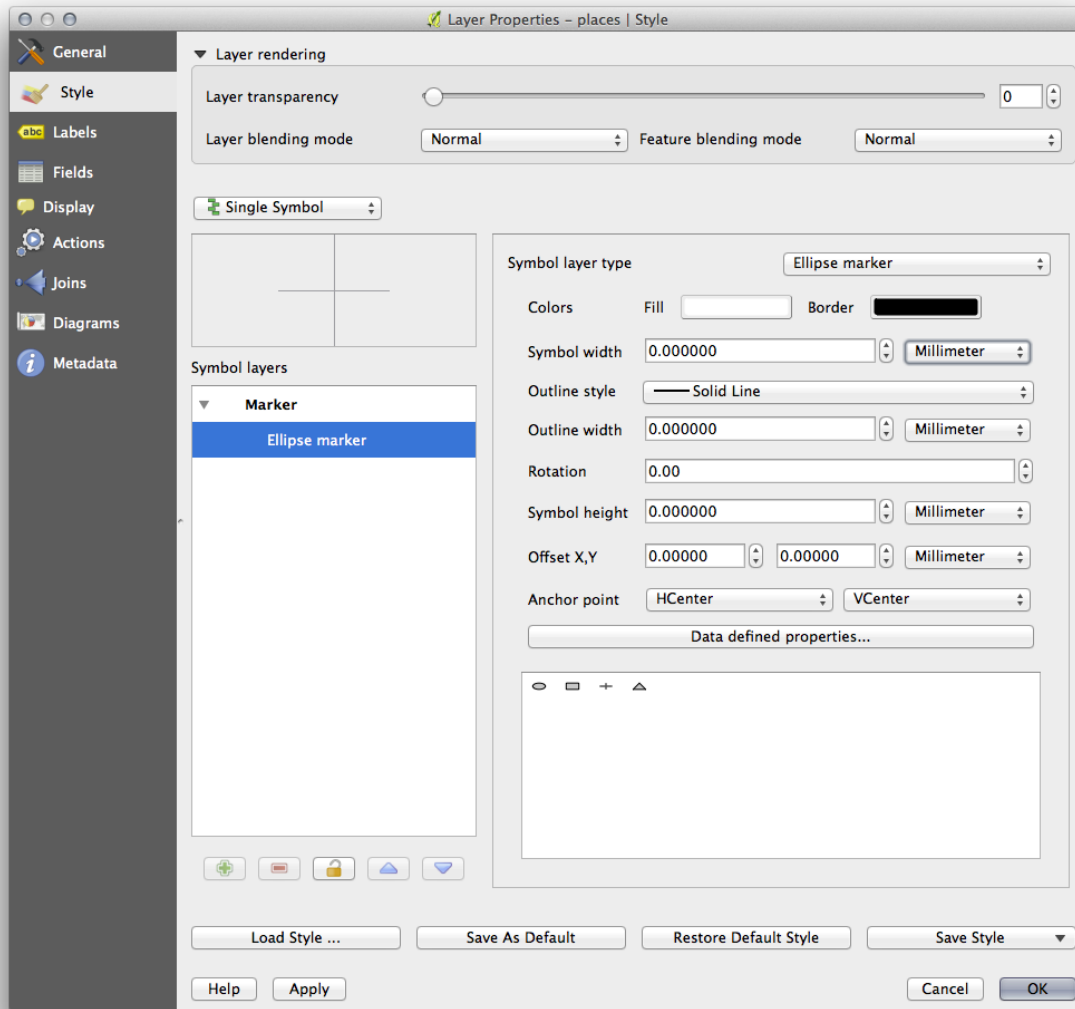
This will reveal the *Quadrant* options which you can use to set the position of the label in relation to the point marker. In this case, we want the label to be centered on the point, so choose the center quadrant:



- Hide the point symbols by editing the layer style as usual, and setting the size of the *Ellipse marker* width and height to 0:



- Click *OK* and you'll see this result:



If you were to zoom out on the map, you would see that some of the labels disappear at larger scales to avoid overlapping. Sometimes this is what you want when dealing with datasets that have many points, but at other times you will lose useful information this way. There is another possibility for handling cases like this, which we'll cover in a later exercise in this lesson.

4.2.4 Try Yourself Customize the Labels

- Return the label and symbol settings to have a point marker and a label offset of 2.00mm. You may like to adjust the styling of the point marker or labels at this stage.

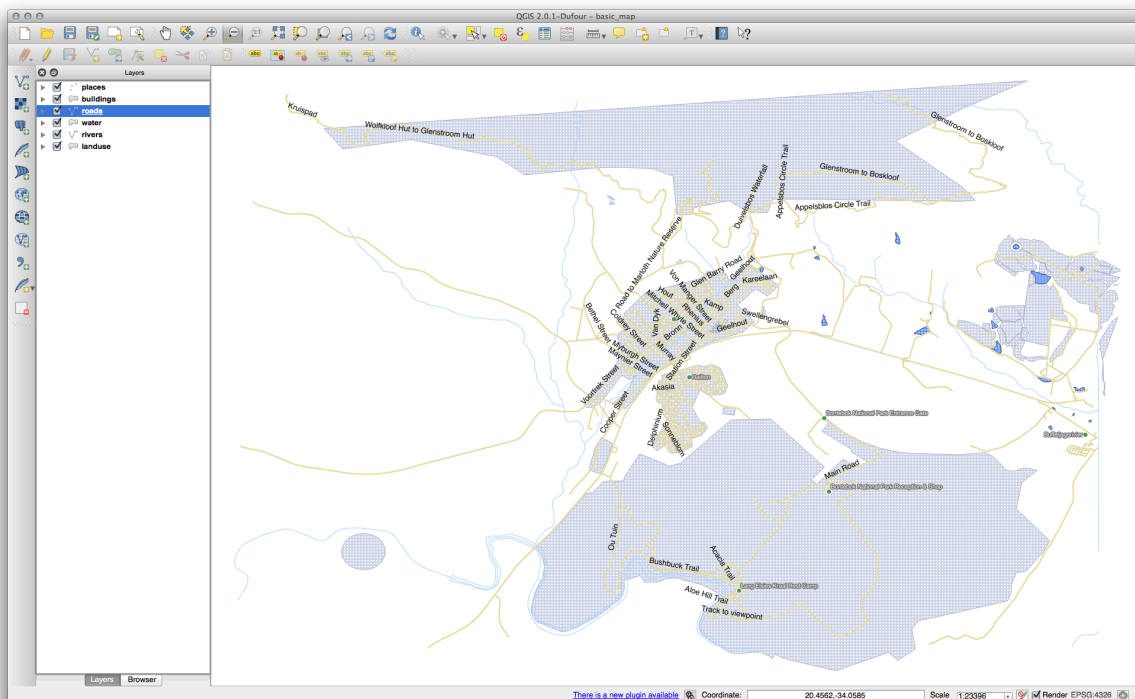
Check your results

- Set the map to the scale 1 : 100000. You can do this by typing it into the *Scale* box in the *Status Bar*.
- Modify your labels to be suitable for viewing at this scale.

Check your results

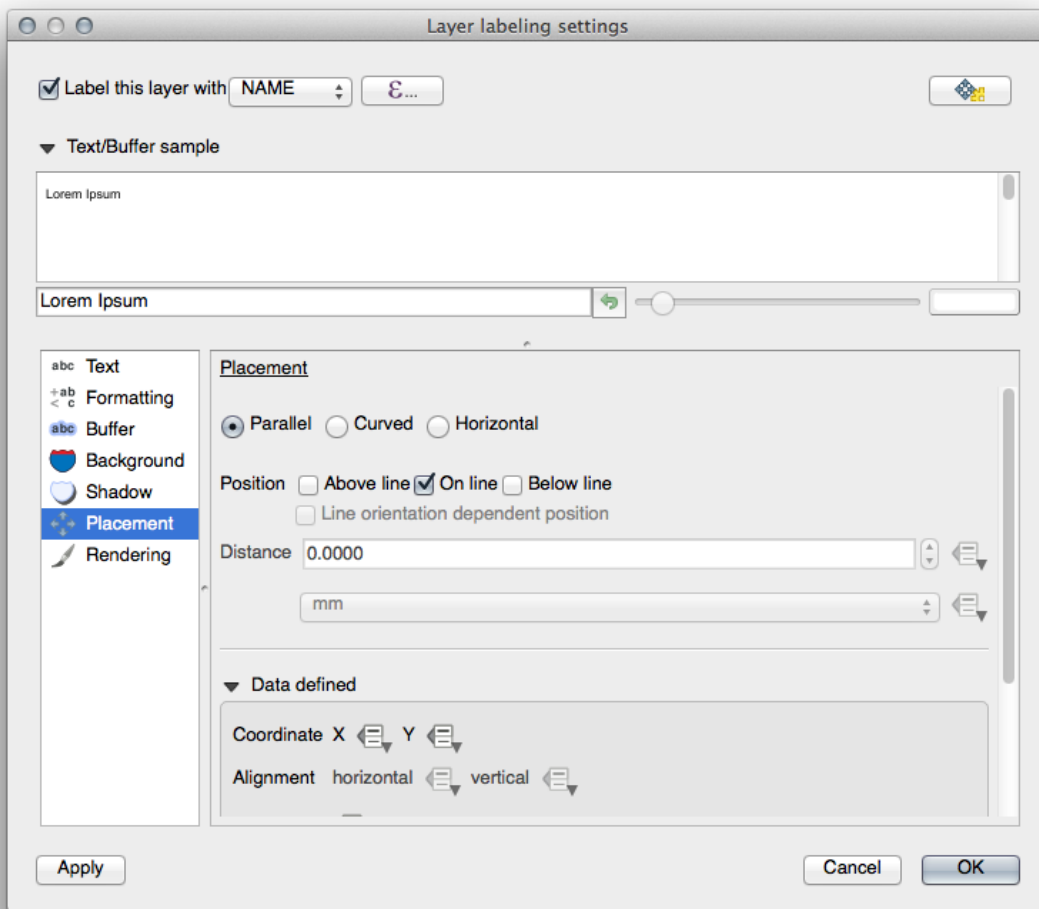
4.2.5 Follow Along: Labeling Lines

Now that you know how labeling works, there's an additional problem. Points and polygons are easy to label, but what about lines? If you label them the same way as the points, your results would look like this:



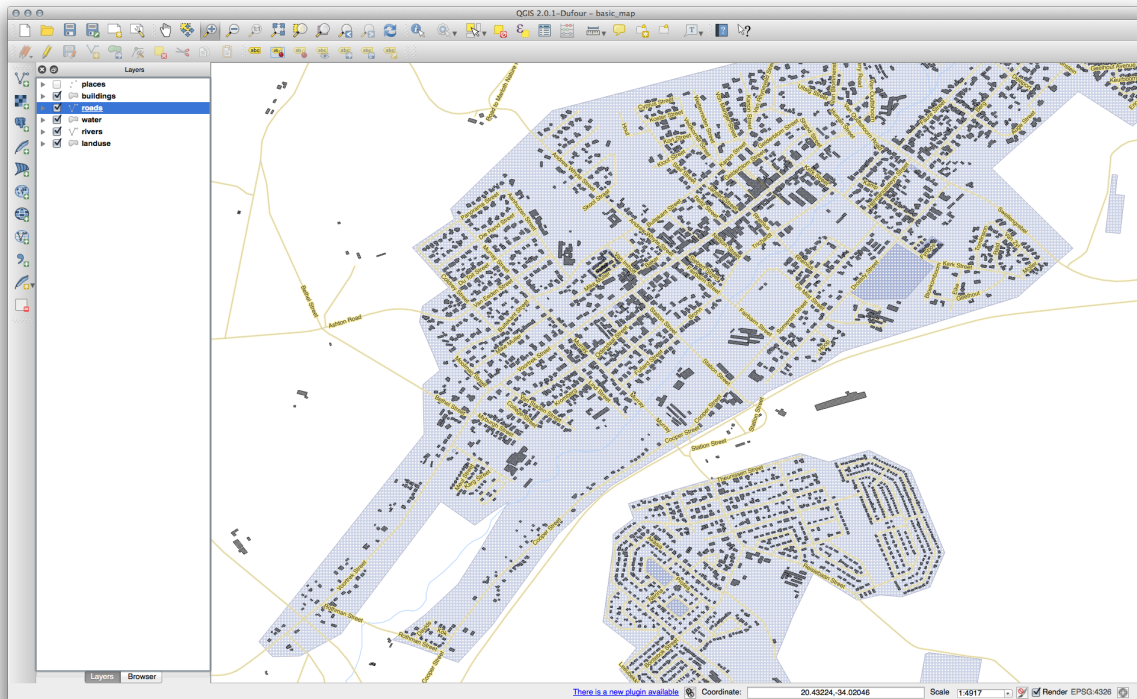
We will now reformat the *roads* layer labels so that they are easy to understand.

- Hide the *Places* layer so that it doesn't distract you.
- Activate labels for the *streets* layer as before.
- Set the font *Size* to 10 so that you can see more labels.
- Zoom in on the Swellendam town area.
- In the *Label tool* dialog's *Advanced* tab, choose the following settings:



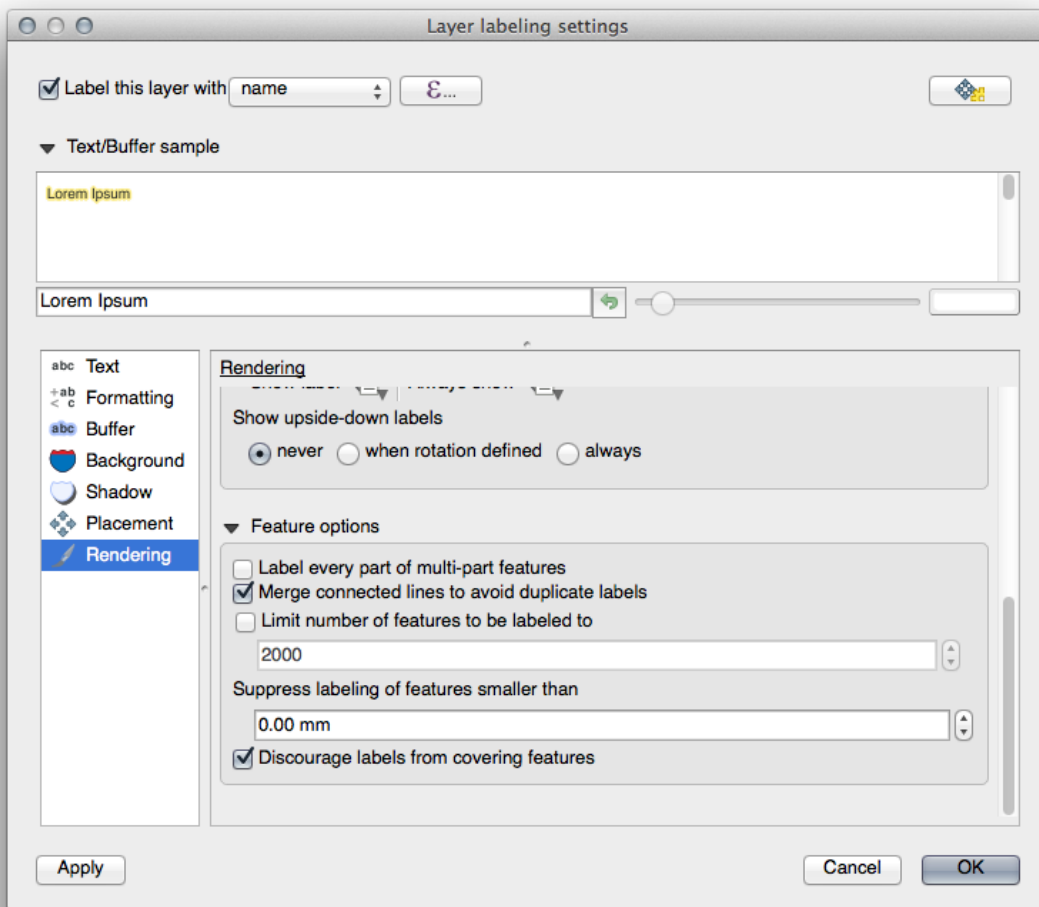
You'll probably find that the text styling has used default values and the labels are consequently very hard to read. Set the label text format to have a dark-grey or black Color and a light-yellow buffer.

The map will look somewhat like this, depending on scale:



You'll see that some of the road names appear more than once and that's not always necessary. To prevent this from happening:

- In the *Label labelling settings* dialog, choose the *Rendering* option and select the *Merge connected lines to avoid duplicate labels*:



- Click *OK*

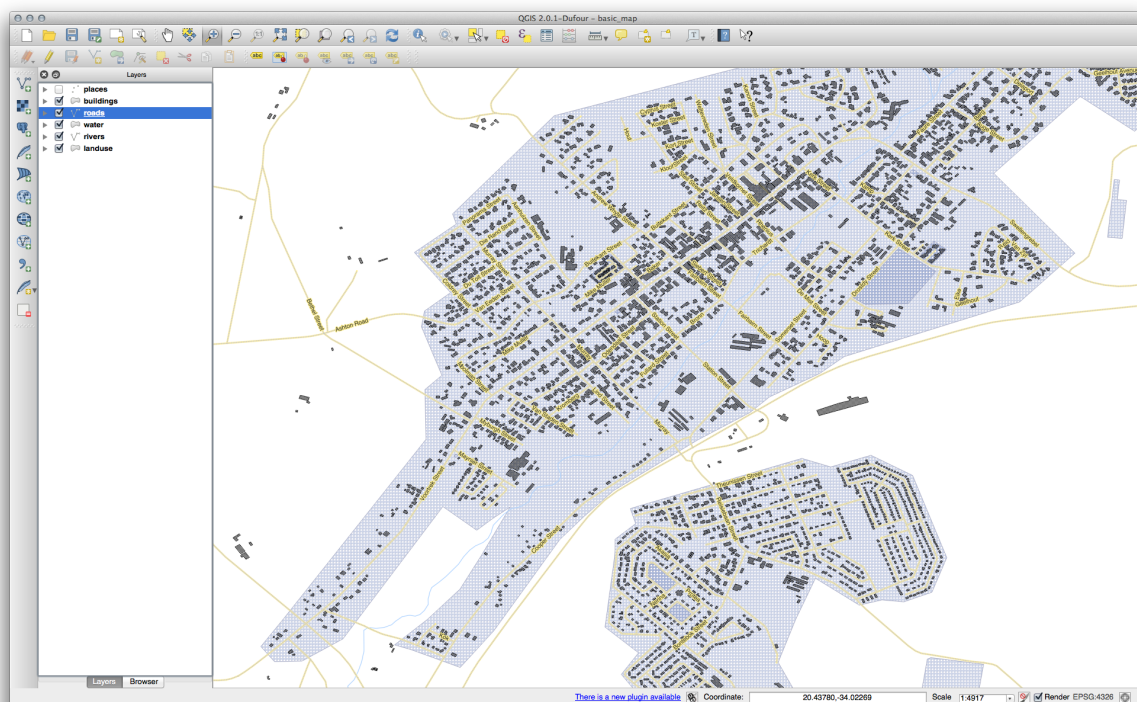
Another useful function is to prevent labels being drawn for features too short to be of notice.

- In the same *Rendering* panel, set the value of *Suppress labeling of features smaller than ...* to 5mm and note the results when you click *Apply*.

Try out different *Placement* settings as well. As we've seen before, the *horizontal* option is not a good idea in this case, so let's try the *curved* option instead.


- Select the *Curved* option in the *Placement* panel of the *Layer labeling settings* dialog.

Here's the result:



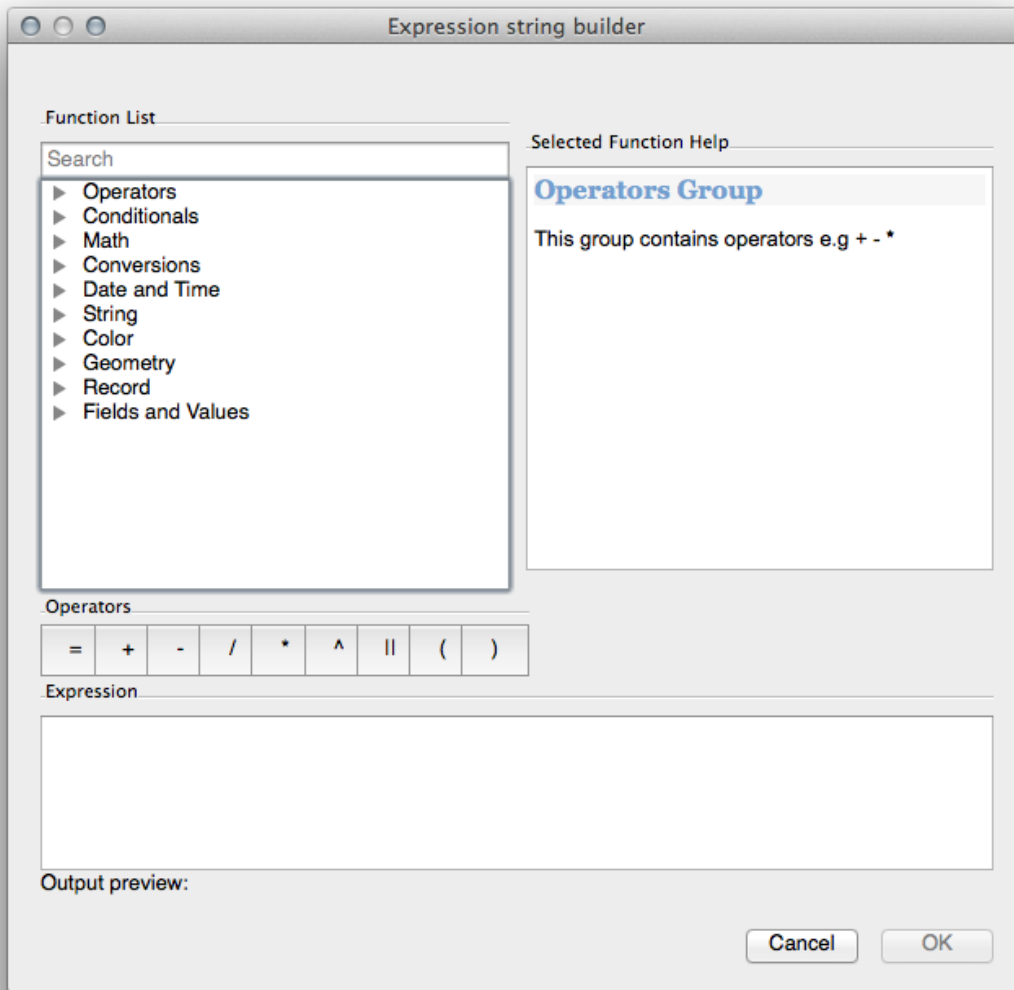
As you can see, this hides a lot of the labels that were previously visible, because of the difficulty of making some of them follow twisting street lines and still be legible. You can decide which of these options to use, depending on what you think seems more useful or what looks better.

4.2.6 Follow Along: Data Defined Settings

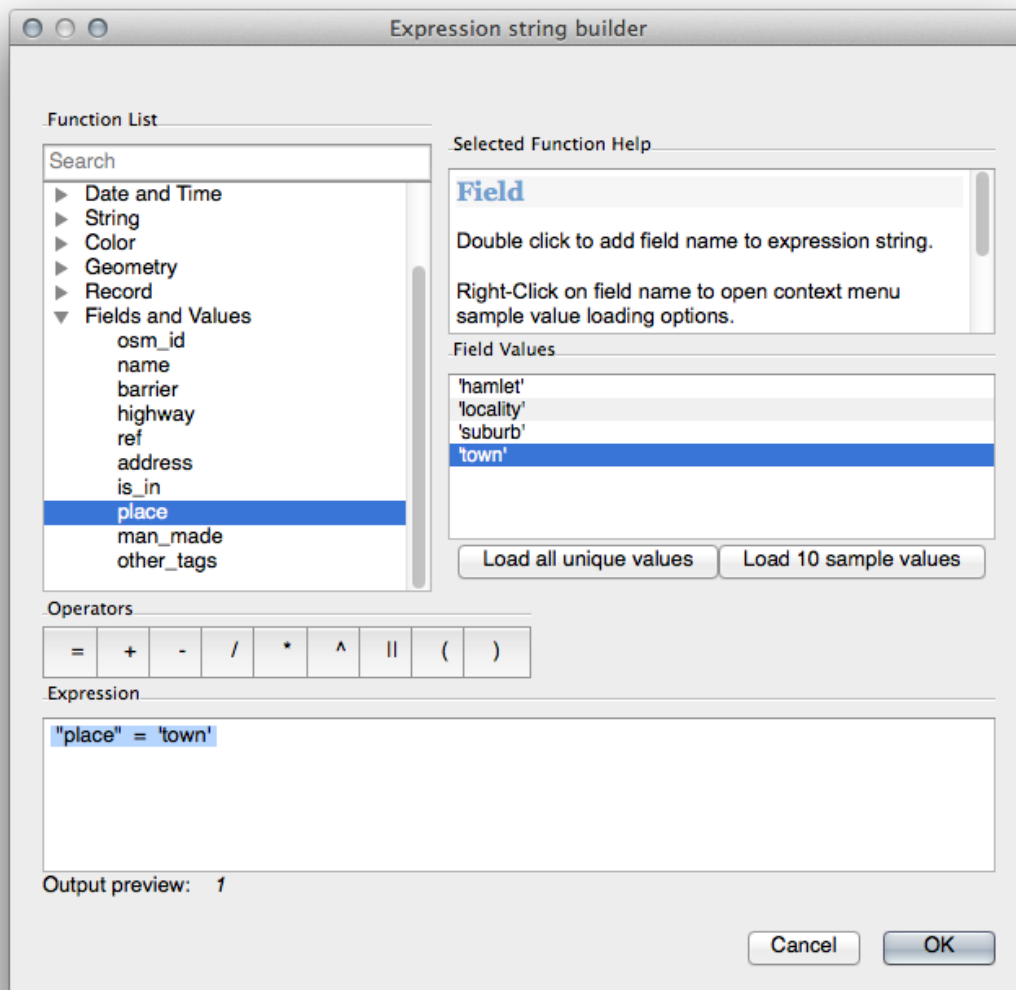
- Deactivate labeling for the *Streets* layer.
- Reactivate labeling for the *Places* layer.
- Open the attribute table for *Places* via the  button.

It has one fields which is of interest to us now: *place* which defines the type of urban area for each object. We can use this data to influence the label styles.

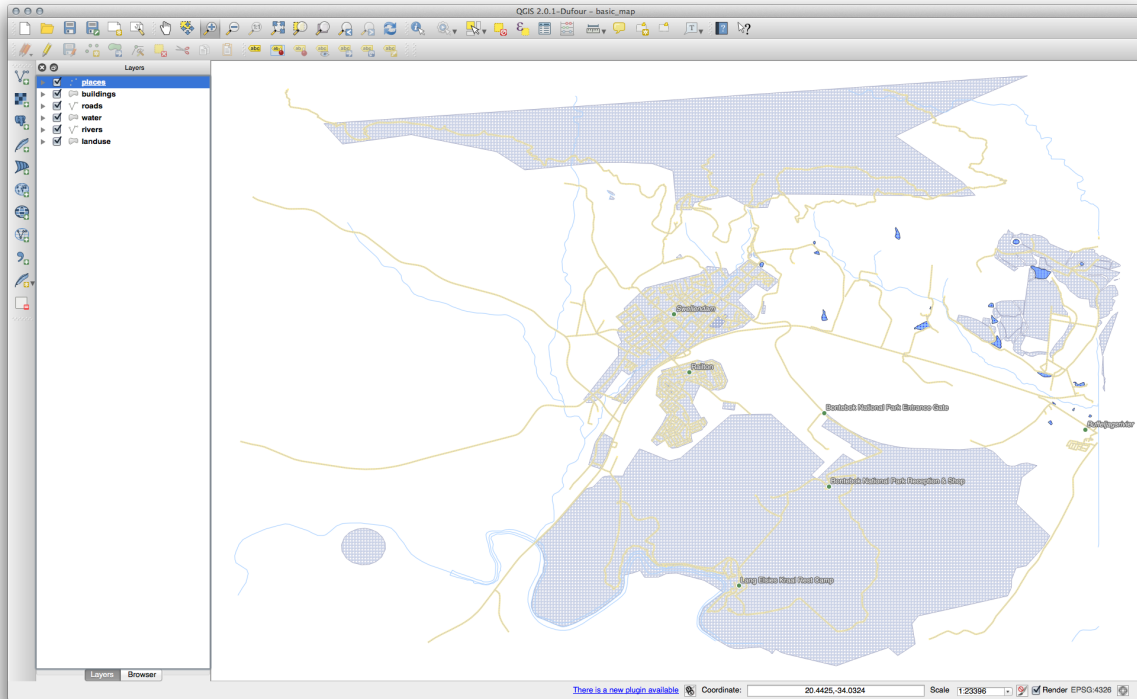
- Navigate to the *Text* panel in the *places Labels* panel.
- In the *Italic* dropdown, select *Edit . . .* to open the *Expression string builder*:



In the text input, type: "place" = 'town' and click *Ok* twice:




Notice its effects:



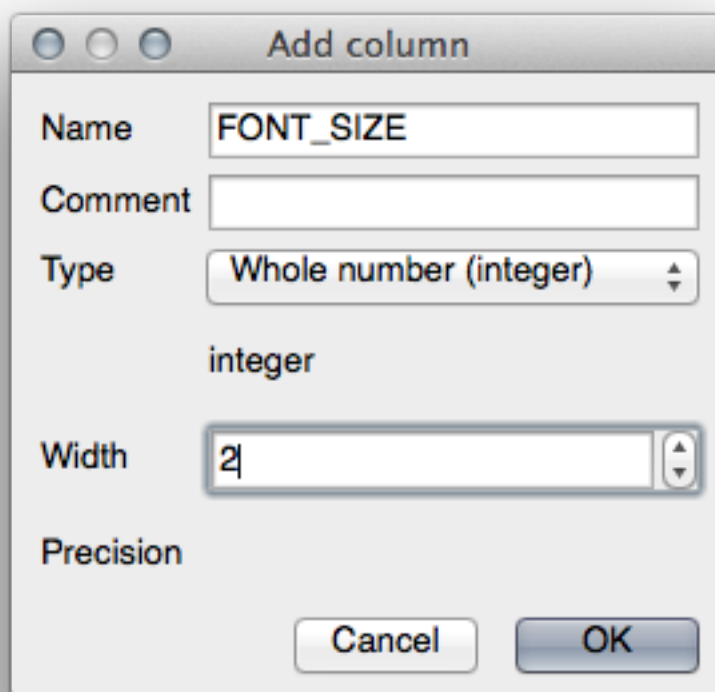
4.2.7 Try Yourself Using Data Defined Settings

Nota: We're jumping ahead a bit here to demonstrate some advanced labeling settings. At the advanced level, it's assumed that you'll know what the following means. If you don't, feel free to leave out this section and come back later when you've covered the requisite materials.

- Open the Attribute Table for *places*.
- Enter edit mode by clicking this button: 
- Add a new column:



- Configure it like this:



- Use this to set custom font sizes for each different type of place (i.e., each key in the PLACE field).

Check your results

4.2.8 Further Possibilities With Labeling

We can't cover every option in this course, but be aware that the *Label tool* has many other useful functions. You can set scale-based rendering, alter the rendering priority for labels in a layer, and set every label option using layer attributes. You can even set the rotation, XY position, and other properties of a label (if you have attribute fields allocated for the purpose), then edit these properties using the tools adjacent to the main *Label tool*:



(These tools will be active if the required attribute fields exist and you are in edit mode.)

Feel free to explore more possibilities of the labeling system.

4.2.9 In Conclusion

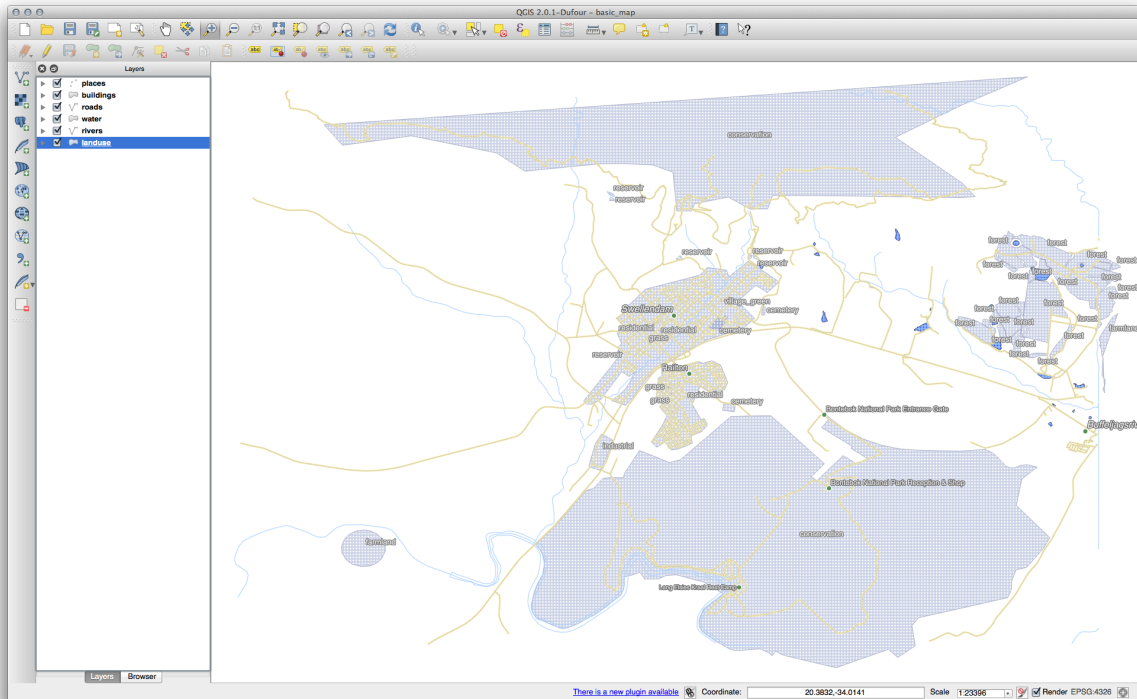
You've learned how to use layer attributes to create dynamic labels. This can make your map a lot more informative and stylish!

4.2.10 What's Next?

Now that you know how attributes can make a visual difference for your map, how about using them to change the symbology of objects themselves? That's the topic for the next lesson!

4.3 Lesson: Classification

Labels are a good way to communicate information such as the names of individual places, but they can't be used for everything. For example, let's say that someone wants to know what each *landuse* area is used for. Using labels, you'd get this:

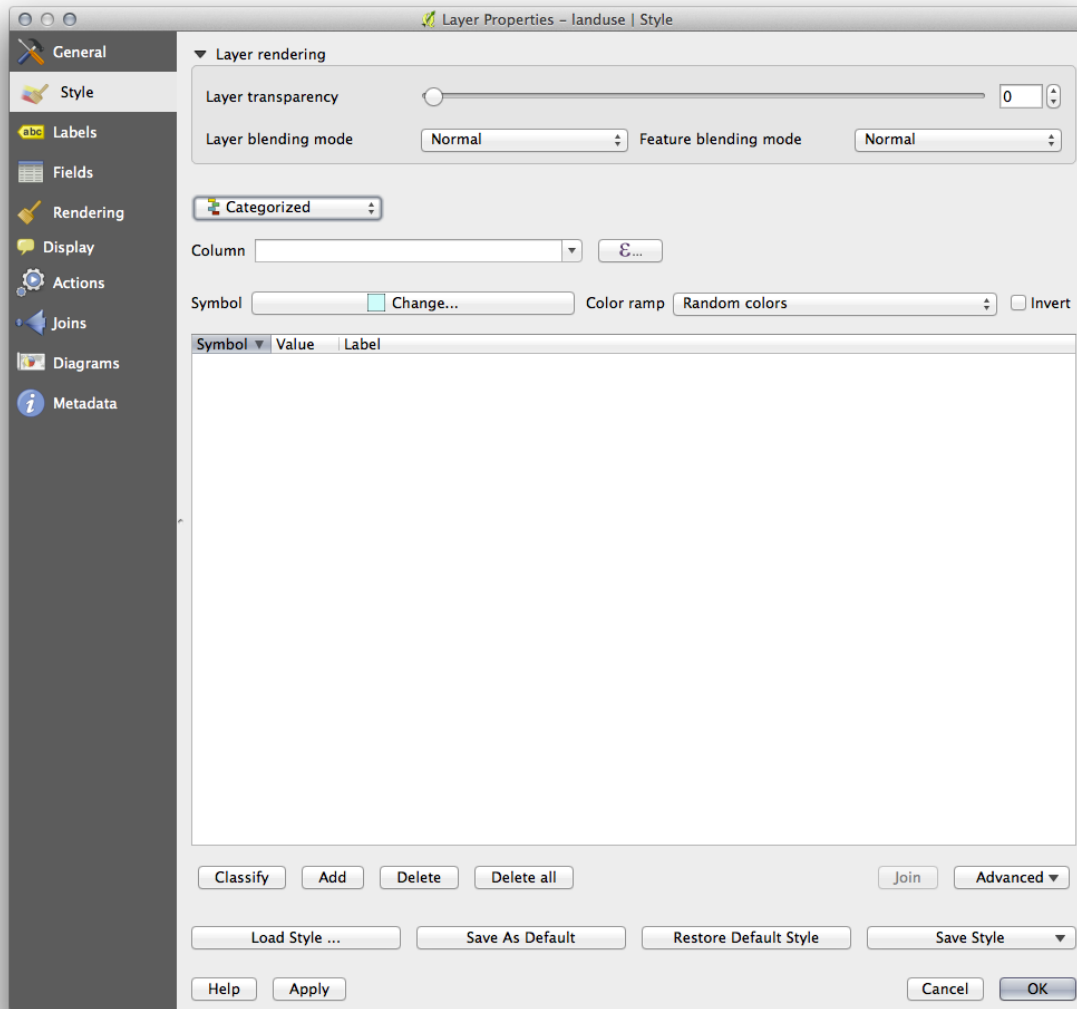


This makes the map's labeling difficult to read and even overwhelming if there are numerous different landuse areas on the map.

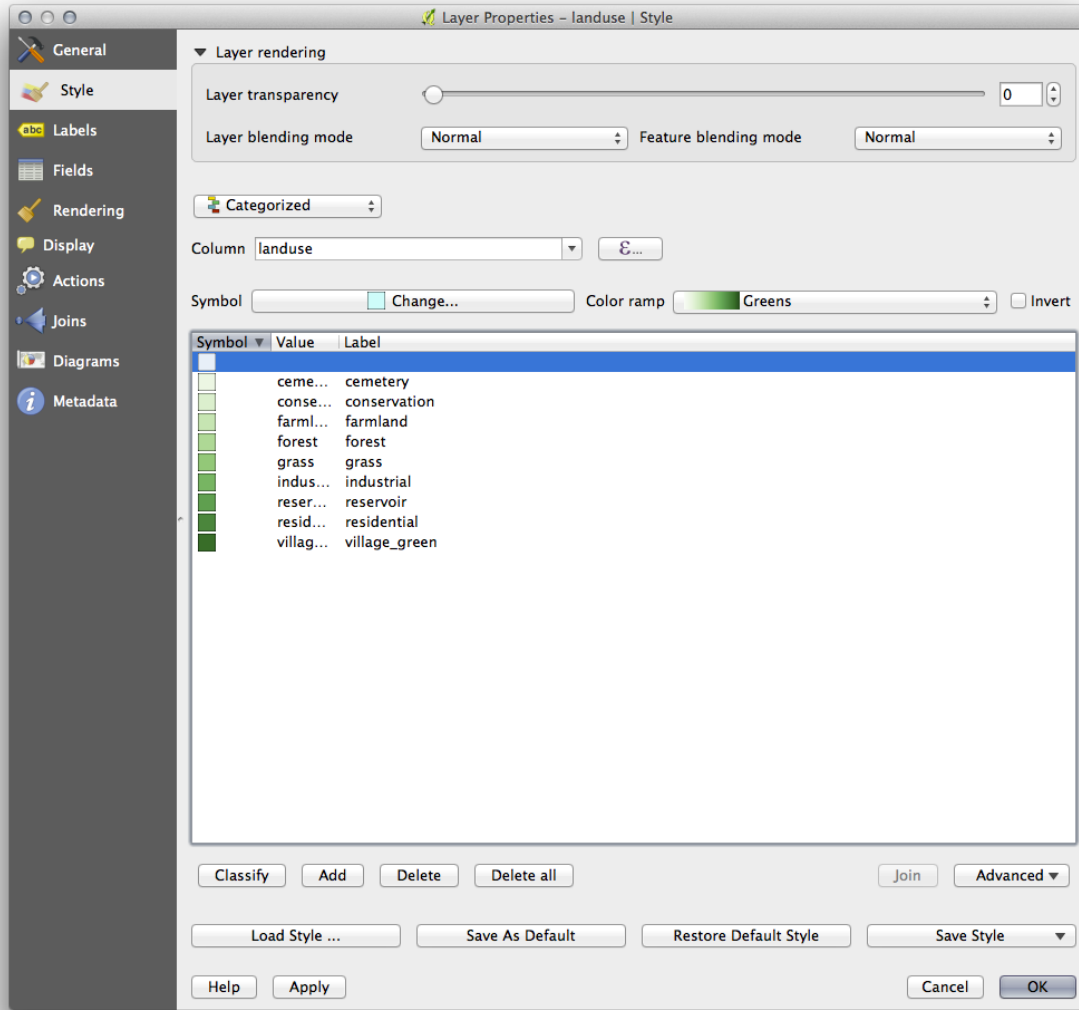
The goal for this lesson: To learn how to classify vector data effectively.

4.3.1 Follow Along: Classifying Nominal Data

- Open the *Layer Properties* dialog for the *landuse* layer.
- Go to the *Style* tab.
- Click on the dropdown that says *Single Symbol* and change it to *Categorized*:

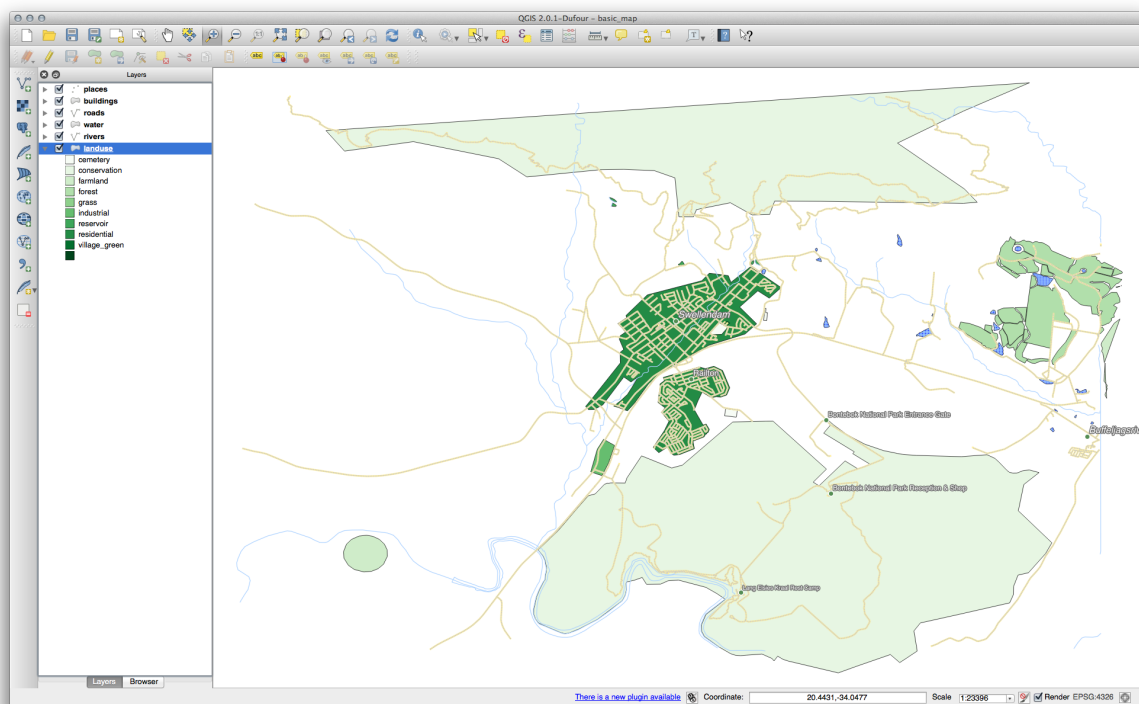


- In the new panel, change the *Column* to *landuse* and the *Color ramp* to *Greens*.
- Click the button labeled *Classify*:

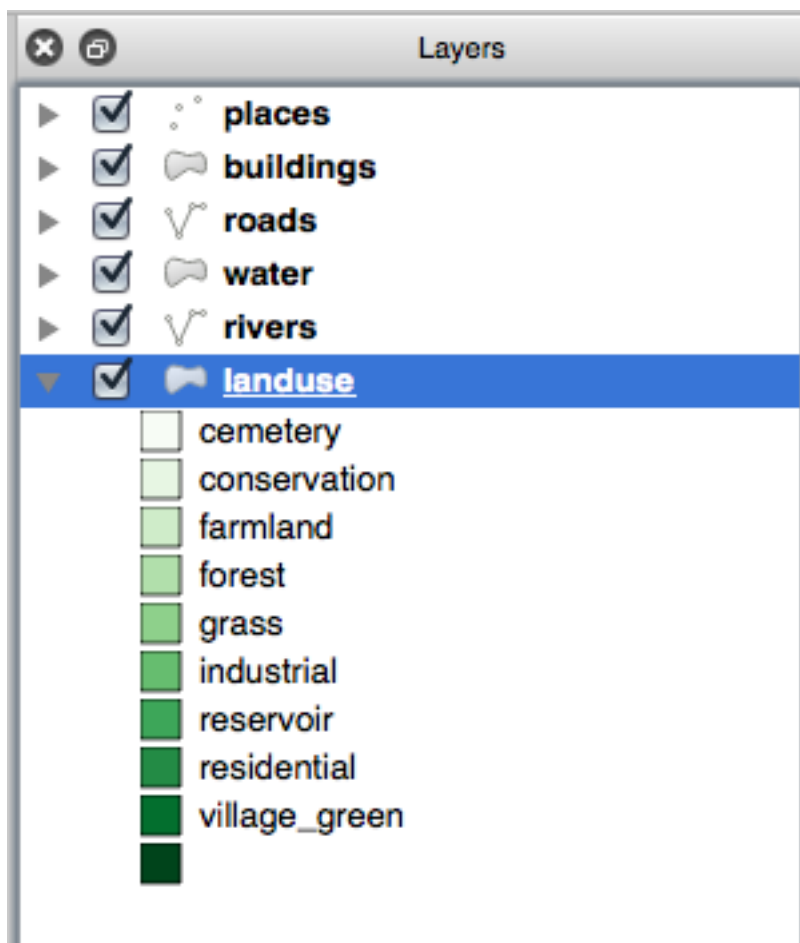


- Click *OK*.

You'll see something like this:



- Click the arrow (or plus sign) next to *landuse* in the *Layer list*, you'll see the categories explained:

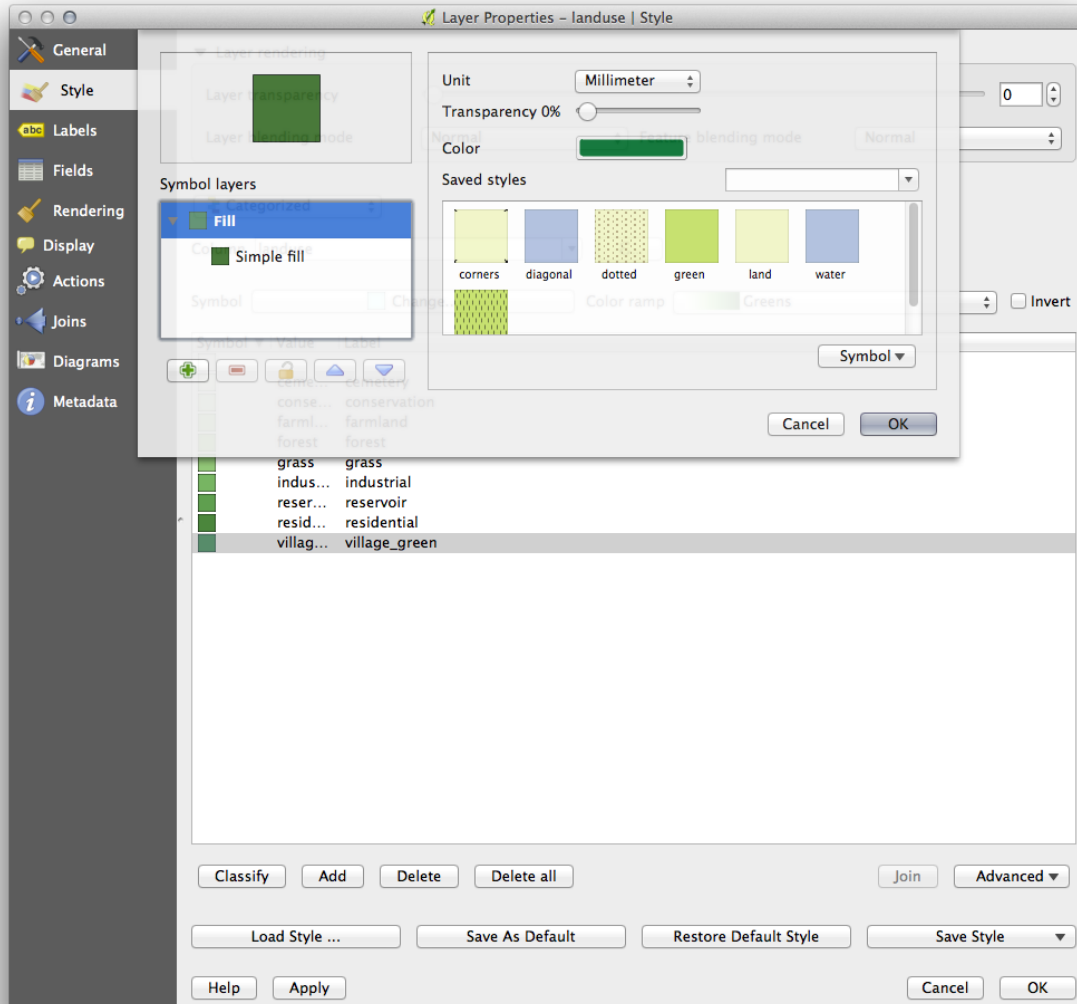


Now our landuse polygons are appropriately colored and are classified so that areas with the same land use are the same color. You may wish to remove the black border from the *landuse* layer:

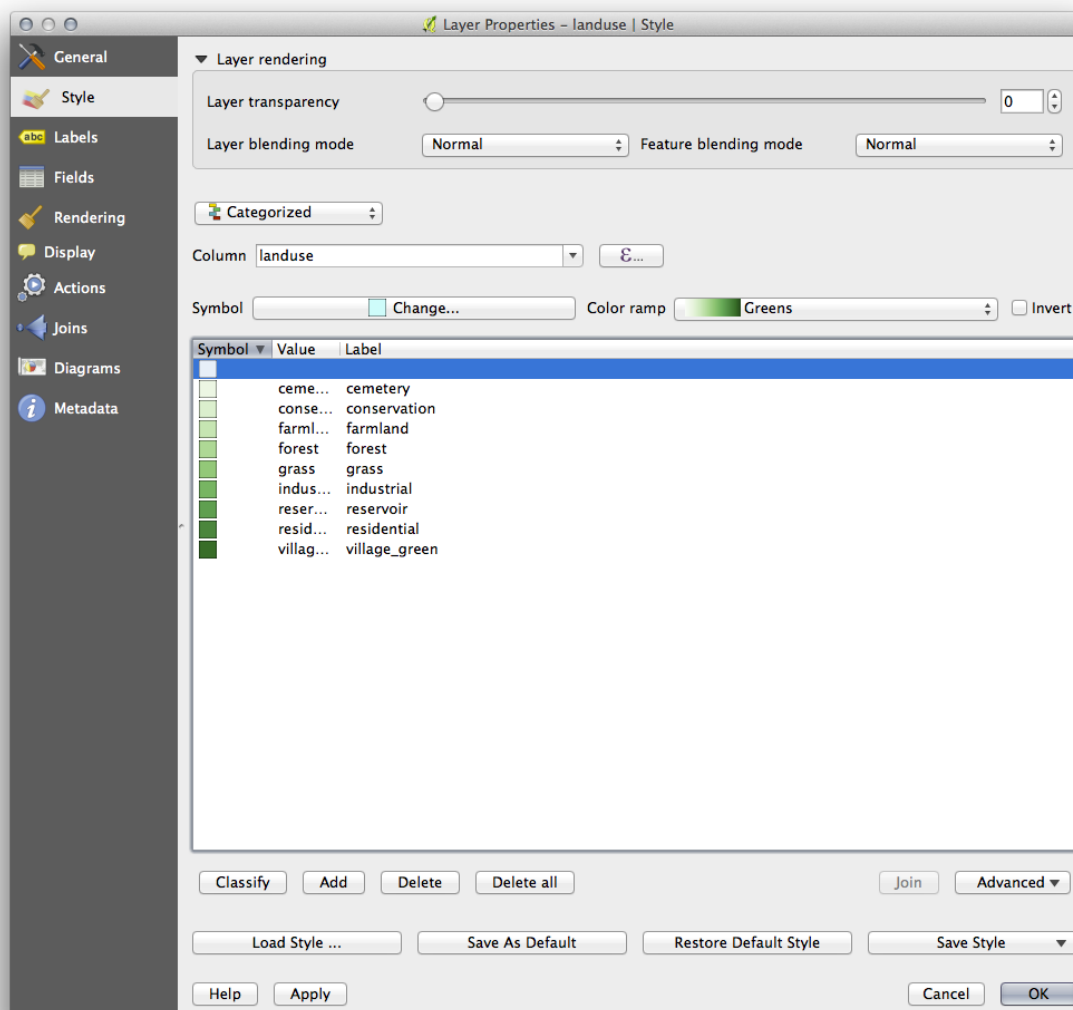
- Open *Layer Properties*, go to the *Style* tab and select *Symbol*.
- Change the symbol by removing the border from the *Simple Fill* layer and click *OK*.

You'll see that the landuse polygon outlines have been removed, leaving just our new fill colours for each categorisation.

- If you wish to, you can change the fill color for each landuse area by double-clicking the relevant color block:



Notice that there is one category that's empty:



This empty category is used to color any objects which do not have a landuse value defined or which have a *NULL* value. It is important to keep this empty category so that areas with a *NULL* value are still represented on the map. You may like to change the color to more obviously represent a blank or *NULL* value.

Remember to save your map now so that you don't lose all your hard-earned changes!

4.3.2 Try Yourself More Classification

If you're only following the basic-level content, use the knowledge you gained above to classify the *buildings* layer. Set the categorisation against the *building* column and use the *Spectral* color ramp.

Nota: Remember to zoom into an urban area to see the results.

4.3.3 Follow Along: Ratio Classification

There are four types of classification: *nominal*, *ordinal*, *interval* and *ratio*.

In nominal classification, the categories that objects are classified into are name-based; they have no order. For example: town names, district codes, etc.

In ordinal classification, the categories are arranged in a certain order. For example, world cities are given a rank depending on their importance for world trade, travel, culture, etc.

In interval classification, the numbers are on a scale with positive, negative and zero values. For example: height above/below sea level, temperature above/below freezing (0 degrees Celsius), etc.

In ratio classification, the numbers are on a scale with only positive and zero values. For example: temperature above absolute zero (0 degrees Kelvin), distance from a point, the average amount of traffic on a given street per month, etc.

In the example above, we used nominal classification to assign each farm to the town that it is administered by. Now we will use ratio classification to classify the farms by area.

- Save your landuse symbology (if you want to keep it) by clicking on the *Save Style ...* button in the *Style* dialog.

We're going to reclassify the layer, so existing classes will be lost if not saved.

- Close the *Style* dialog.
- Open the Attributes Table for the *landuse* layer.

We want to classify the landuse areas by size, but there's a problem: they don't have a size field, so we'll have to make one.

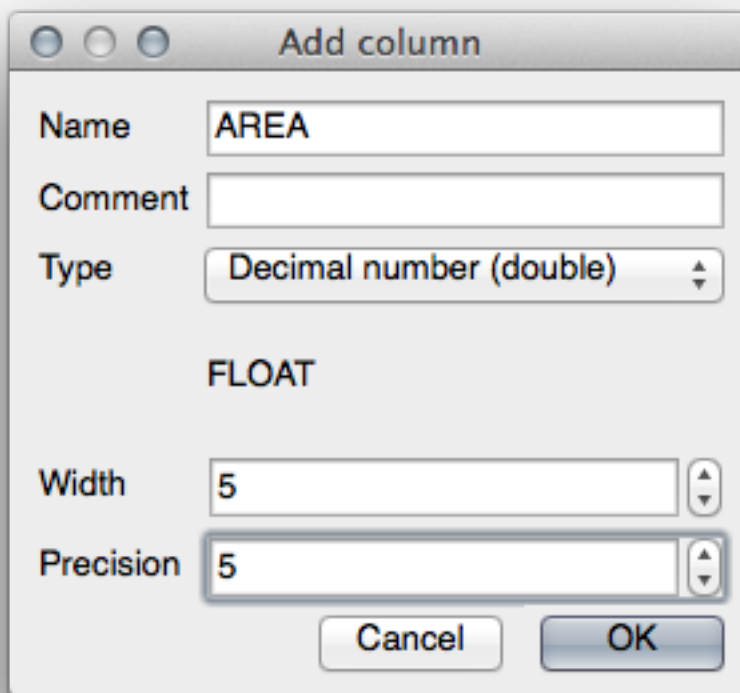
- Enter edit mode by clicking this button:



- Add a new column with this button:



- Set up the dialog that appears, like this:



- Click *OK*.

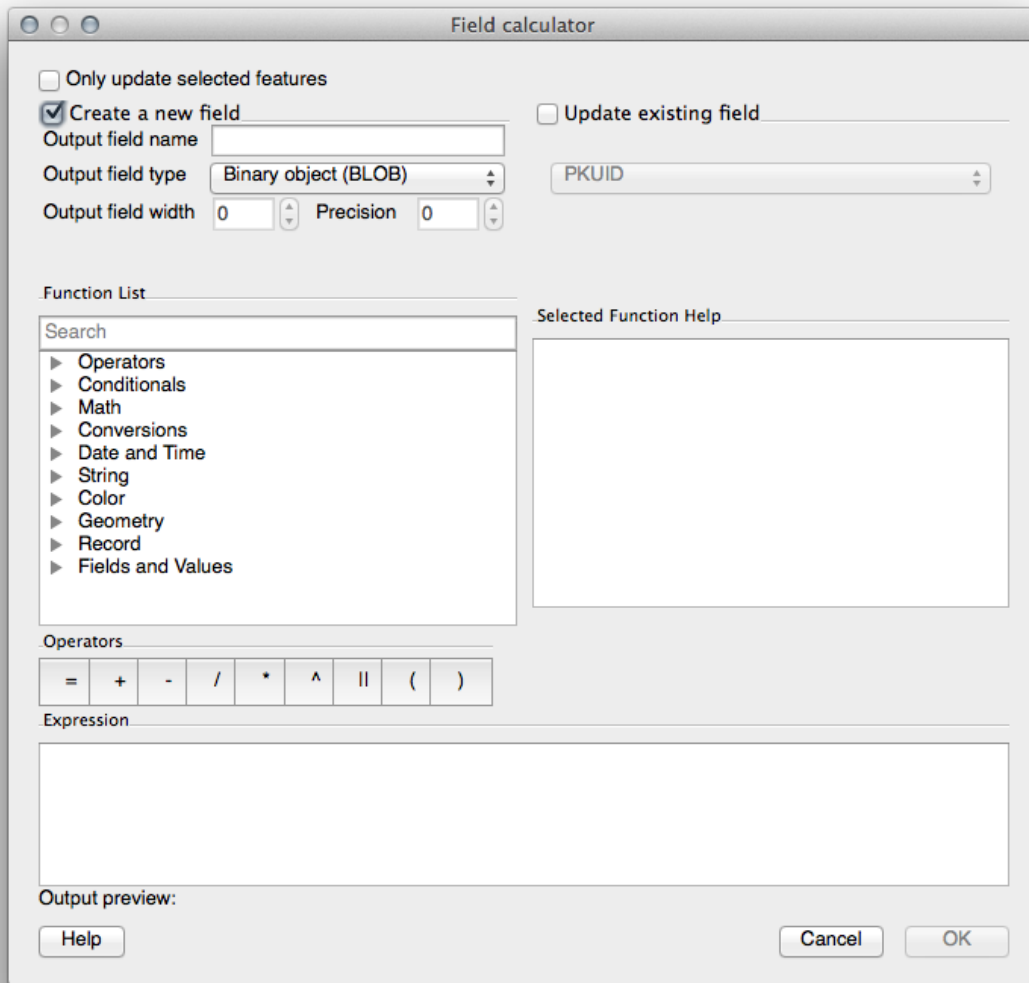
The new field will be added (at the far right of the table; you may need to scroll horizontally to see it). However, at the moment it is not populated, it just has a lot of `NULL` values.

To solve this problem, we'll need to calculate the areas.

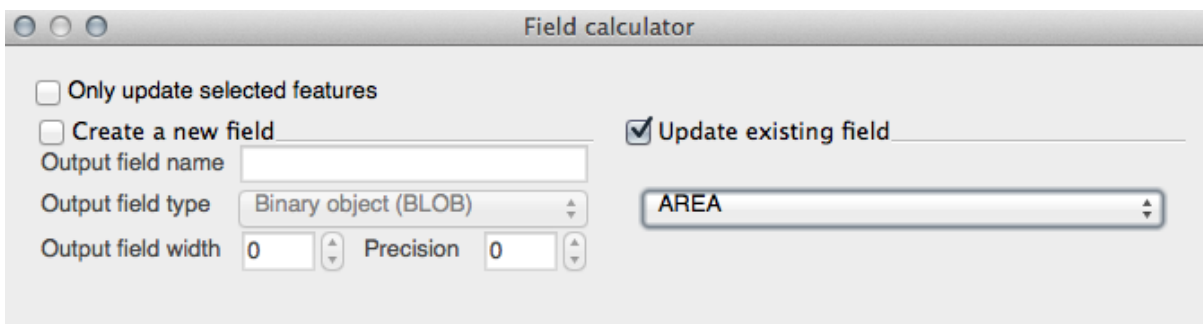
- Open the field calculator:



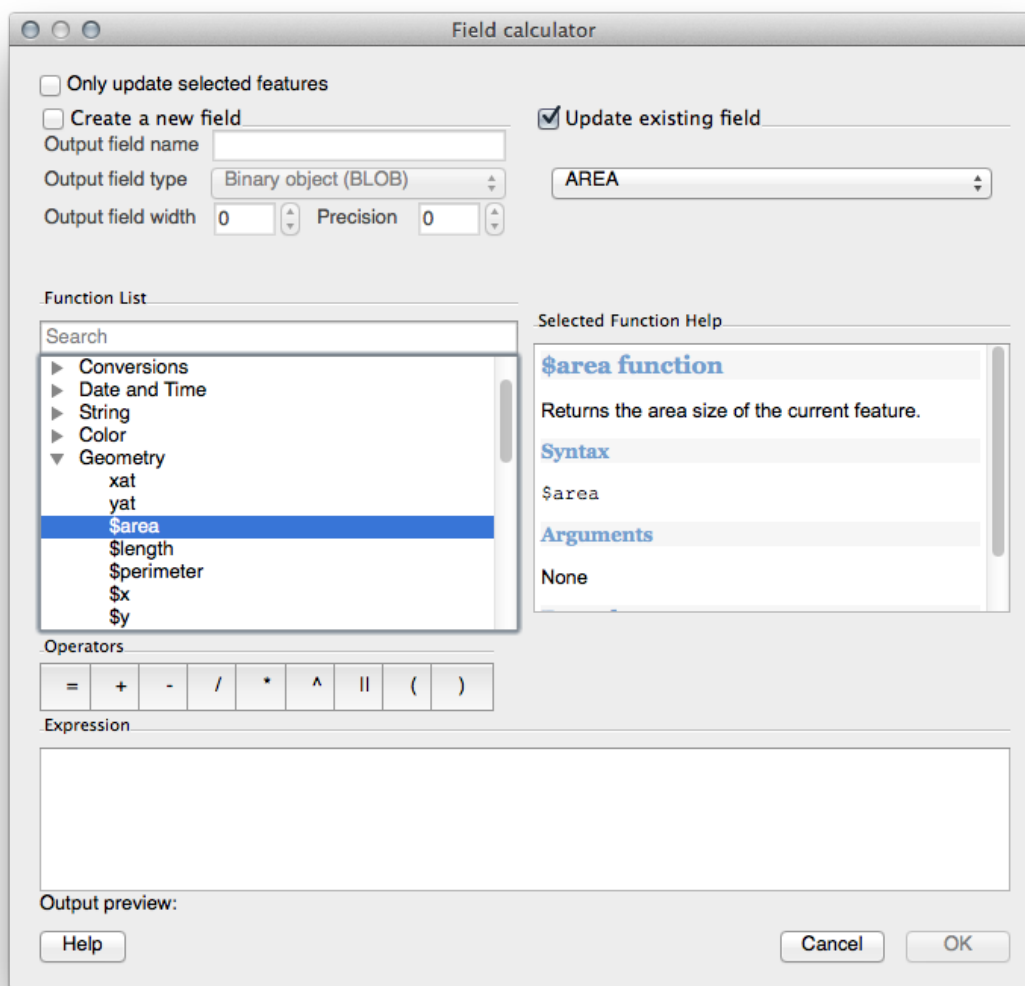
You'll get this dialog:



- Change the values at the top of the dialog to look like this:



- In the *Function List*, select *Geometry* → *\$area*:

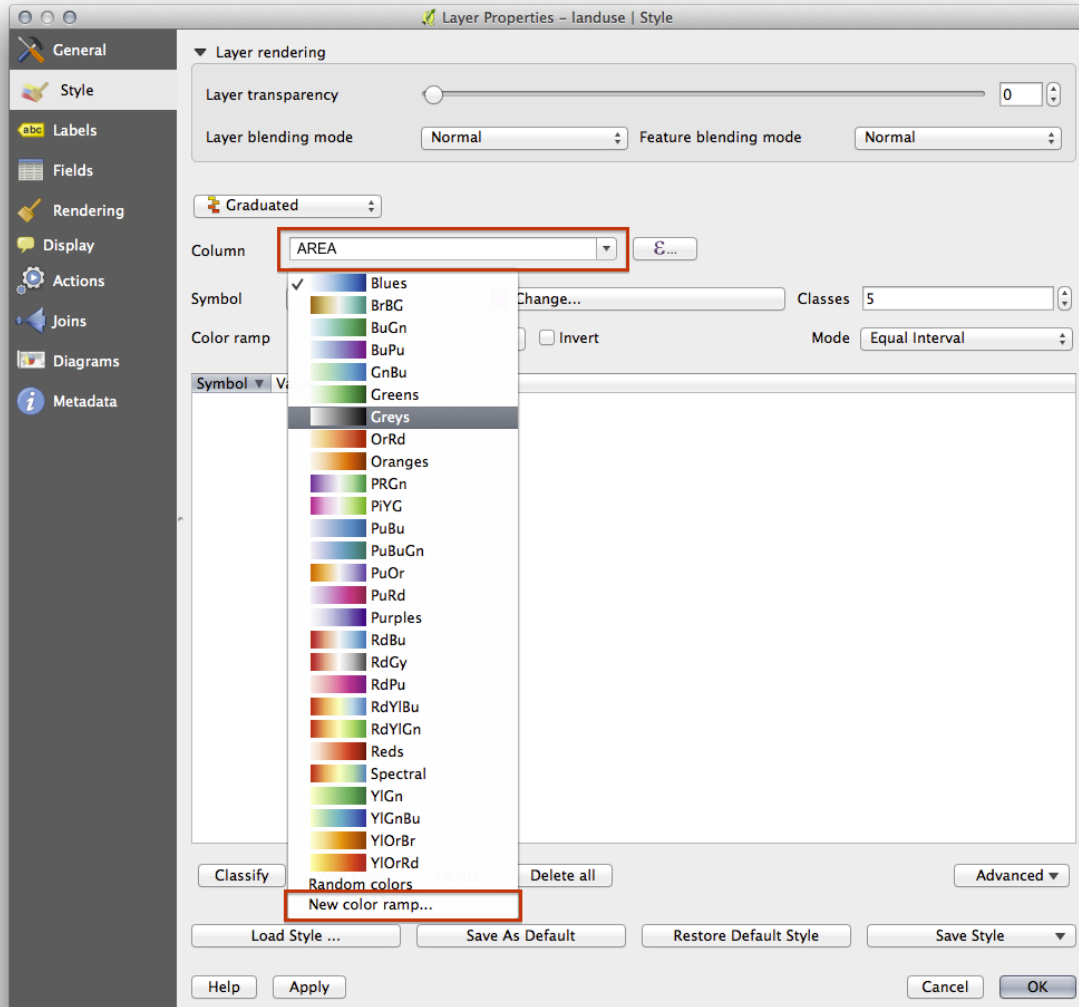


- Double-click on it so that it appears in the *Expression* field.
- Click *OK*.

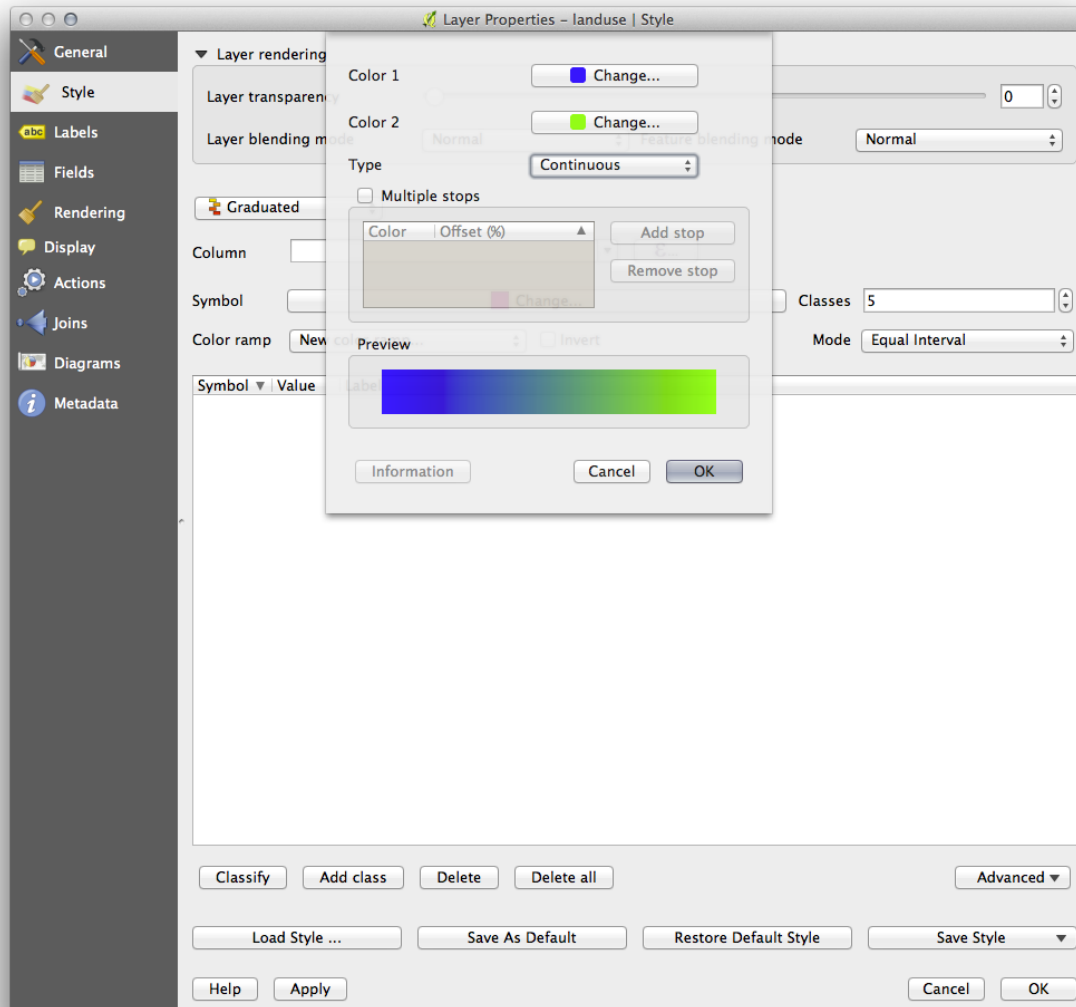
Now your AREA field is populated with values (you may need to click the column header to refresh the data). Save the edits and click *Ok*.

Nota: These areas are in degrees. Later, we will compute them in square meters.

- Open the *Layer properties* dialog's *Style* tab.
- Change the classification style from *Categorized* to *Graduated*.
- Change the *Column* to *AREA*:
- Under *Color ramp*, choose the option *New color ramp...* to get this dialog:



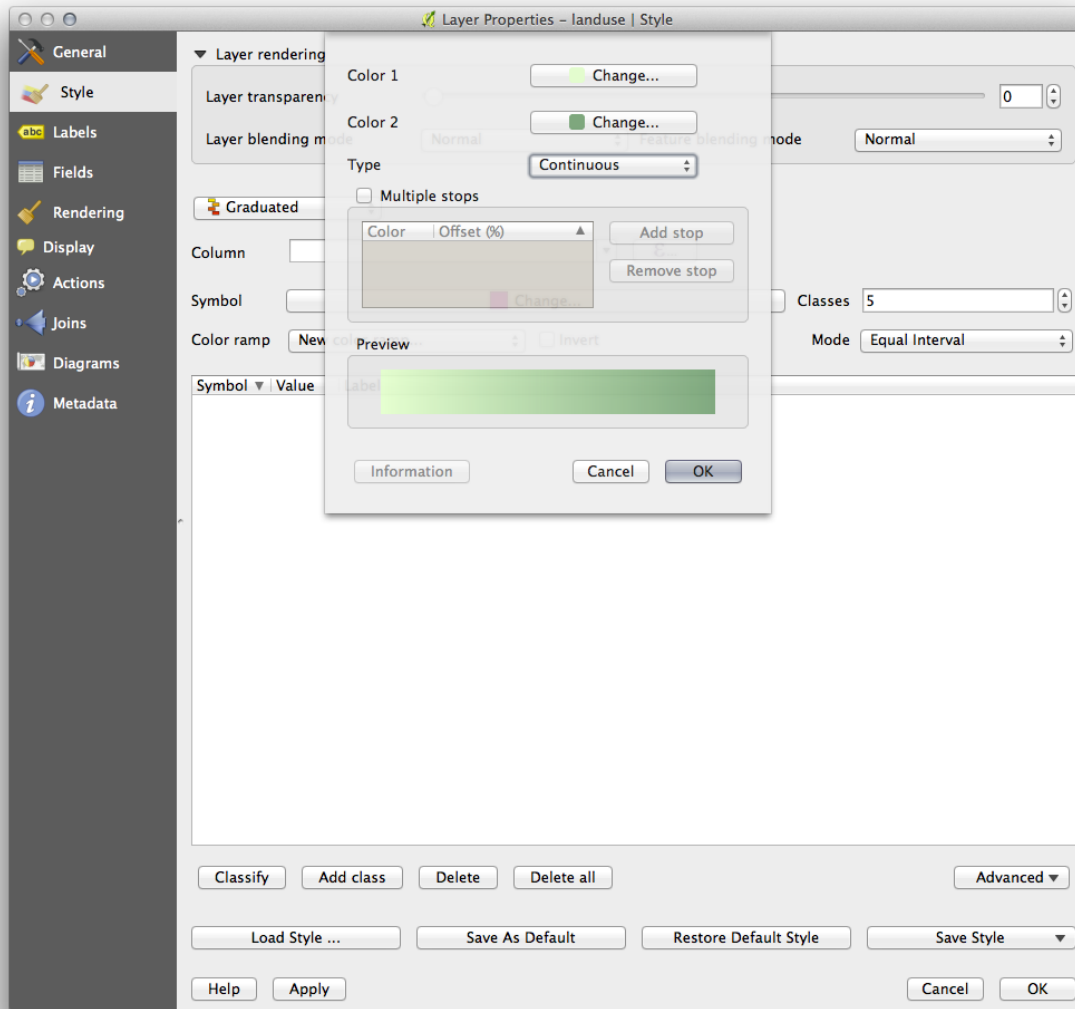
- Choose *Gradient* (if it's not selected already) and click *OK*. You'll see this:



You'll be using this to denote area, with small areas as *Color 1* and large areas as *Color 2*.

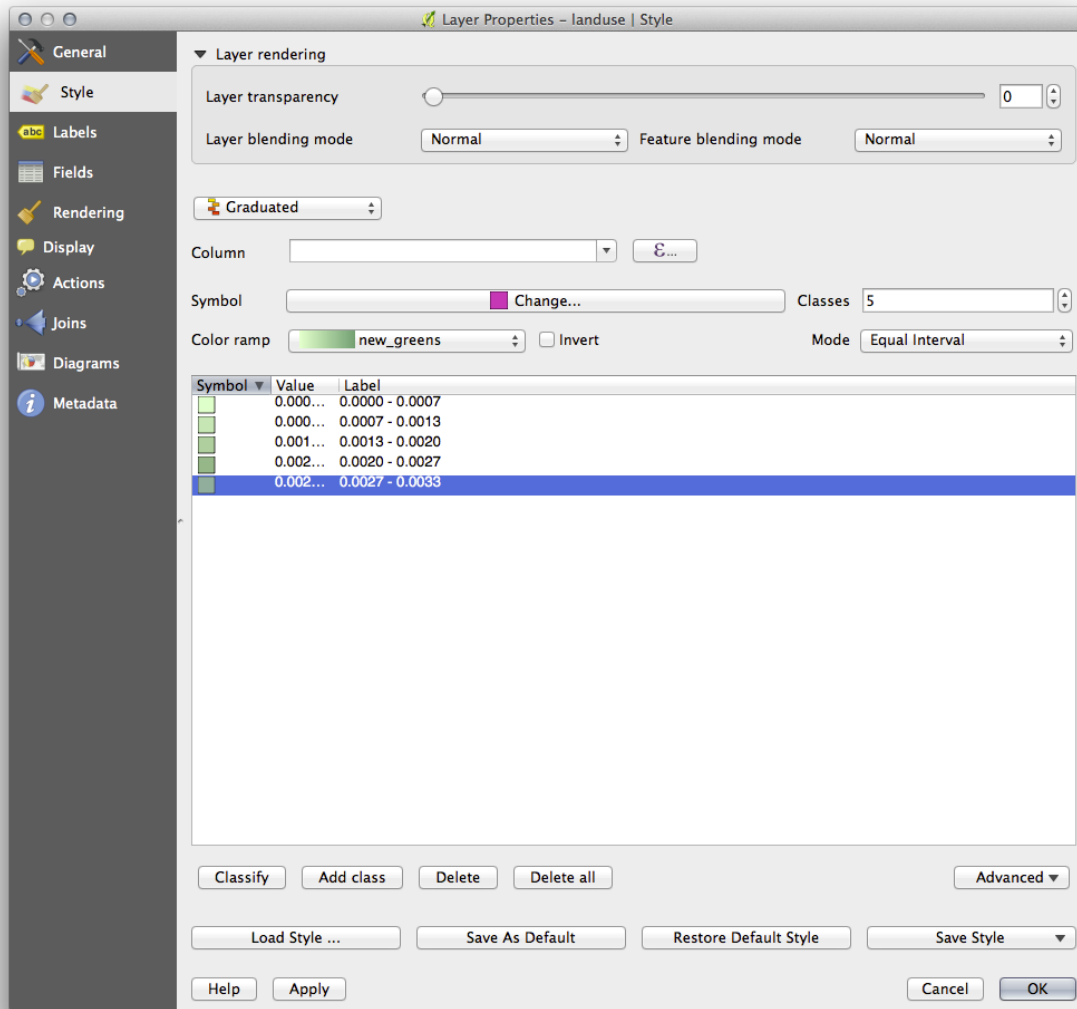
- Choose appropriate colors.

In the example, the result looks like this:



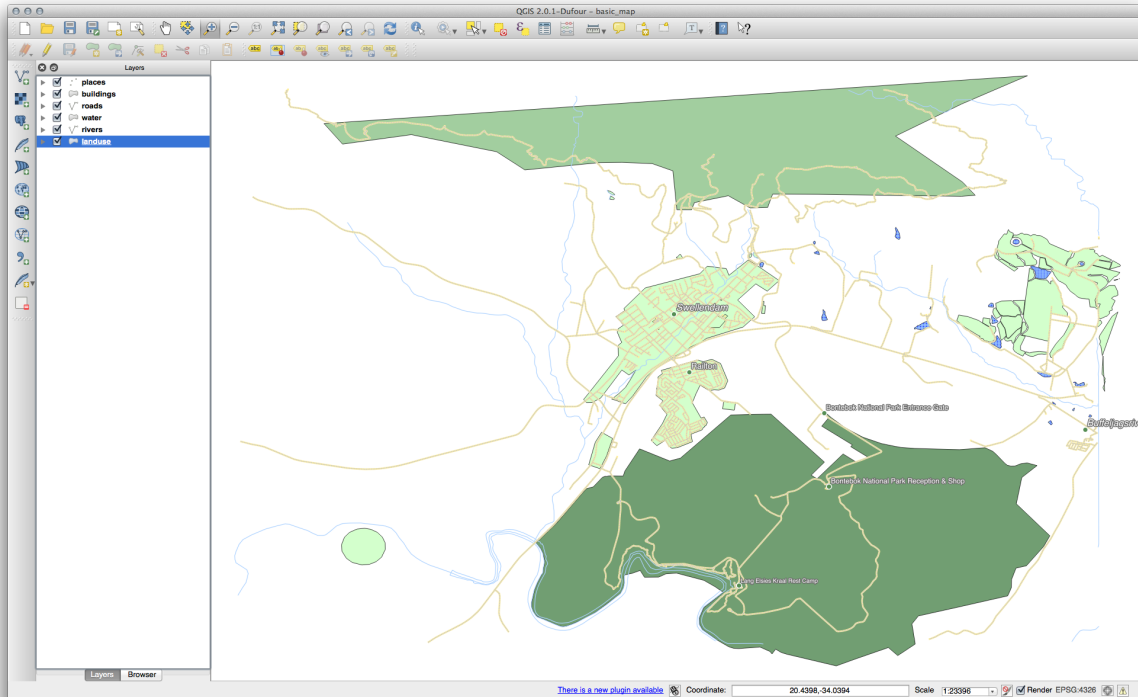
- Click *OK*.
- Choose a suitable name for the new color ramp.
- Click *OK* after filling in the name.

Now you'll have something like this:



Leave everything else as-is.

- Click *Ok*:



4.3.4 Try Yourself Refine the Classification

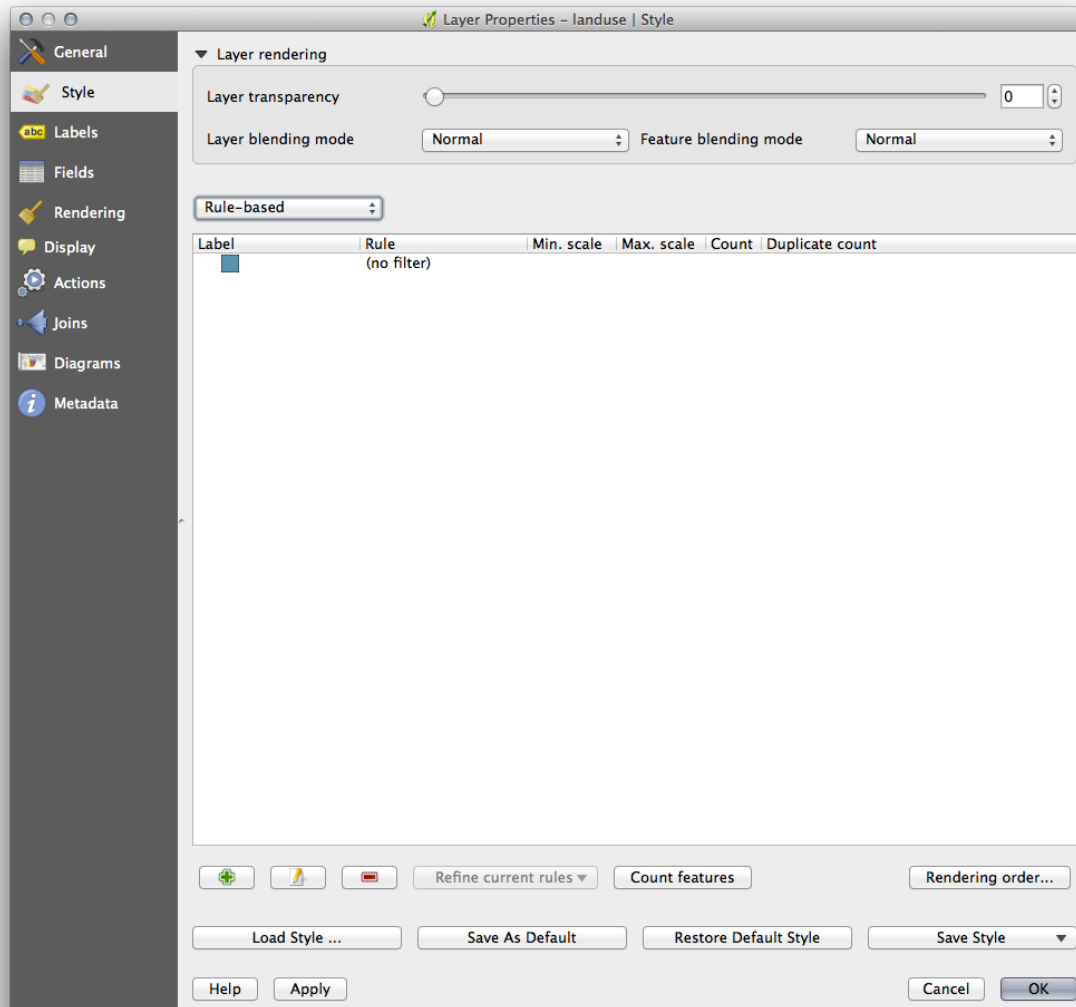
- Get rid of the lines between the classes.
- Change the values of *Mode* and *Classes* until you get a classification that makes sense.


Check your results

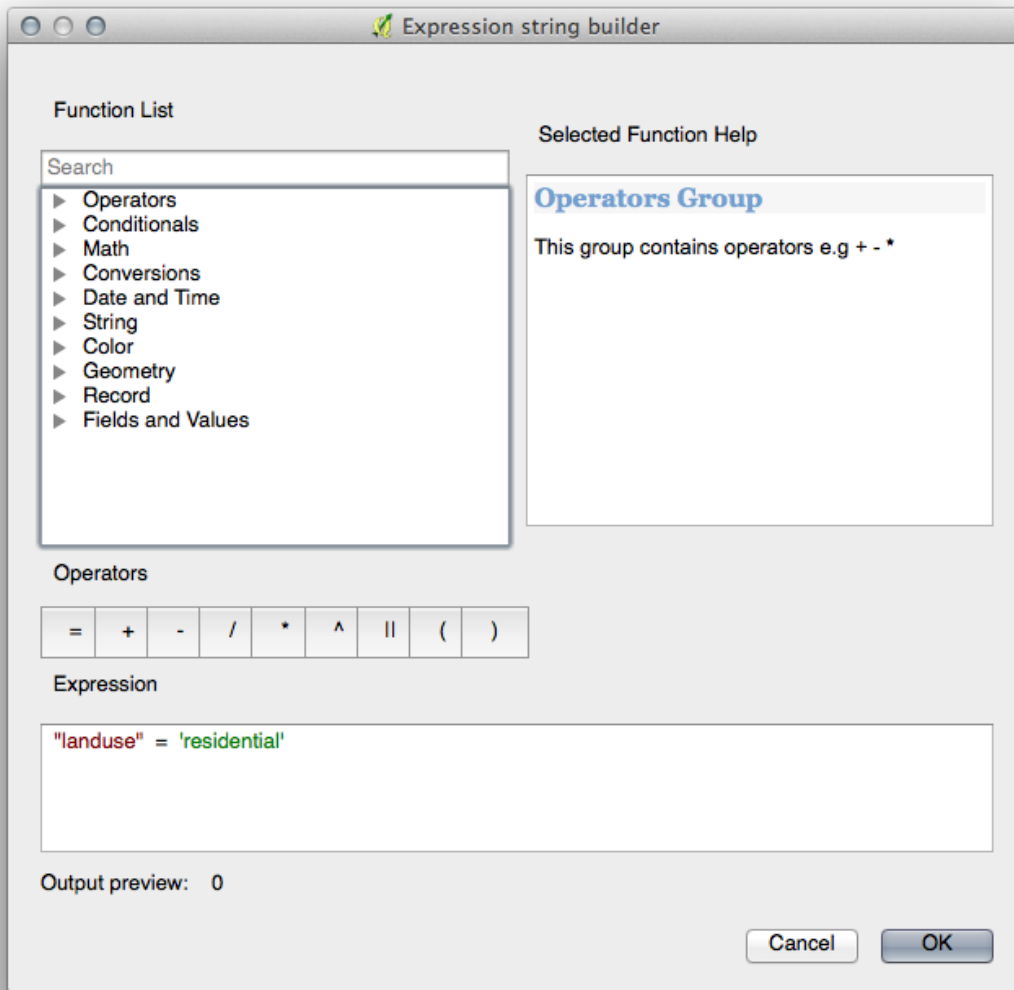
4.3.5 Follow Along: Rule-based Classification

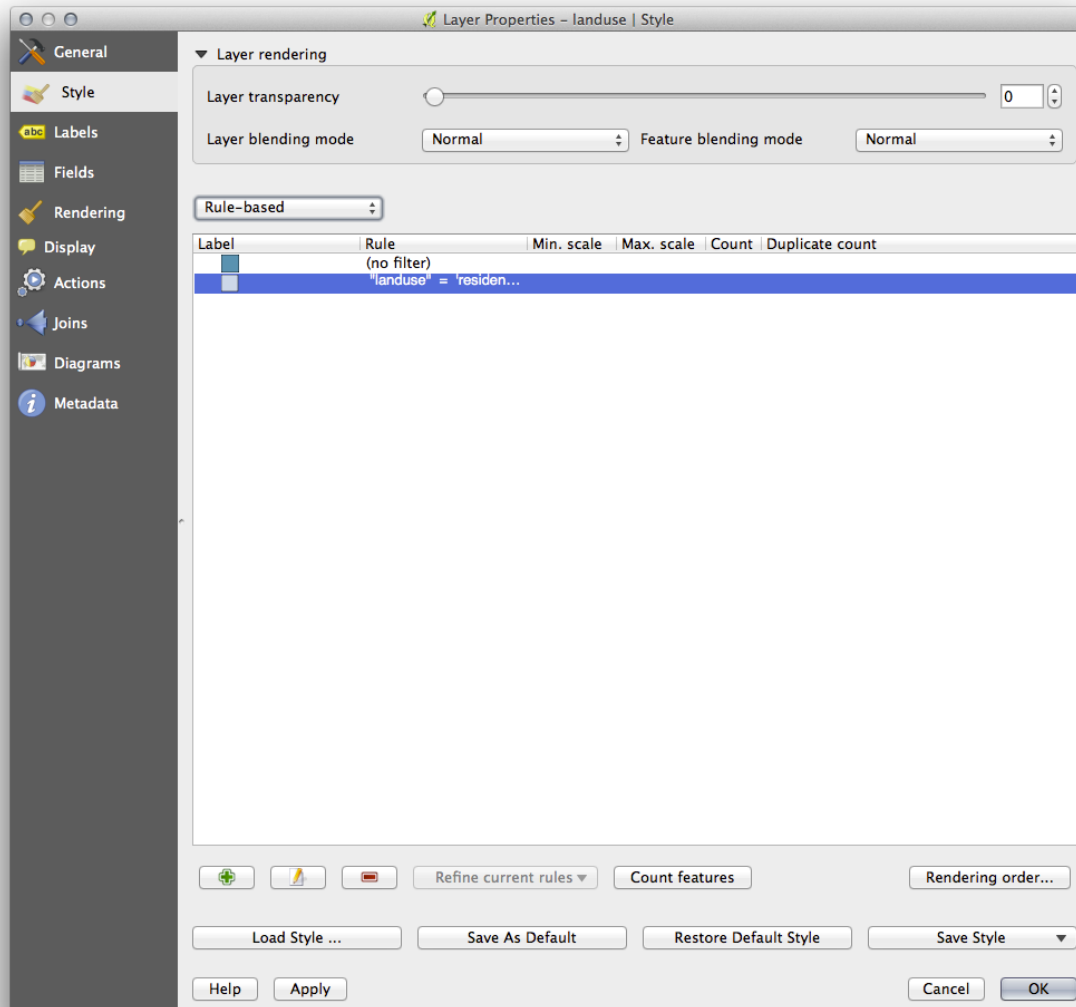
It's often useful to combine multiple criteria for a classification, but unfortunately normal classification only takes one attribute into account. That's where rule-based classification comes in handy.

- Open the *Layer Properties* dialog for the *landuse* layer.
- Switch to the *Style* tab.
- Switch the classification style to *Rule-based*. You'll get this:



- Click the *Add rule* button: .
- A new dialog then appears.
- Click the ellipsis ... button next to the *Filter* text area.
- Using the query builder that appears, enter the criterion "landuse" = 'residential' AND "name" != ' |majorUrbanName| ', click *Ok* and choose a pale blue-grey for it and remove the border:



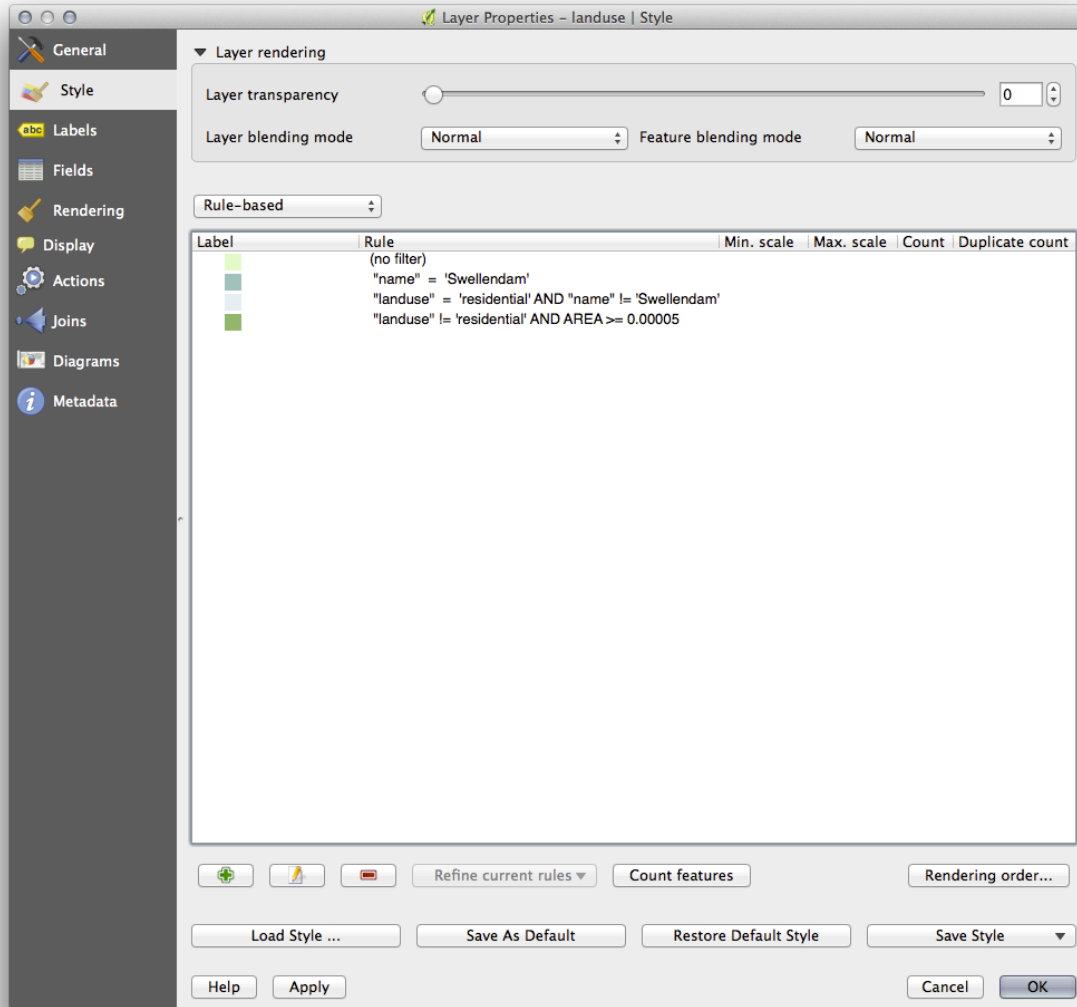


- Add a new criterion `"landuse" != 'residential' AND "AREA" >= 0.00005` and choose a mid-green color.
- Add another new criterion `"name" = ' |majorUrbanName| '` and assign it a darker grey-blue color in order to indicate the town's importance in the region.
- Click and drag this criterion to the top of the list.

These filters are exclusive, in that they collectively exclude some areas on the map (i.e. those which are smaller than 0.00005, are not residential and are not 'Swellendam'). This means that the excluded polygons take the style of the default (*no filter*) category.

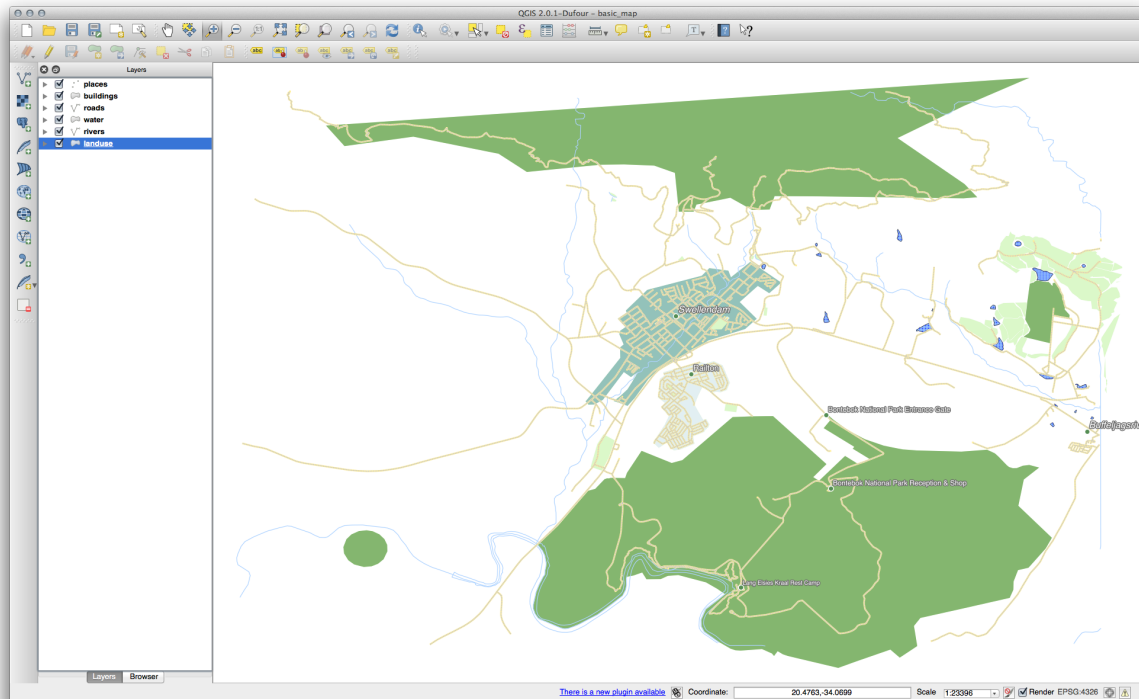
We know that the excluded polygons on our map cannot be residential areas, so give the default category a suitable pale green color.

Your dialog should now look like this:



- Apply this symbology.

Your map will look something like this:



Now you have a map with Swellendam the most prominent residential area and other non-residential areas colored according to their size.

4.3.6 In Conclusion

Symbology allows us to represent the attributes of a layer in an easy-to-read way. It allows us as well as the map reader to understand the significance of features, using any relevant attributes that we choose. Depending on the problems you face, you'll apply different classification techniques to solve them.

4.3.7 What's Next?

Now we have a nice-looking map, but how are we going to get it out of QGIS and into a format we can print out, or make into an image or PDF? That's the topic of the next lesson!

Module: Creazione di Mappe

In this module, you'll learn how to use the QGIS Map Composer to produce quality maps with all the requisite map components.

5.1 Lesson: Using Map Composer

Now that you've got a map, you need to be able to print it or to export it to a document. The reason is, a GIS map file is not an image. Rather, it saves the state of the GIS program, with references to all the layers, their labels, colors, etc. So for someone who doesn't have the data or the same GIS program (such as QGIS), the map file will be useless. Luckily, QGIS can export its map file to a format that anyone's computer can read, as well as printing out the map if you have a printer connected. Both exporting and printing is handled via the Map Composer.

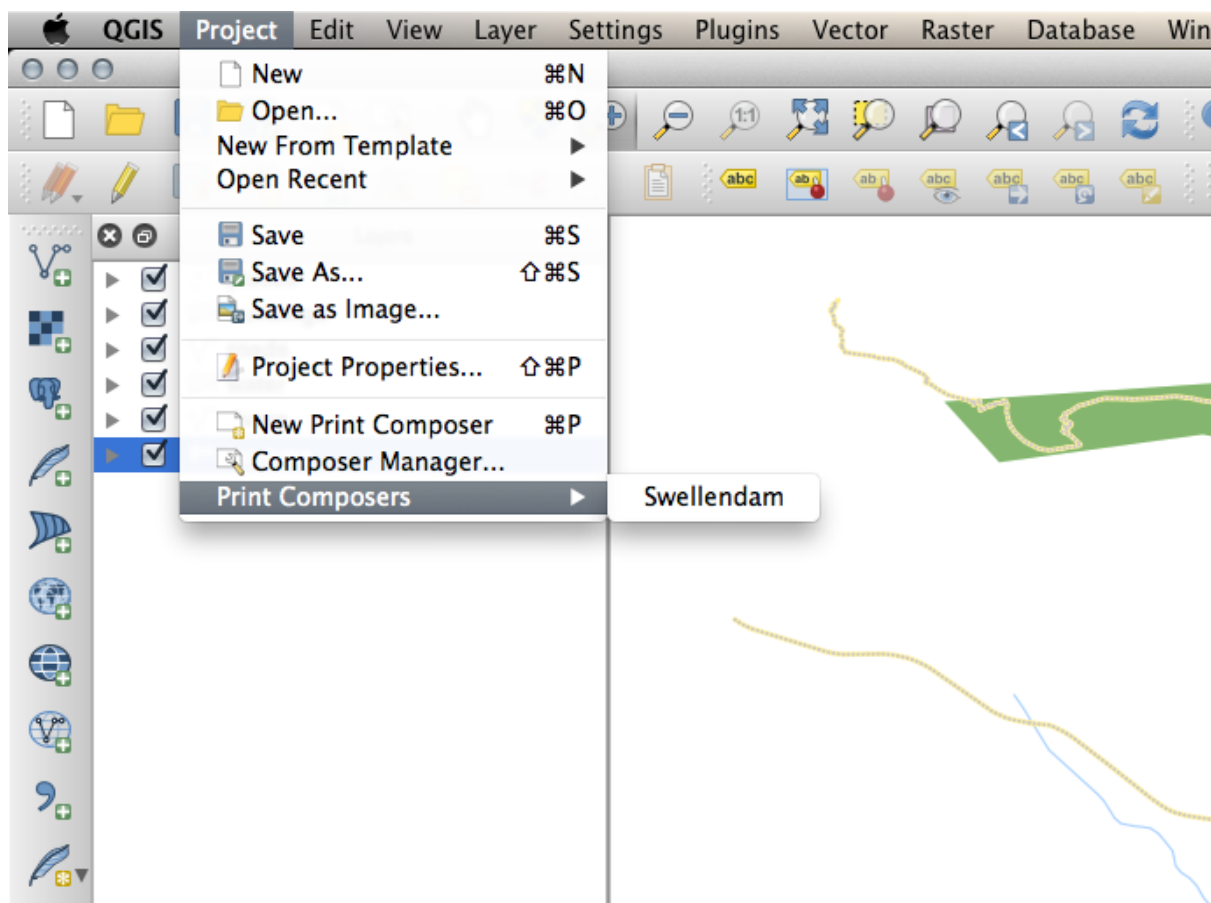
The goal for this lesson: To use the QGIS Map Composer to create a basic map with all the required settings.

5.1.1 Follow Along: The Composer Manager

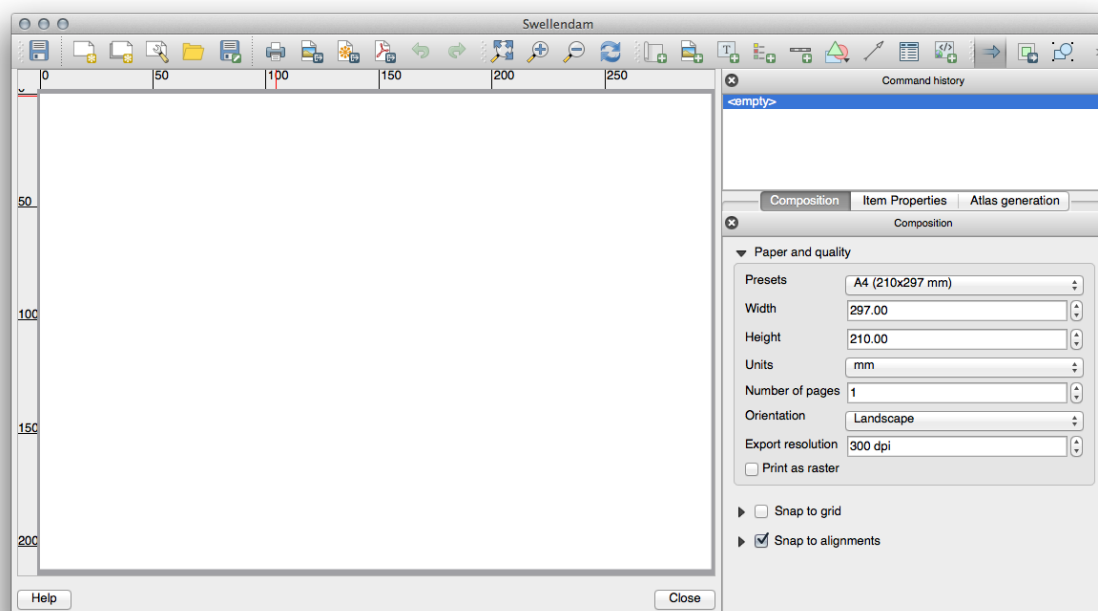
QGIS allows you to create multiple maps using the same map file. For this reason, it has a tool called the *Composer Manager*.

- Click on the *Project* → *Composer Manager* menu entry to open this tool. You'll see a blank *Composer manager* dialog appear.
- Click the *Add* button and give the new composer the name of Swellendam.
- Click *OK*.
- Click the *Show* button.

(You could also close the dialog and navigate to a composer via the *File* → *Print Composers* menus, as in the image below.)



Whichever route you take to get there, you will now see the *Print Composer* window:



5.1.2 Follow Along: Basic Map Composition

In this example, the composition was already the way we wanted it. Ensure that yours is as well.

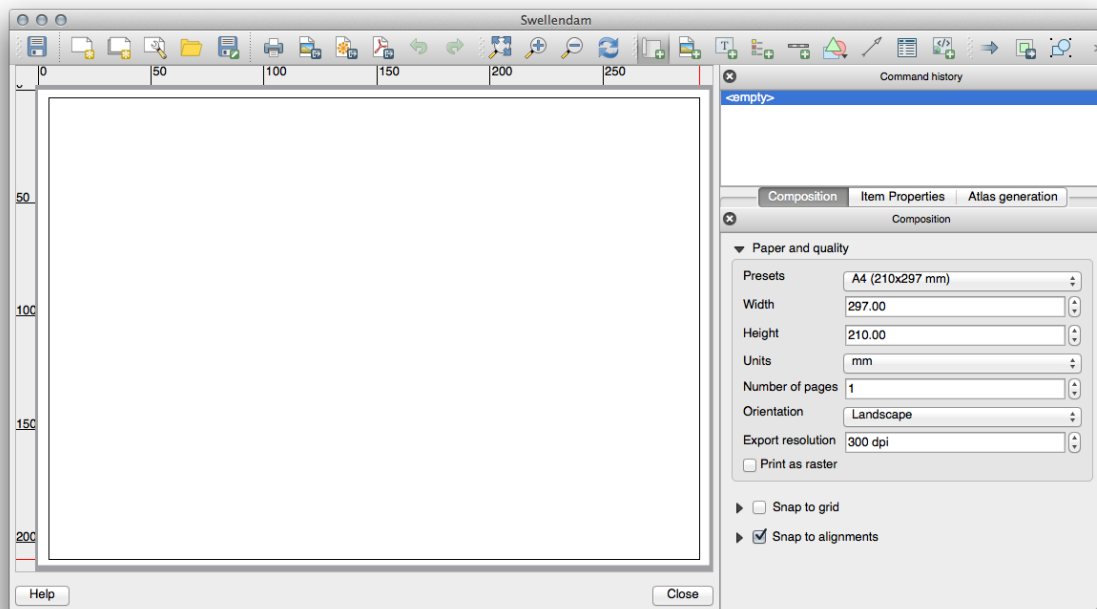
- In the *Print Composer* window, check that the values under *Composition* → *Paper and Quality* are set to the following:
- *Size*: A4 (210x297mm)
- *Orientation*: Landscape
- *Quality*: 300dpi

Now you've got the page layout the way you wanted it, but this page is still blank. It clearly lacks a map. Let's fix that!

- Click on the *Add New Map* button: 

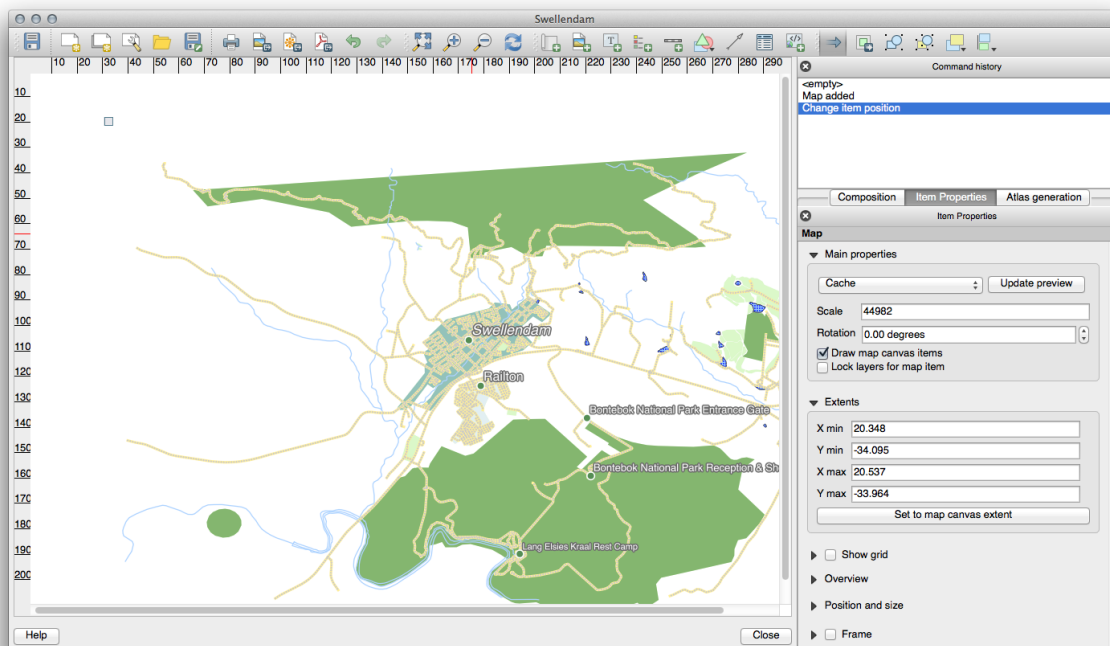
With this tool activated, you'll be able to place a map on the page.

- Click and drag a box on the blank page:

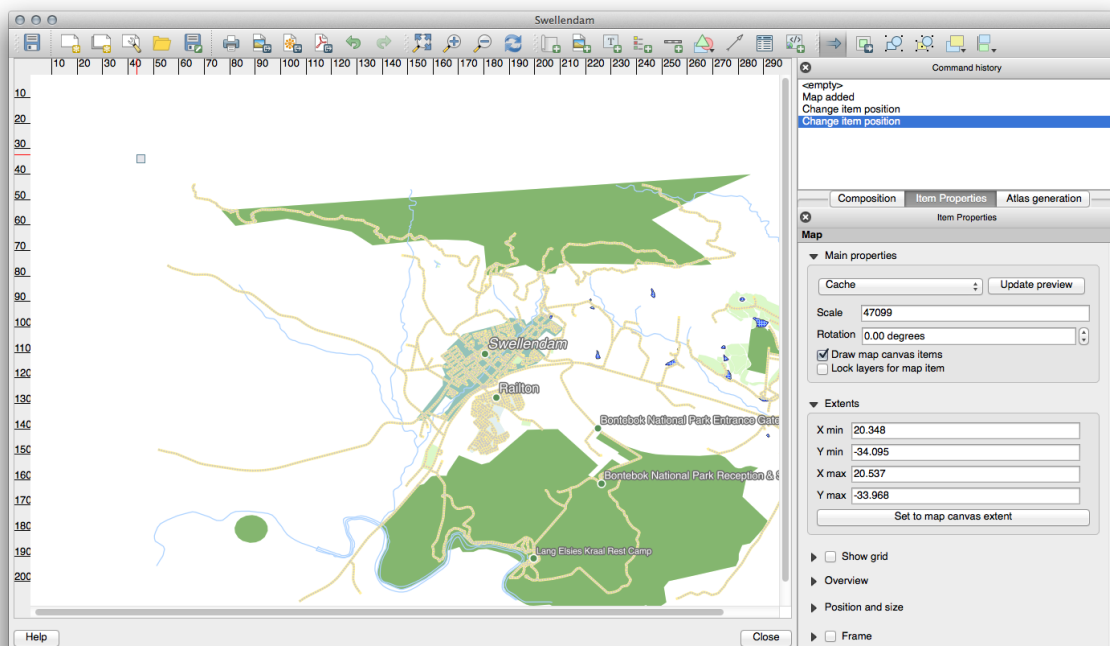


The map will appear on the page.

- Move the map by clicking and dragging it around:



- Resize it by clicking and dragging the boxes in the corners:




Nota: Your map may look a lot different, of course! This depends on how your own project is set up. But not to worry! These instructions are general, so they will work the same regardless of what the map itself looks like.

- Be sure to leave margins along the edges, and a space along the top for the title.
- Zoom in and out on the page (but not the map!) by using these buttons:



- Zoom and pan the map in the main QGIS window. You can also pan the map using the *Move item content*

tool: 

When zooming in, the map view will not refresh by itself. This is so that it doesn't waste your time redrawing the map while you're zooming the page to where you want it, but it also means that if you zoom in or out, the map will be at the wrong resolution and will look ugly or unreadable.


- Force the map to refresh by clicking this button:



Remember that the size and position you've given the map doesn't need to be final. You can always come back and change it later if you're not satisfied. For now, you need to ensure that you've saved your work on this map. Because a *Composer* in QGIS is part of the main map file, you'll need to save your main project. Go to the main QGIS window (the one with the *Layers list* and all the other familiar elements you were working with before), and save your project from there as usual.

5.1.3 Follow Along: Adding a Title


Now your map is looking good on the page, but your readers/users are not being told what's going on yet. They need some context, which is what you'll provide for them by adding map elements. First, let's add a title.

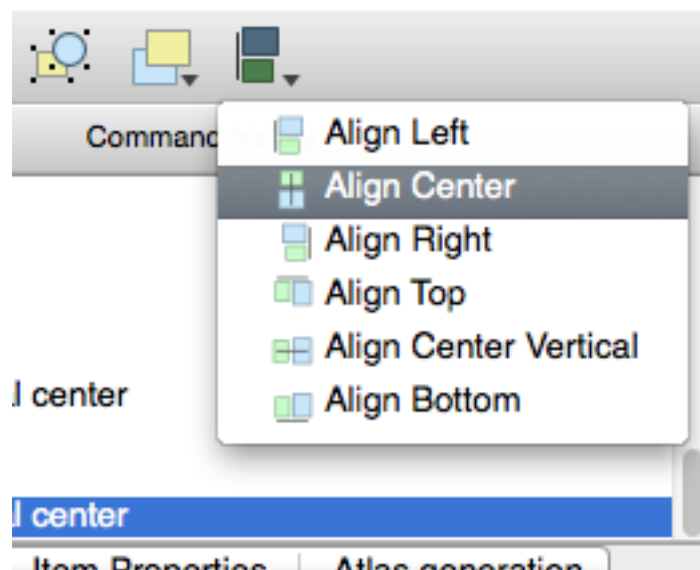
- Click on this button: 
- Click on the page, above the map, and a label will appear at the top of the map.
- Resize it and place it in the top center of the page. It can be resized and moved in the same way that you resized and moved the map.

As you move the title, you'll notice that guidelines appear to help you position the title in the center of the page.

However, there is also a tool to help position the title relative to the map (not the page):



- Click the map to select it.
- Hold in `shift` on your keyboard and click on the label so that both the map and the label are selected.
- Look for the *Align* button  and click on the dropdown arrow next to it to reveal the positioning options and click *Align center*:



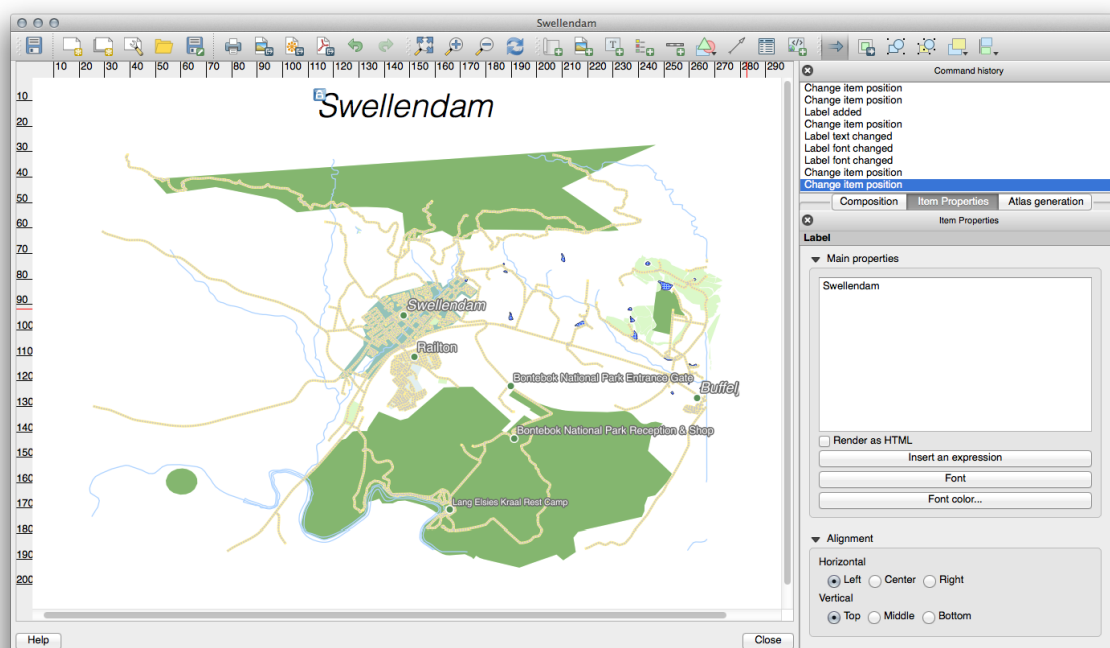
To make sure that you don't accidentally move these elements around now that you've aligned them:

- Right-click on both the map and the label.

A small lock icon will appear in the corner to tell you that an element can't be dragged right now. You can always right-click on an element again to unlock it, though.

Now the label is centered to the map, but not the contents. To center the contents of the label:

- Select the label by clicking on it.
- Click on the *Item Properties* tab in the side panel of the *Composer* window.
- Change the text of the label to "Swellendam":
- Use this interface to set the font and alignment options:



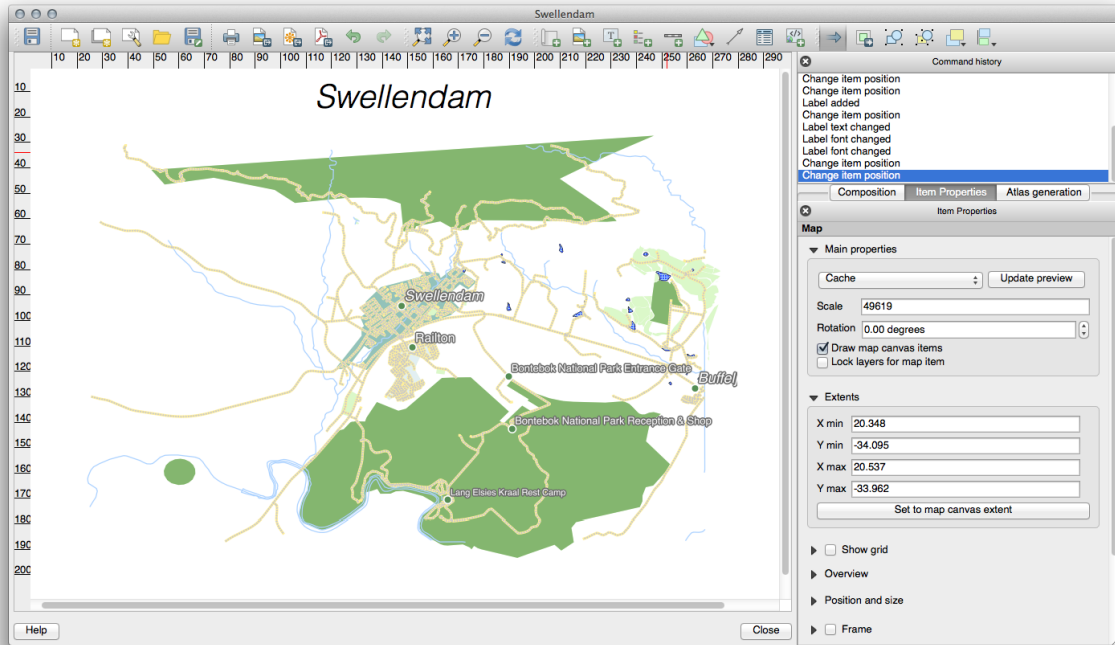
- Choose a large but sensible font (the example will use the default font with a size of 36) and set the *Horizontal Alignment* to *Center*.

You can also change the font color, but it's probably best to keep it black as per the default.

The default setting is not to add a frame to the title's text box. However, if you wish to add a frame, you can do so:


- In the *Item Properties* tab, scroll down until you see the *Frame* option.
- Click the *Frame* checkbox to enable the frame. You can also change the frame's color and width.

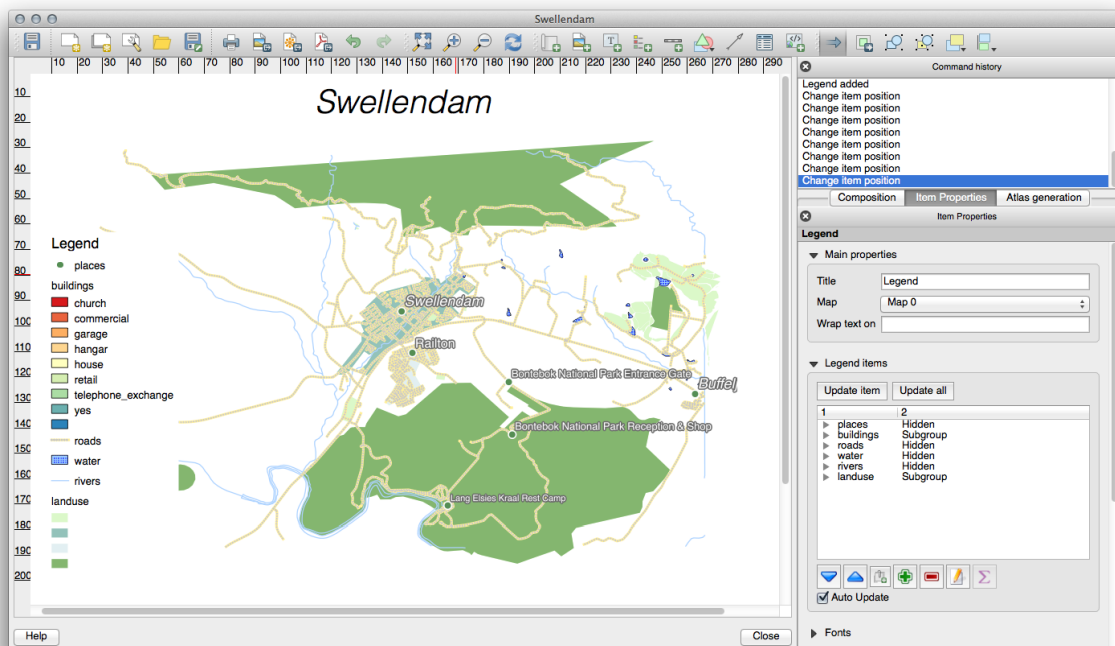
In this example, we won't enable the frame, so here is our page so far:



5.1.4 Follow Along: Adding a Legend


The map reader also needs to be able to see what various things on the map actually mean. In some cases, like the place names, this is quite obvious. In other cases, it's more difficult to guess, like the colors of the farms. Let's add a new legend.

- Click on this button: 
- Click on the page to place the legend, and move it to where you want it:




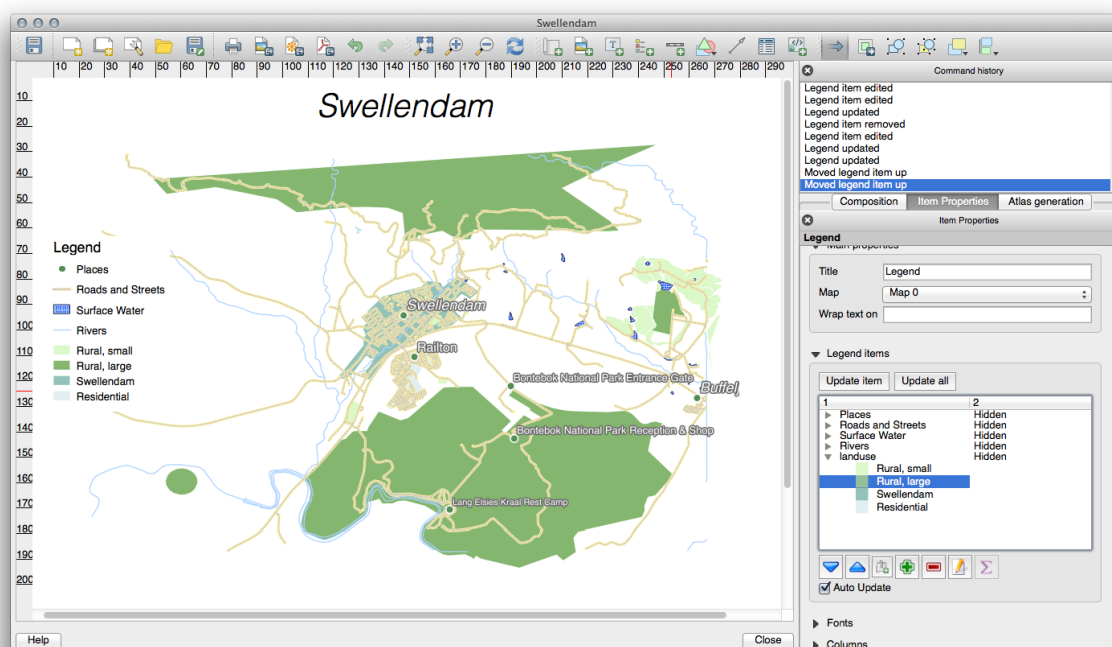
5.1.5 Follow Along: Customizing Legend Items

Not everything on the legend is necessary, so let's remove some unwanted items.

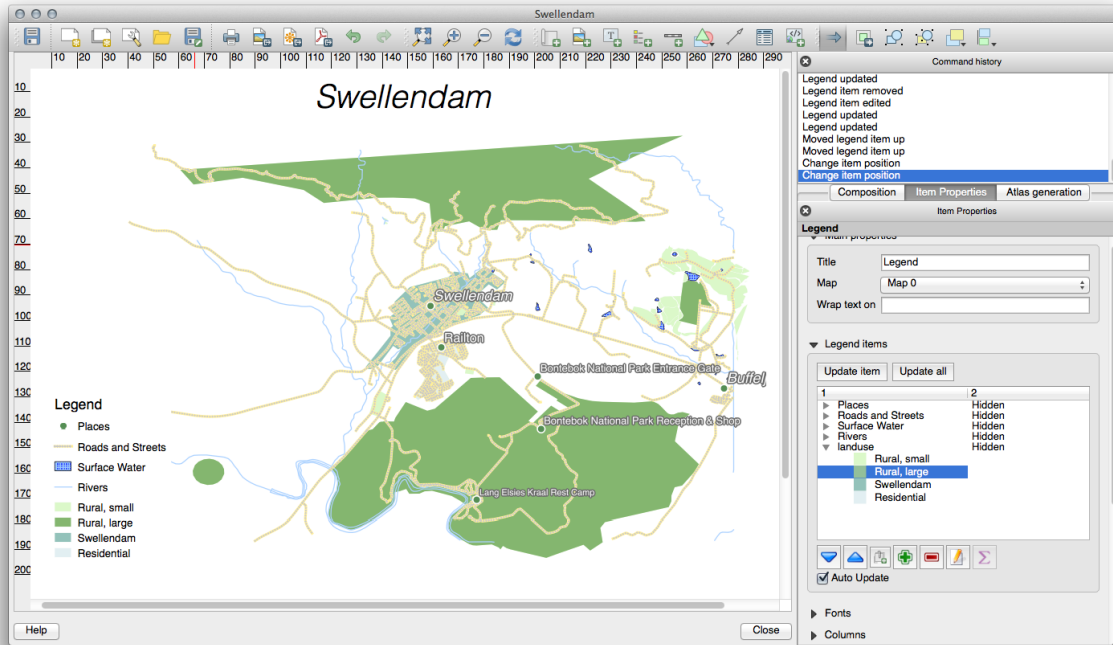
- In the *Item Properties* tab, you'll find the *Legend items* panel.
- Select the *buildings* entry.
- Delete it from the legend by clicking the *minus* button: 

You can also rename items.

- Select a layer from the same list.
- Click the *Edit* button: 
- Rename the layers to *Places*, *Roads and Streets*, *Surface Water*, and *Rivers*.
- Set *landuse* to *Hidden*, then click the down arrow and edit each category to name them on the legend. You can also reorder the items:



As the legend will likely be widened by the new layer names, you may wish to move and resize the legend and or map. This is the result:



5.1.6 Follow Along: Exporting Your Map

Nota: Did you remember to save your work often?

Finally the map is ready for export! You'll see the export buttons near the top left corner of the *Composer* window:



The button on the left is the *Print* button, which interfaces with a printer. Since the printer options will differ depending on the model of printer that you're working with, it's probably better to consult the printer manual or a general guide to printing for more information on this topic.

The other three buttons allow you to export the map page to a file. There are three export formats to choose from:

- *Export as Image*
- *Export as SVG*
- *Export as PDF*

Exporting as an image will give you a selection of various common image formats to choose from. This is probably the simplest option, but the image it creates is "dead" and difficult to edit.

The other two options are more common.

If you're sending the map to a cartographer (who may want to edit the map for publication), it's best to export as an SVG. SVG stands for "Scalable Vector Graphic", and can be imported to programs like *Inkscape* or other vector image editing software.

If you need to send the map to a client, it's most common to use a PDF, because it's easier to set up printing options for a PDF. Some cartographers may prefer PDF as well, if they have a program that allows them to import and edit this format.

For our purposes, we're going to use PDF.

- Click the *Export as PDF* button: 

- Choose a save location and a file name as usual.
- Click *Save*.

5.1.7 In Conclusion

- Close the *Composer* window.
- Save your map.
- Find your exported PDF using your operating system's file manager.
- Open it.
- Bask in its glory.

Congratulations on your first completed QGIS map project!

5.1.8 What's Next?

On the next page, you will be given an assignment to complete. This will allow you to practice the techniques you have learned so far.

5.2 Compito 1

Apri il tuo progetto di mappa esistente e modificalo accuratamente. Se hai notato piccoli errori o cose che avresti voluto risolvere prima, fallo ora.

Mentre personalizzi la tua mappa, continua a farti delle domande. Questa mappa è facile da leggere e capire per qualcuno che non ha familiarità con i dati? Se vedessi questa mappa su Internet, o su un poster o su una rivista, catturerebbe la mia attenzione? Vorrei leggere questa mappa se non fosse mia?

Se stai facendo questo corso in un | basic | Livello base o | moderate | Livello intermedio, leggi le tecniche dalle sezioni più avanzate. Se vedi qualcosa che ti piacerebbe fare nella tua mappa, perché non provare ad implementarlo?

Se questo corso viene presentato a te, il presentatore del corso potrebbe richiedere di inviare una versione finale della mappa, esportata in PDF, per la valutazione. Se stai facendo questo corso da solo, ti consigliamo di valutare la tua mappa utilizzando gli stessi criteri. La mappa verrà valutata sull'aspetto generale e sulla simbologia della mappa stessa, nonché sull'aspetto e il layout della pagina della mappa e degli elementi. Ricorda che l'enfasi per valutare l'aspetto delle mappe sarà sempre *facilità d'uso*. Più la mappa è bella da guardare e più è facile da capire a colpo d'occhio.

Felice personalizzazione!

5.2.1 In Conclusion

I primi quattro moduli ti hanno insegnato come creare e disegnare una mappa vettoriale. Nei prossimi quattro moduli, imparerai come utilizzare QGIS per un'analisi GIS completa. Ciò includerà la creazione e la modifica di dati vettoriali; analizzare i dati vettoriali; utilizzare e analizzare dati raster; e utilizzando GIS per risolvere un problema dall'inizio alla fine, utilizzando sia le origini dati raster sia quelle vettoriali.

Module: Creating Vector Data

Creating maps using existing data is just the beginning. In this module, you'll learn how to modify existing vector data and create new datasets entirely.

6.1 Lesson: Creating a New Vector Dataset

The data that you use has to come from somewhere. For most common applications, the data exists already; but the more particular and specialized the project, the less likely it is that the data will already be available. In such cases, you'll need to create your own new data.

The goal for this lesson: To create a new vector dataset.

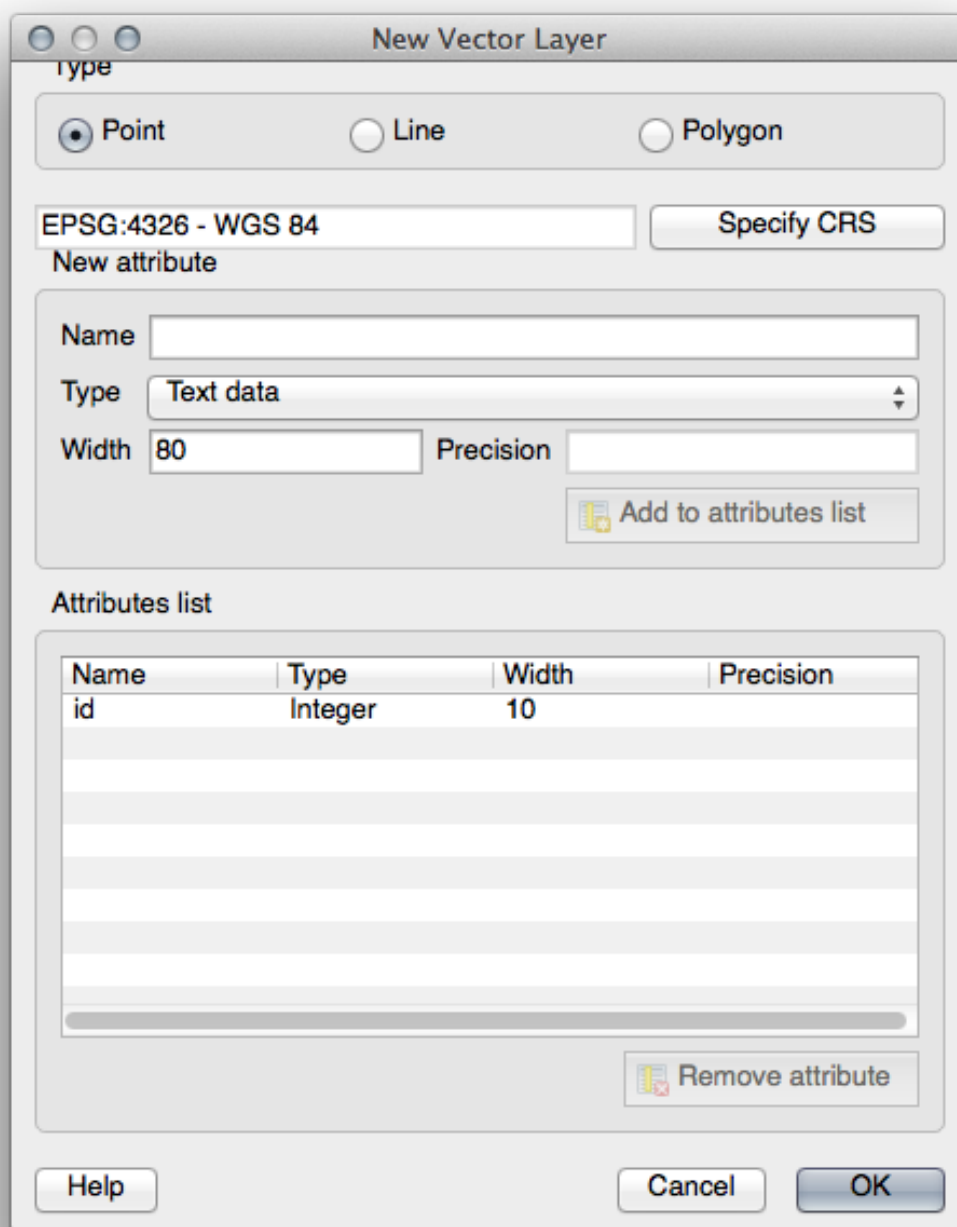
6.1.1 Follow Along: The Layer Creation Dialog

Before you can add new vector data, you need a vector dataset to add it to. In our case, you'll begin by creating new data entirely, rather than editing an existing dataset. Therefore, you'll need to define your own new dataset first.

You'll need to open the *New Vector Layer* dialog that will allow you to define a new layer.

- Navigate to and click on the menu entry *Layer → New → New Shapefile Layer*.

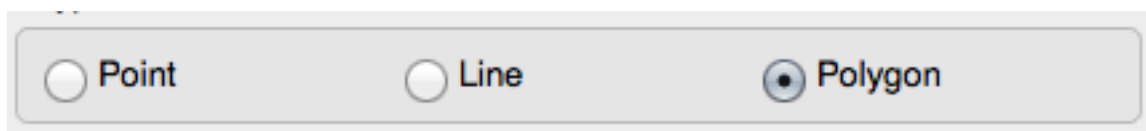
You'll be presented with the following dialog:



It's important to decide which kind of dataset you want at this stage. Each different vector layer type is “built differently” in the background, so once you’ve created the layer, you can’t change its type.

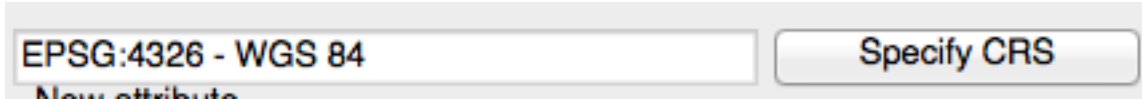
For the next exercise, we’re going to be creating new features which describe areas. For such features, you’ll need to create a polygon dataset.

- Click on the *Polygon* radio button:



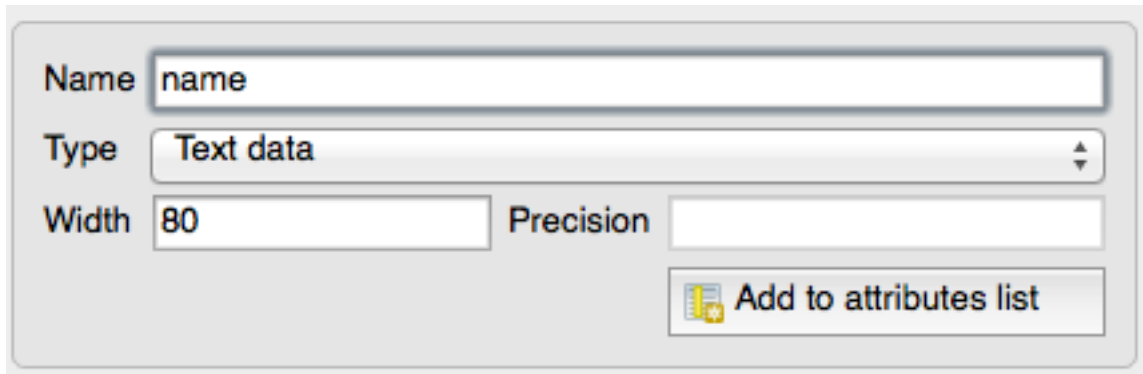
This has no impact on the rest of the dialog, but it will cause the correct type of geometry to be used when the vector dataset is created.

The next field allows you to specify the Coordinate Reference System, or CRS. A CRS specifies how to describe a point on Earth in terms of coordinates, and because there are many different ways to do this, there are many different CRSs. The CRS of this project is WGS84, so it's already correct by default:

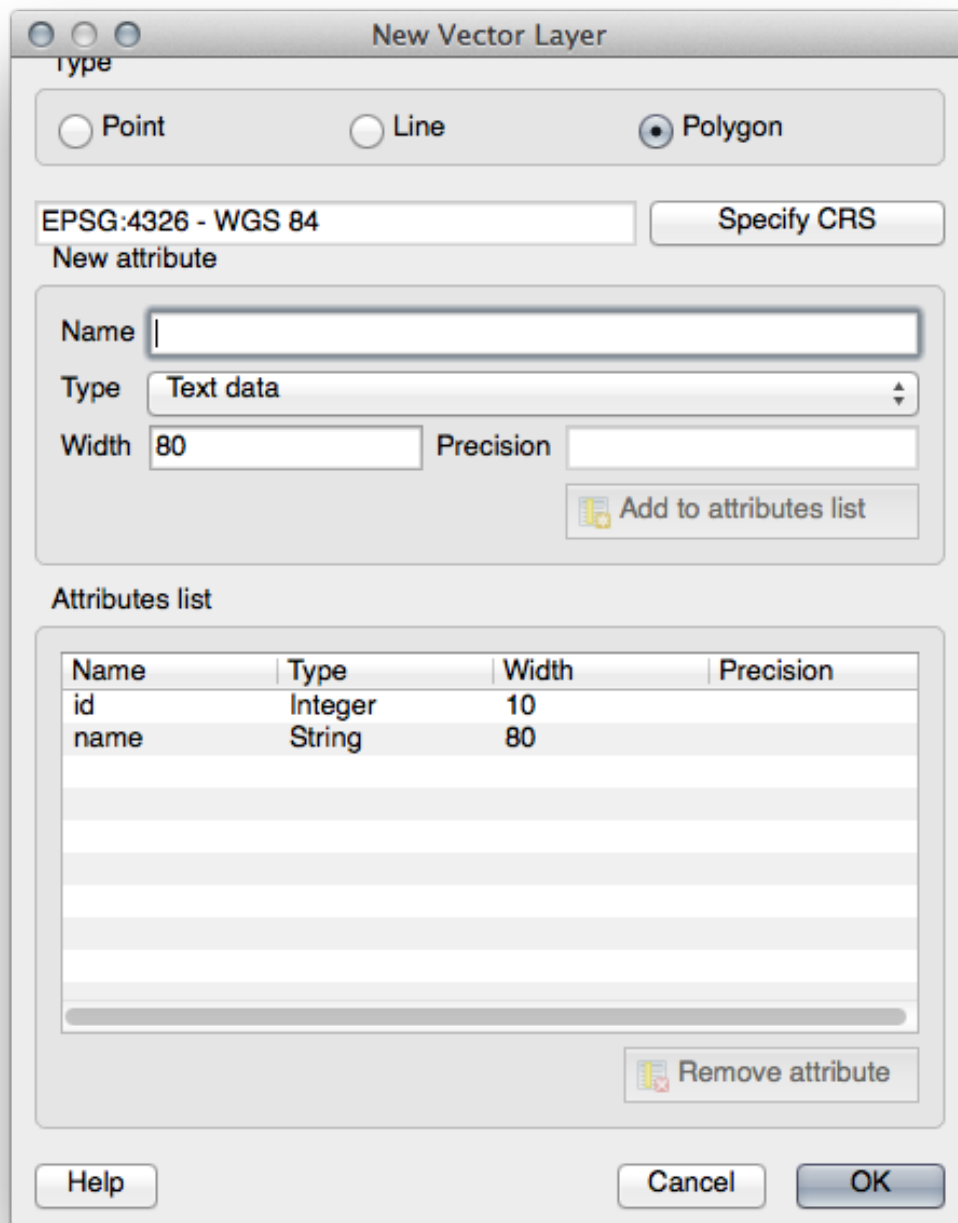


Next there is a collection of fields grouped under *New attribute*. By default, a new layer has only one attribute, the `id` field (which you should see in the *Attributes list*) below. However, in order for the data you create to be useful, you actually need to say something about the features you'll be creating in this new layer. For our current purposes, it will be enough to add one field called `name`.

- Replicate the setup below, then click the *Add to attributes list* button:



- Check that your dialog now looks like this:



- Click *OK*. A save dialog will appear.
- Navigate to the `exercise_data` directory.
- Save your new layer as `school_property.shp`.


The new layer should appear in your *Layers list*.

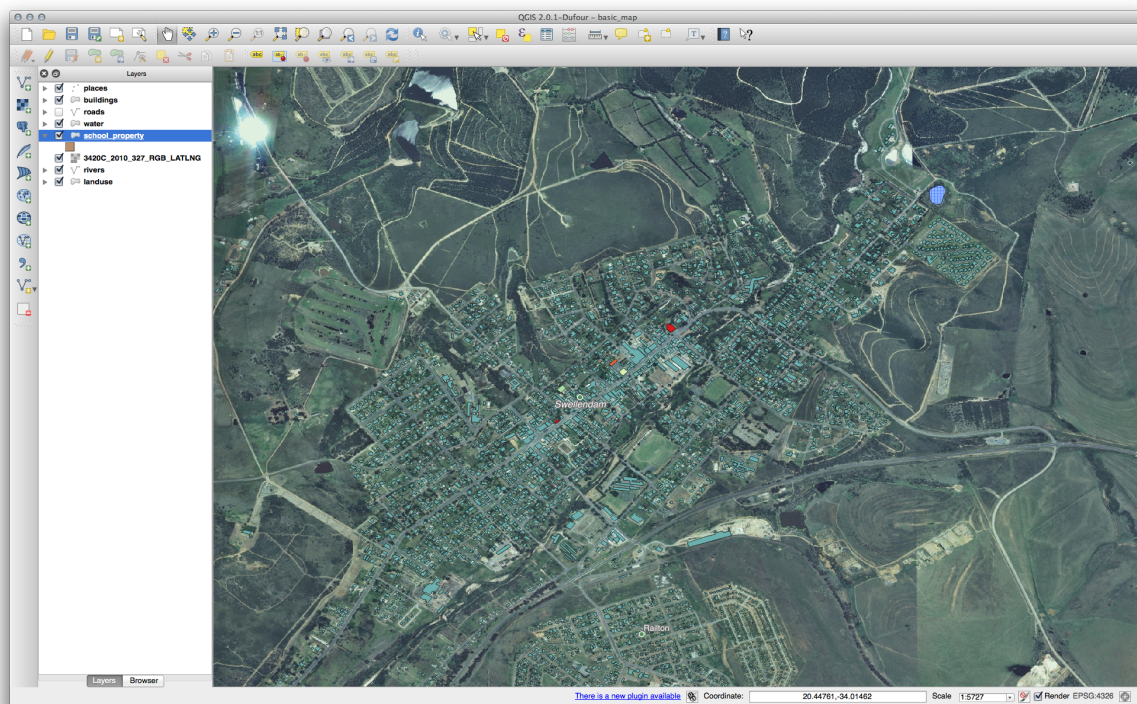
6.1.2 Follow Along: Data Sources

When you create new data, it obviously has to be about objects that really exist on the ground. Therefore, you'll need to get your information from somewhere.

There are many different ways to obtain data about objects. For example, you could use a GPS to capture points in the real world, then import the data into QGIS afterwards. Or you could survey points using a theodolite, and enter the coordinates manually to create new features. Or you could use the digitizing process to trace objects from remote sensing data, such as satellite imagery or aerial photography.

For our example, you'll be using the digitizing approach. Sample raster datasets are provided, so you'll need to import them as necessary.

- Click on the *Add Raster Layer* button: 
- Navigate to `exercise_data/raster/`.
- Select the file `3420C_2010_327_RGB_LATLNG.tif`.
- Click *Open*. An image will load into your map.
- Find the new image in the *Layers list*.
- Click and drag it to the bottom of the list so that you can still see your other layers.
- Find and zoom to this area:




Nota: If your *buildings* layer symbology is covering part or all of the raster layer, you can temporarily disable the layer by deselecting it in the *Layers panel*. You may also wish to hide the *roads* symbology if you find it distracting.

You'll be digitizing these three fields:



In order to begin digitizing, you'll need to enter **edit mode**. GIS software commonly requires this to prevent you from accidentally editing or deleting important data. Edit mode is switched on or off individually for each layer.

To enter edit mode for the *school_property* layer:

- Click on the layer in the *Layer list* to select it. (Make very sure that the correct layer is selected, otherwise you'll edit the wrong layer!)
- Click on the *Toggle Editing* button: 

If you can't find this button, check that the *Digitizing* toolbar is enabled. There should be a check mark next to the *View* → *Toolbars* → *Digitizing* menu entry.

As soon as you are in edit mode, you'll see the digitizing tools are now active:



Four other relevant buttons are still inactive, but will become active when we start interacting with our new data:



From left to right on the toolbar, they are:

- *Save Edits*: saves changes made to the layer.
- *Add Feature*: start digitizing a new feature.

- *Move Feature(s)*: move an entire feature around.
- *Node Tool*: move only one part of a feature.
- *Delete Selected*: delete the selected feature.
- *Cut Features*: cut the selected feature.
- *Copy Features*: copy the selected feature.
- *Paste Features*: paste a cut or copied feature back into the map.

You want to add a new feature.

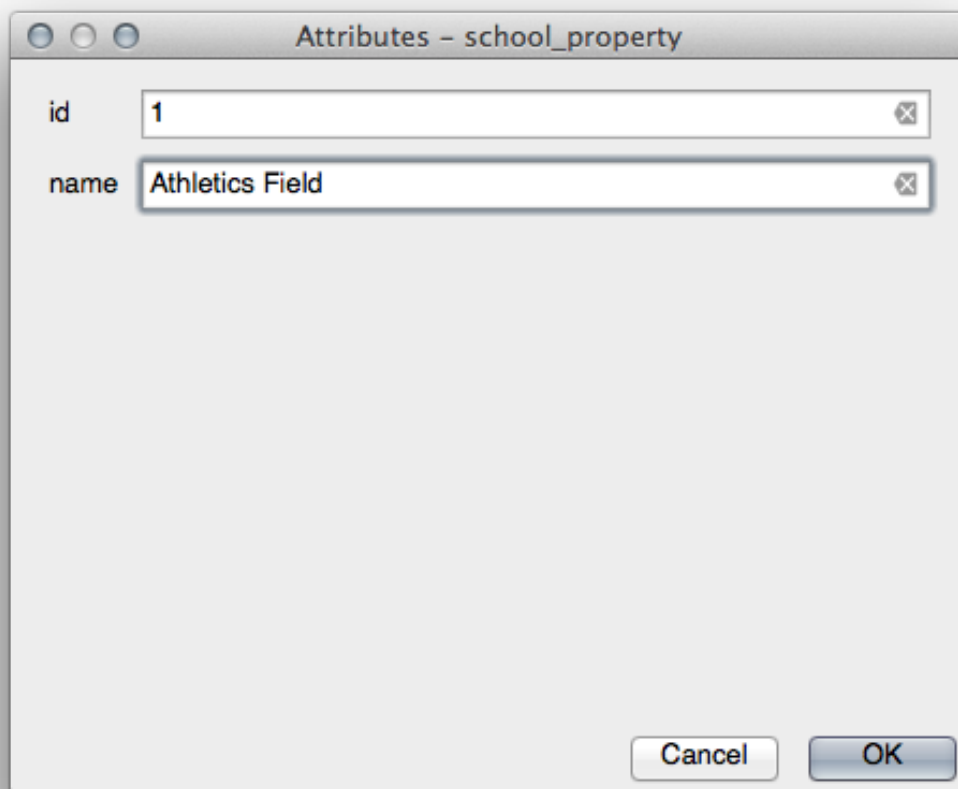
- Click on the *Add Feature* button now to begin digitizing our school fields.

You'll notice that your mouse cursor has become a crosshair. This allows you to more accurately place the points you'll be digitizing. Remember that even as you're using the digitizing tool, you can zoom in and out on your map by rolling the mouse wheel, and you can pan around by holding down the mouse wheel and dragging around in the map.

The first feature you'll be digitizing is the athletics field:



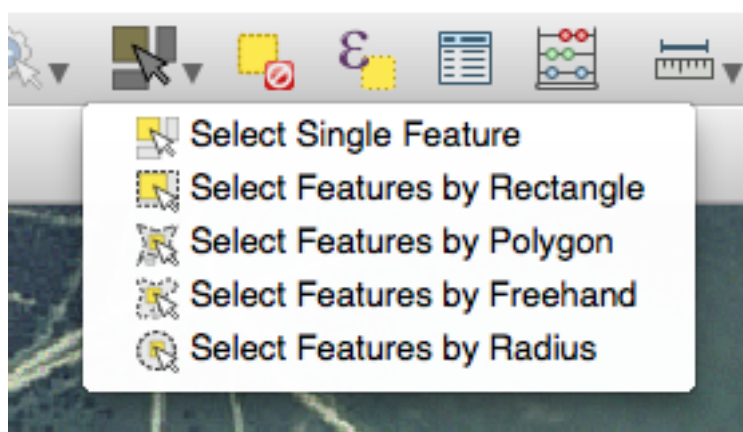
- Start digitizing by clicking on a point somewhere along the edge of the field.
- Place more points by clicking further along the edge, until the shape you're drawing completely covers the field.
- After placing your last point, *right-click* to finish drawing the polygon. This will finalize the feature and show you the *Attributes* dialog.
- Fill in the values as below:



- Click *OK* and you've created a new feature!

Remember, if you've made a mistake while digitizing a feature, you can always edit it after you're done creating it. If you've made a mistake, continue digitizing until you're done creating the feature as above. Then:

- Select the feature with the *Select Single Feature* tool:



You can use:

- the *Move Feature(s)* tool to move the entire feature,
- the *Node Tool* to move only one point where you may have miss-clicked,
- *Delete Selected* to get rid of the feature entirely so you can try again, and

- the *Edit* → *Undo* menu item or the `ctrl + z` keyboard shortcut to undo mistakes.

6.1.3 |base| Try Yourself

- Digitize the school itself and the upper field. Use this image to assist you:



Remember that each new feature needs to have a unique `id` value!

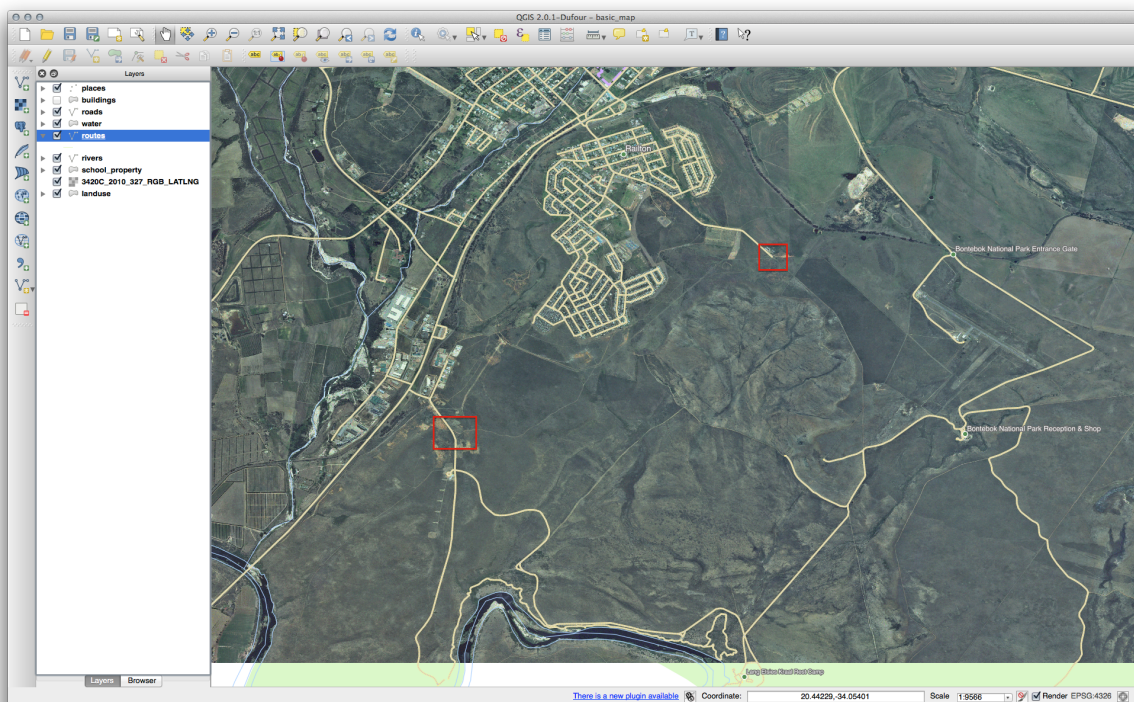
Nota: When you're done adding features to a layer, remember to save your edits and then exit edit mode.

Nota: You can style the fill, outline and label placement and formatting of the *school_property* using techniques learnt in earlier lessons. In our example, we will use a dashed outline of light purple color with no fill.

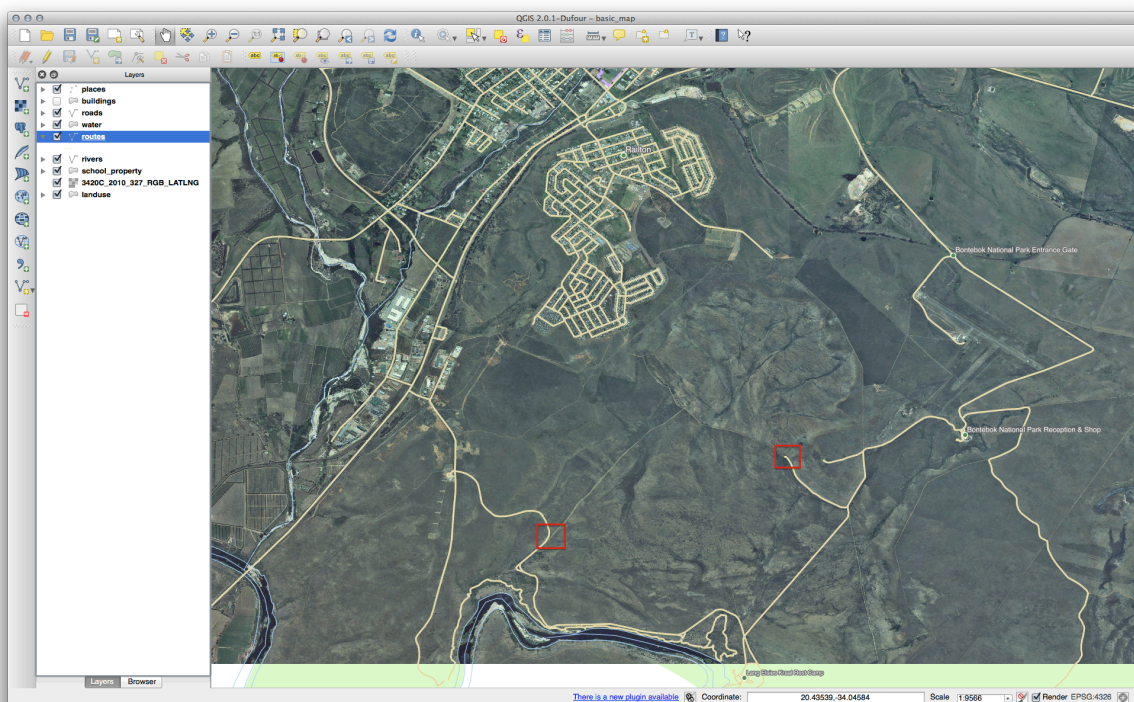
6.1.4 |base| Try Yourself

- Create a new line feature called `routes.shp` with attributes `id` and `type`. (Use the approach above to guide you.)
- We're going to digitize two routes which are not already marked on the roads layer; one is a path, the other is a track.

Our path runs along the southern edge of the suburb of Railton, starting and ending at marked roads:



Our track is a little further to the south:



One at a time, digitize the path and the track on the *routes* layer. Try to follow the routes as accurately as possible, using points (left-click) at any corners or turns.

When creating each route, give them the *type* attribute value of *path* or *track*.

You'll probably find that only the points are marked; use the *Layer Properties* dialog to add styling to your routes. Feel free to give different styles to the path and track.

Save your edits and toggle *Edit* mode.

Check your results

6.1.5 In Conclusion

Now you know how to create features! This course doesn't cover adding point features, because that's not really necessary once you've worked with more complicated features (lines and polygons). It works exactly the same, except that you only click once where you want the point to be, give it attributes as usual, and then the feature is created.

Knowing how to digitize is important because it's a very common activity in GIS programs.

6.1.6 What's Next?

Features in a GIS layer aren't just pictures, but objects in space. For example, adjacent polygons know where they are in relation to one another. This is called *topology*. In the next lesson you'll see an example of why this can be useful.

6.2 Lesson: Feature Topology

Topology is a useful aspect of vector data layers, because it minimizes errors such as overlap or gaps.

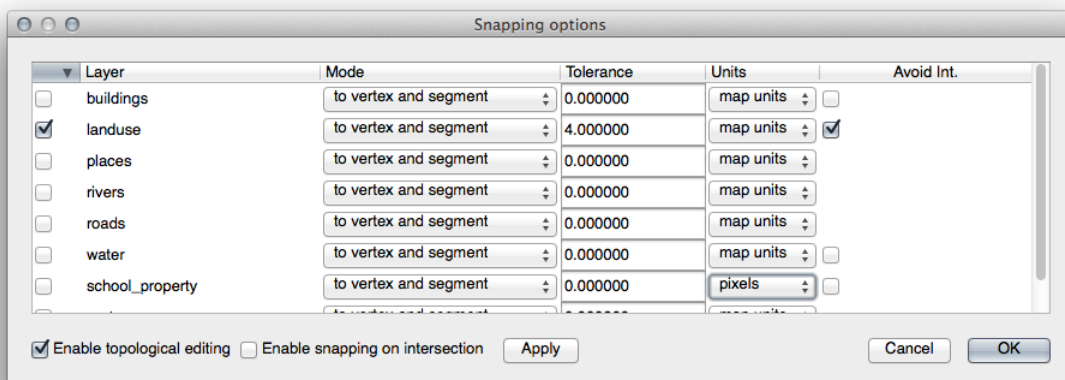
For example: if two features share a border, and you edit the border using topology, then you won't need to edit first one feature, then another, and carefully line up the borders so that they match. Instead, you can edit their shared border and both features will change at the same time.

The goal for this lesson: To understand topology using examples.

6.2.1 Follow Along: Snapping

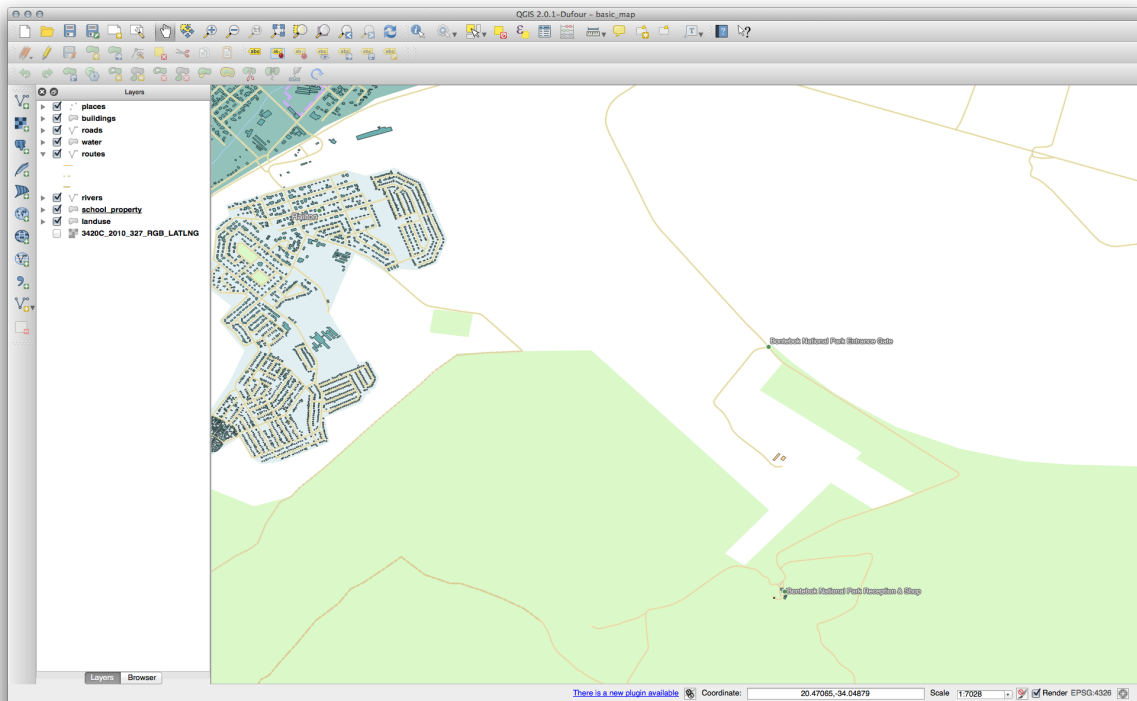
To make topological editing easier, it's best if you enable snapping. This will allow your mouse cursor to snap to other objects while you digitize. To set snapping options:

- Navigate to the menu entry *Settings* → *Snapping Options*....
- Set up your *Snapping options* dialog as shown:

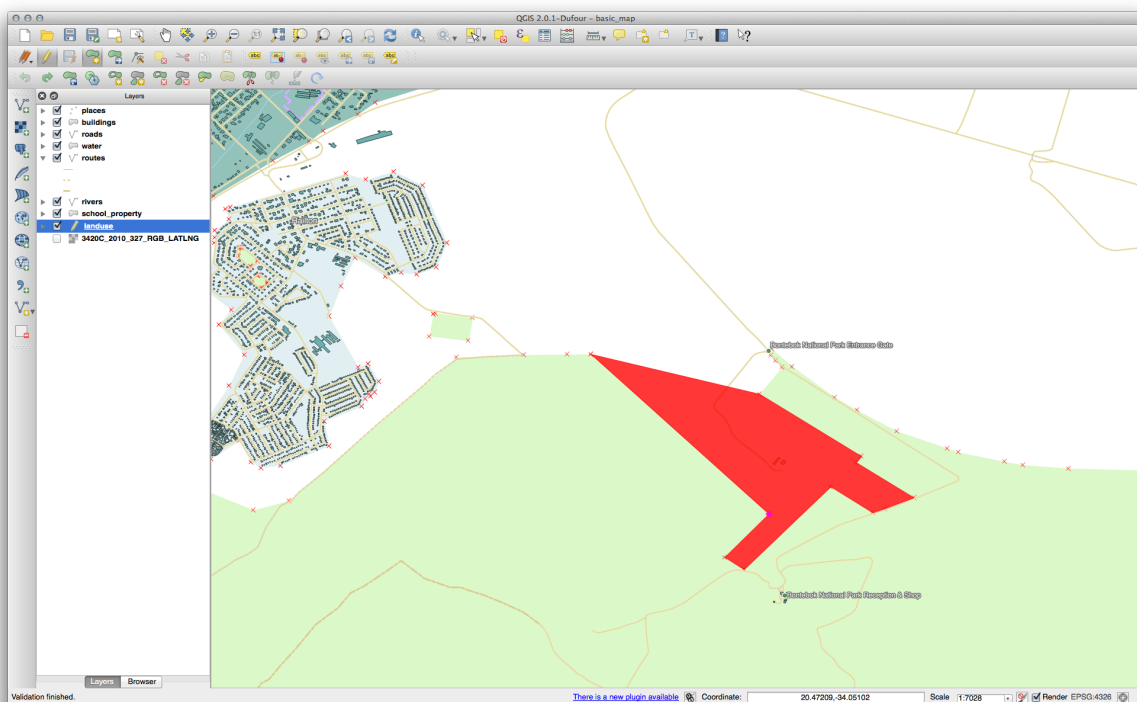


- Ensure that the box in the *Avoid Int.* column is checked (set to true).

- Click *OK* to save your changes and leave the dialog.
- Enter edit mode with the *landuse* layer selected.
- Check under *View* → *Toolbars* to make sure that your *Advanced Digitizing* toolbar is enabled.
- Zoom to this area (enable layers and labels if necessary):



- Digitize this new (fictional) area of the Bontebok National Park:



- When prompted, give it a *OGC_FID* of 999, but feel free to leave the other values unchanged.

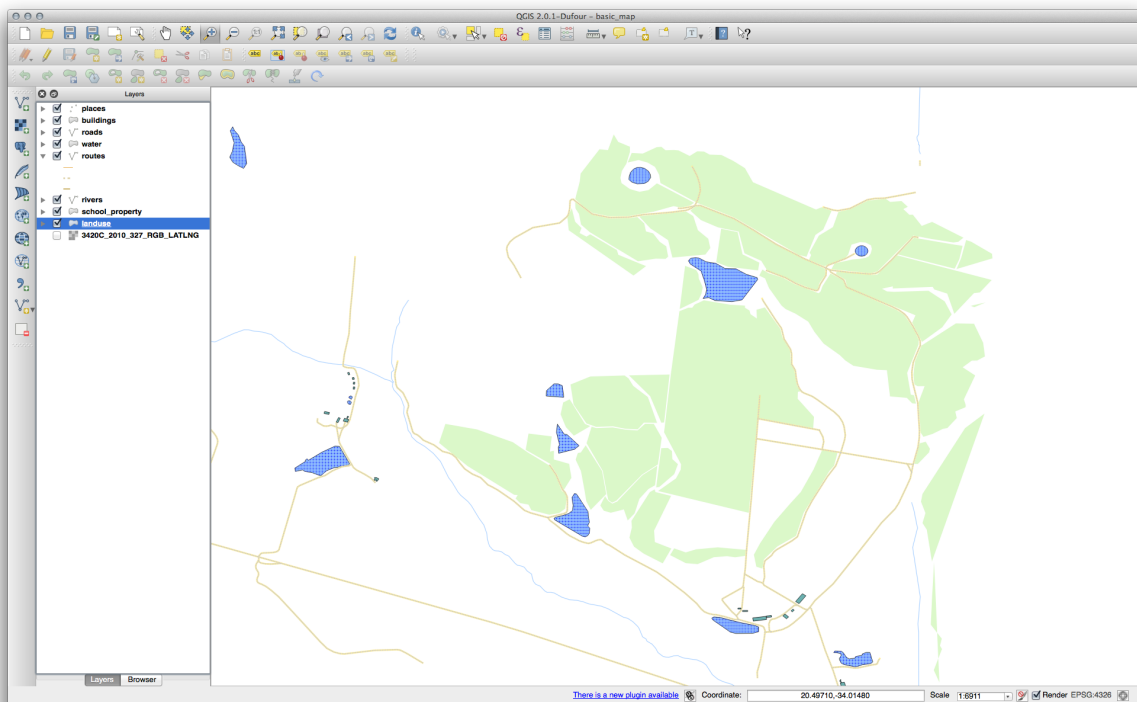
If you're careful while digitizing and allow the cursor to snap to the vertices of adjoining farms, you'll notice that there won't be any gaps between your new farm and the existing farms adjacent to it.

- Note the undo/redo tools in the *Advanced Digitizing* toolbar:



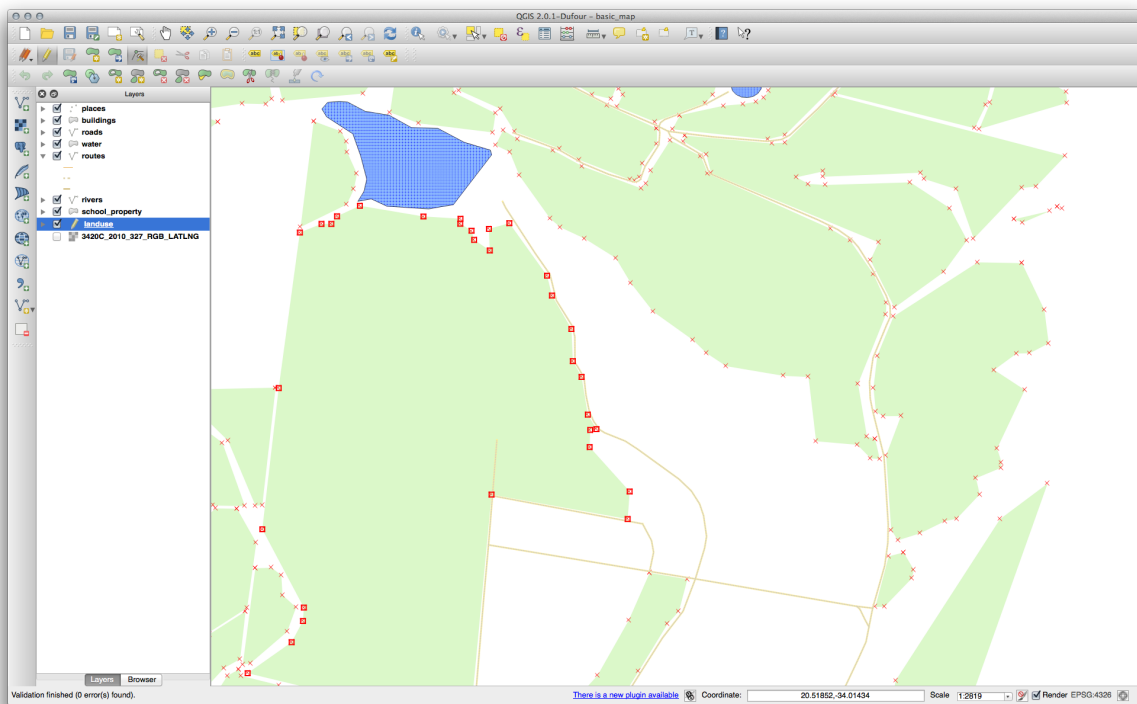
6.2.2 Follow Along: Correct Topological Features

Topology features can sometimes need to be updated. In our example, the *landuse* layer has some complex forest areas which have recently been joined to form one area:

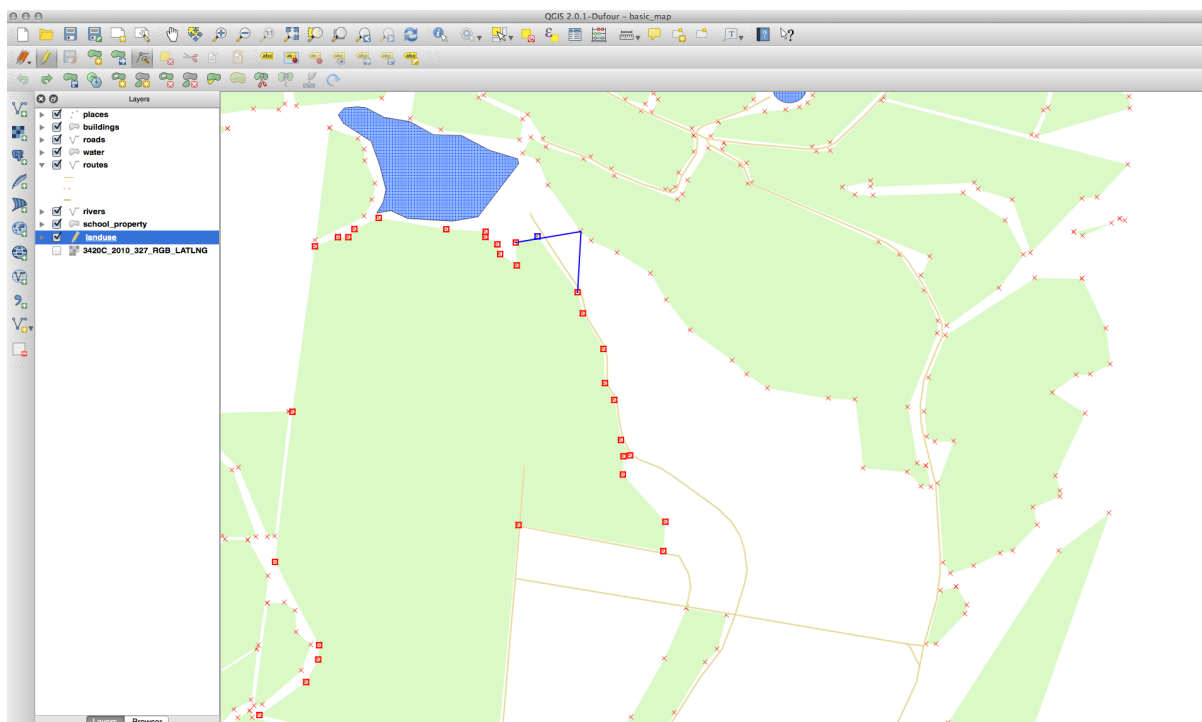


Instead of creating new polygons to join the forest areas, we're going to use the *Node Tool* to edit the existing polygons and join them.

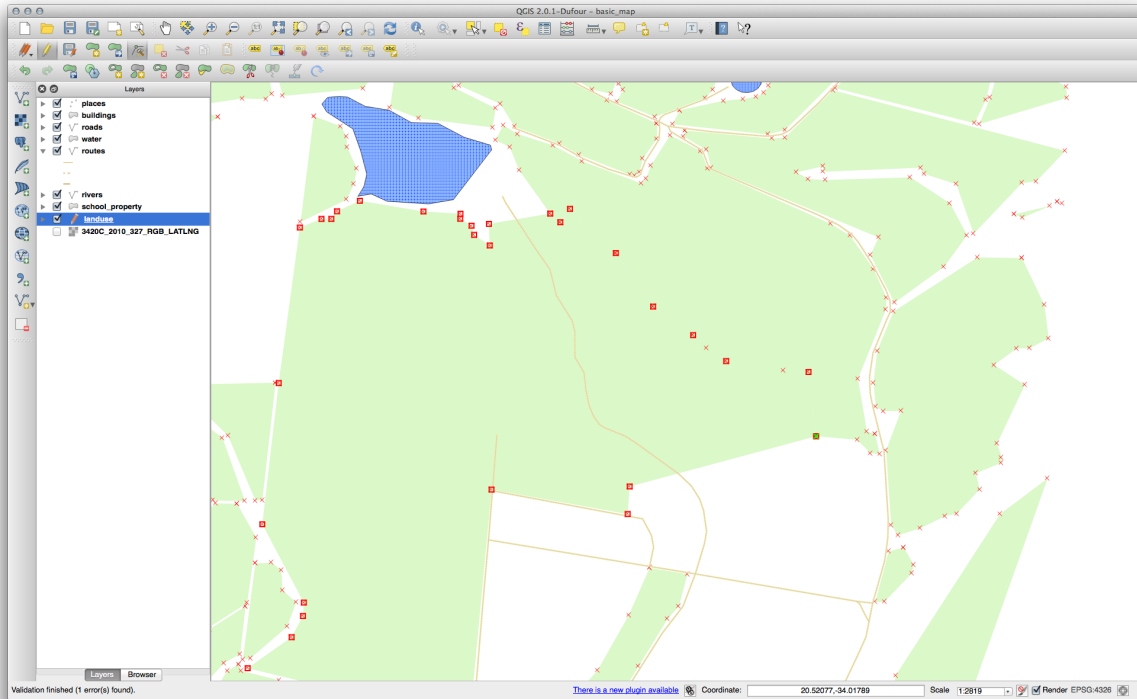
- Enter edit mode, if it isn't active already.
- Select the *Node Tool*.
- Pick an area of forest, select a corner and move it to an adjoining corner so two forest sections meet:



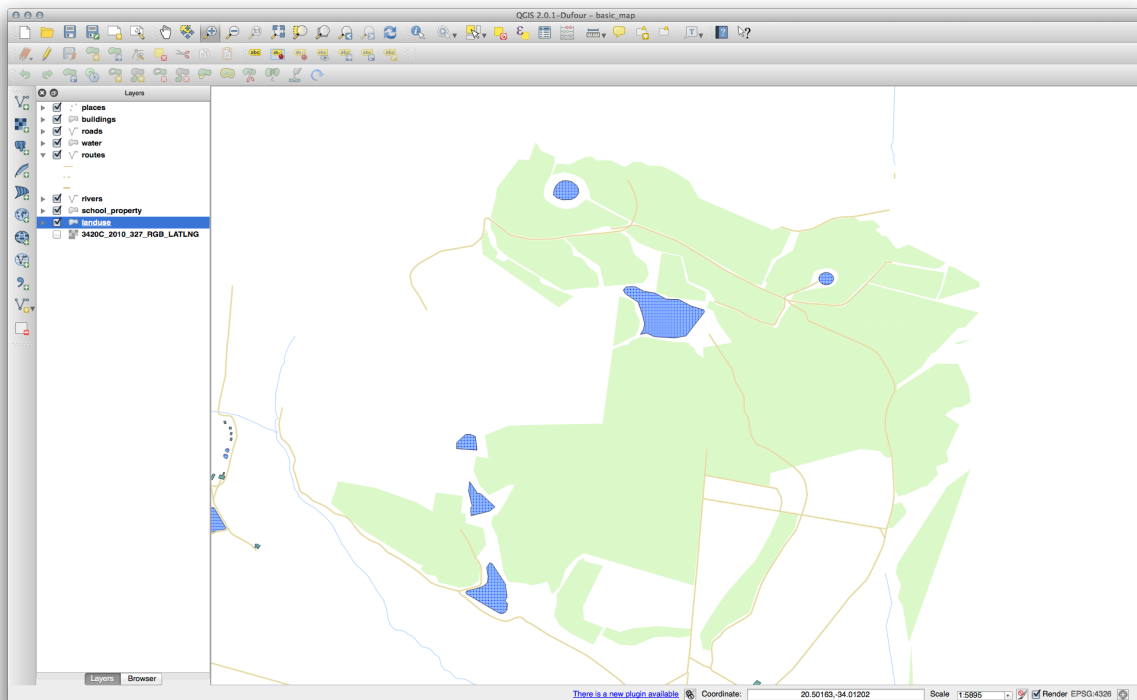
- Click and drag the nodes until they snap into place.



The topologically correct border looks like this:



Go ahead and join a few more areas using the *Node Tool*. You can also use the *Add Feature* tool if it is appropriate. If you are using our example data, you should have a forest area looking something like this:



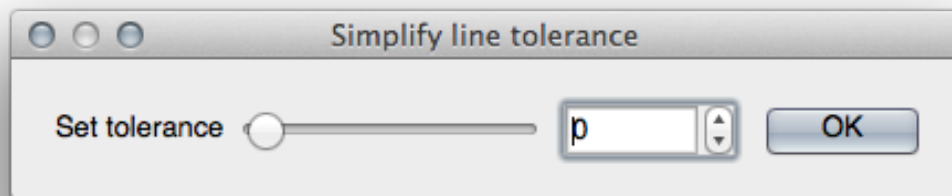
Don't worry if you have joined more, less or different areas of forest.

6.2.3 Follow Along: Tool: Simplify Feature

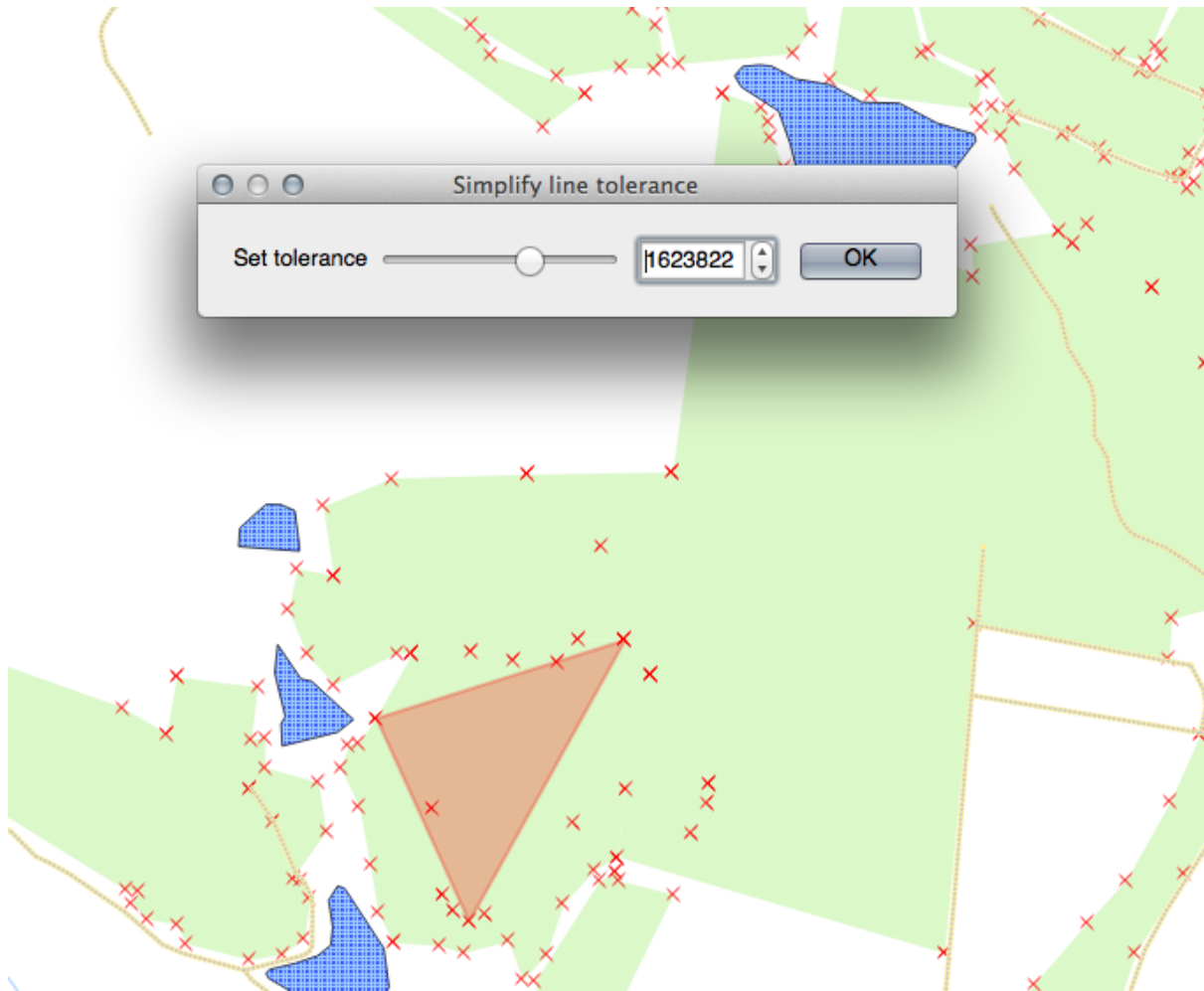
This is the *Simplify Feature* tool:



- Click on it to activate it.
- Click on one of the areas which you joined using either the *Node Tool* or *Add Feature* tool. You'll see this dialog:



- Move the slider from side to side and watch what happens:



This allows you to reduce the amount of nodes in complex features.

- Click *Ok*

Notice what the tool does to the topology. The simplified polygon is now no longer touching the adjacent polygons as it should. This shows that this tool is better suited to generalizing stand-alone features. The advantage is that it provides you with a simple, intuitive interface for generalization.

Before you go on, set the polygon back to its original state by undoing the last change.

6.2.4 Try Yourself Tool: Add Ring

This is the *Add Ring* tool:



It allows you to take a hole out of a feature, as long as the hole is bounded on all side by the feature. For example, if you've digitized the outer boundaries of South Africa and you need to add a hole for Lesotho, you'd use this tool.

If you experiment with this tool, you'll notice that the current snapping options prevent you from creating a ring in the middle of the polygon. This would be fine if the area you wished to exclude linked to the polygon's boundaries.

- Disable snapping for the landuse layer via the dialog you used earlier.
- Now try using the *Add Ring* tool to create a gap in the middle of the Bontebok National Park.
- Delete your new feature by using the *Delete Ring* tool:



Nota: You need to select a corner of the ring in order to delete it.

Check your results

6.2.5 Try Yourself Tool: Add Part

This is the *Add Part* tool:



It allows you to create an extra part of the feature, not directly connected to the main feature. For example, if you've digitized the boundaries of mainland South Africa but you haven't yet added the Prince Edward Islands, you'd use this tool to create them.

- To use this tool, you must first select the polygon to which you wish to add the part by using the *Select Single Feature* tool:



- Now try using the *Add Part* tool to add an outlying area to the Bontebok National Park.
- Delete your new feature by using the *Delete Part* tool:



Nota: You need to select a corner of the part in order to delete it.

Check your results

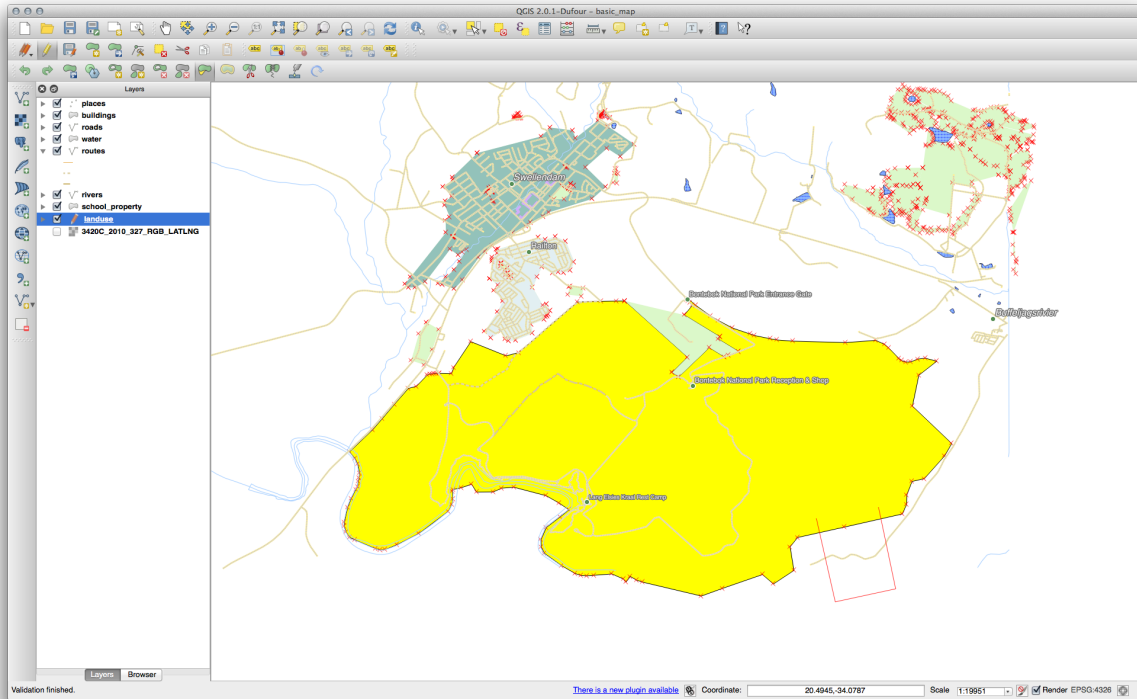
6.2.6 Follow Along: Tool: Reshape Features

This is the *Reshape Features* tool:

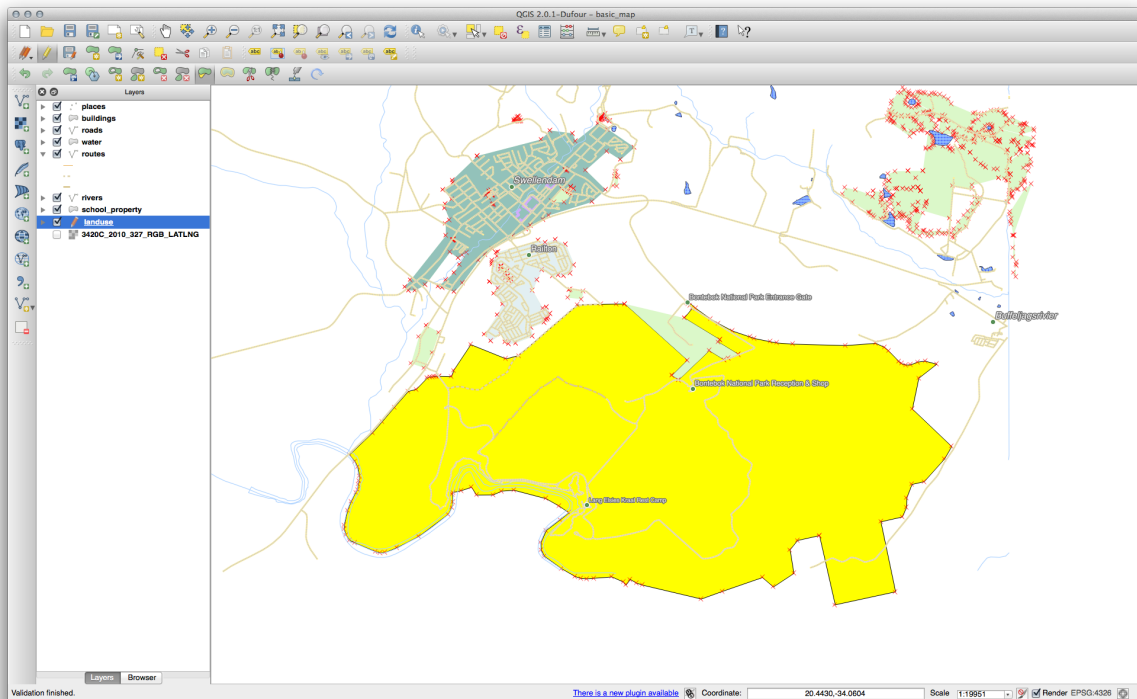


It can add a bump to an existing feature. With this tool selected:

- Left-click inside the Bontebok National Park to start drawing a polygon.
- Draw a polygon with three corners, the last of which should be back inside the original polygon, forming an open-sided rectangle.
- Right-click to finish marking points:

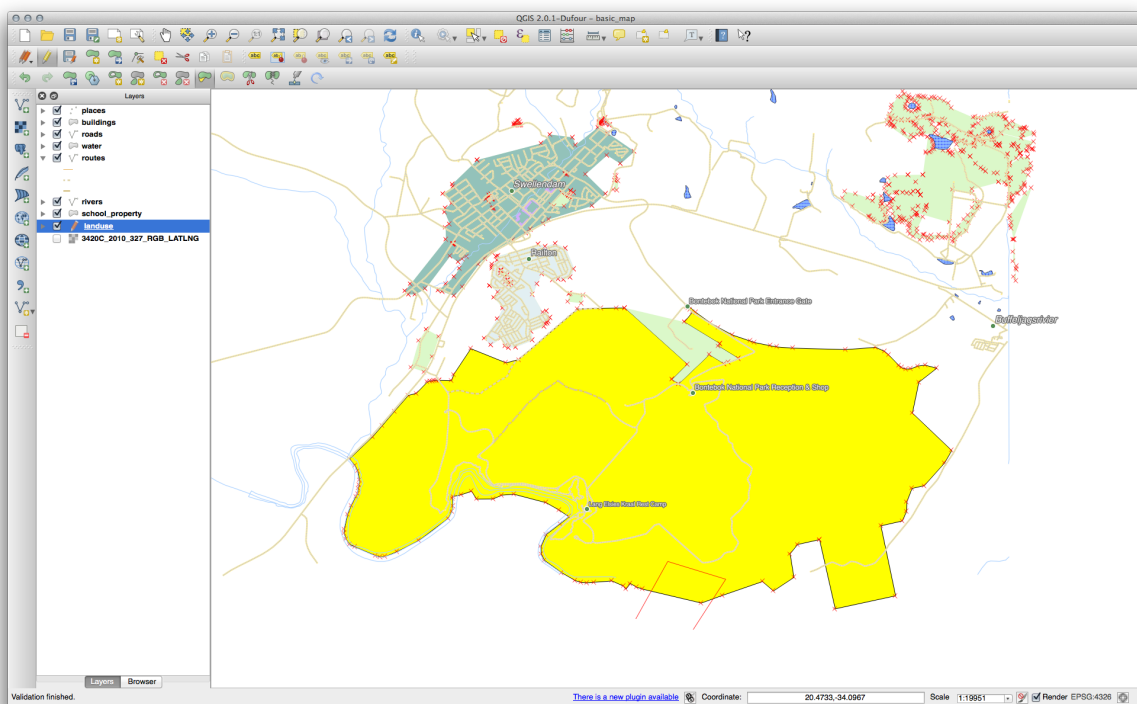


This will give a result similar to:

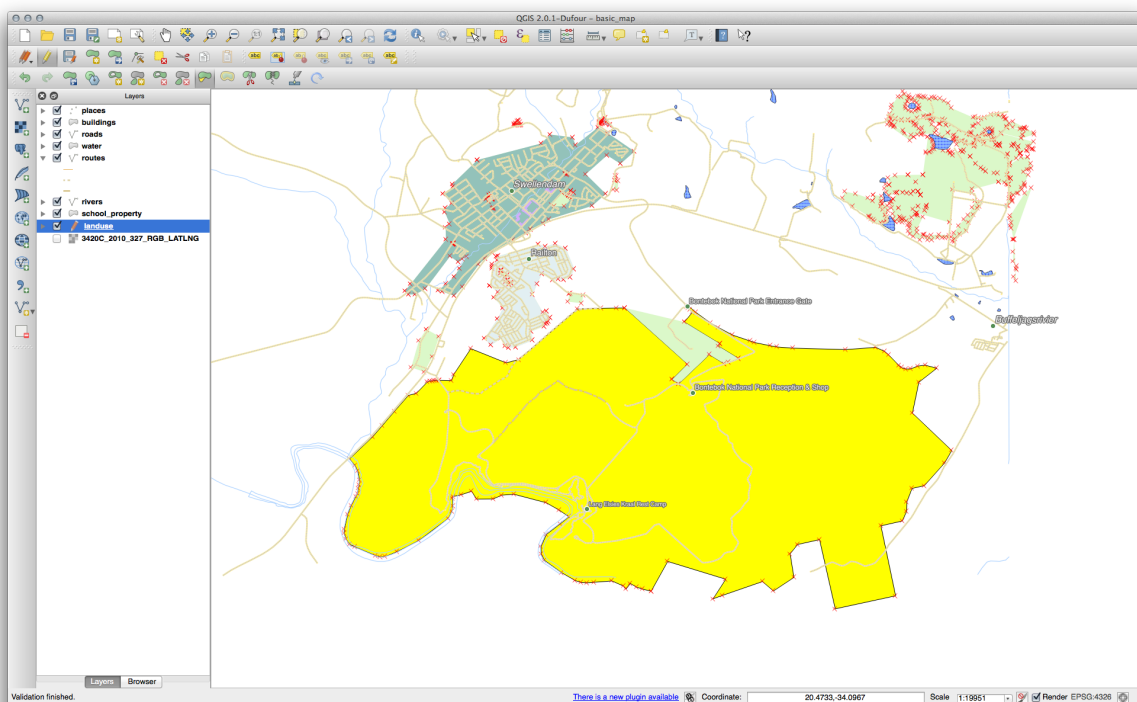


You can do the opposite, too:

- Click outside the polygon.
- Draw a rectangle into the polygon.
- Right-click outside the polygon again:



The result of the above:



6.2.7 Try Yourself Tool: Split Features

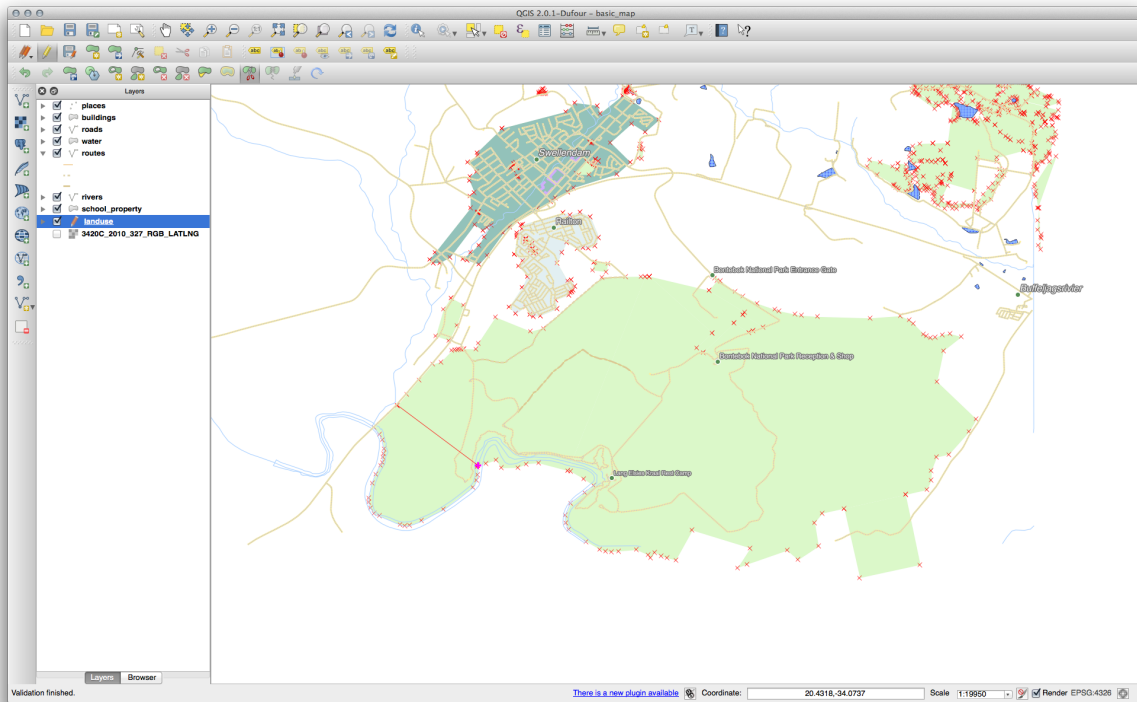
The *Split Features* tool is similar to how you took part of the farm away, except that it doesn't delete either of the two parts. Instead, it keeps them both.



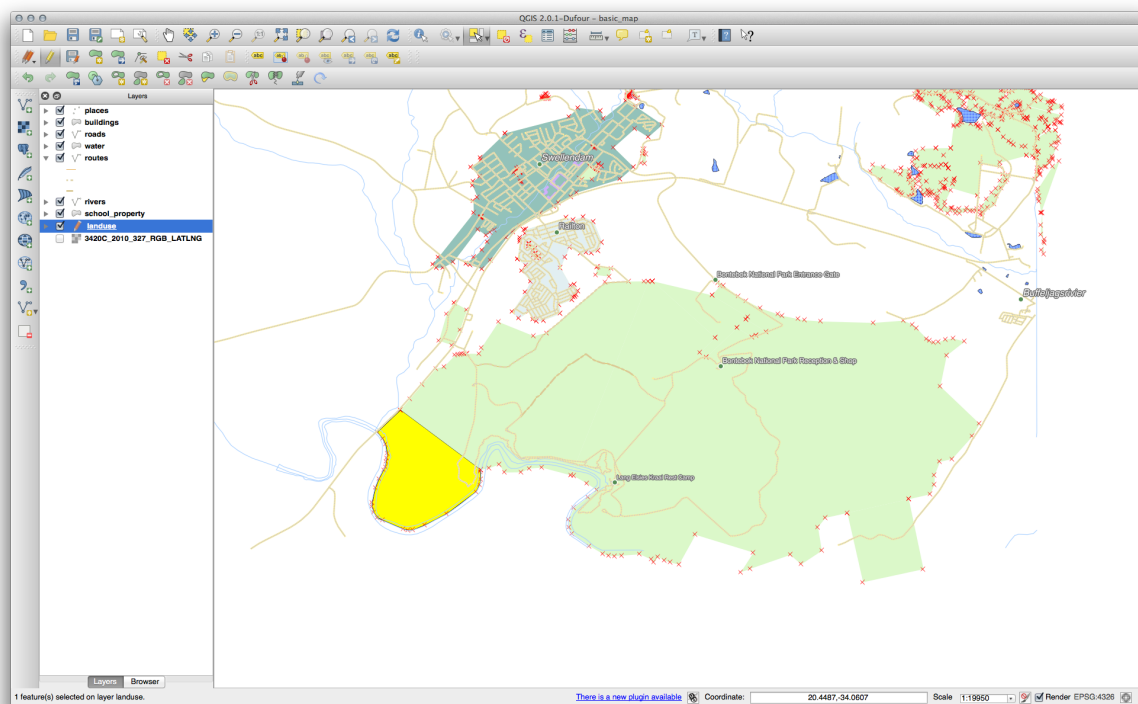
- First, re-enable snapping for the *landuse* layer.

We will use the tool to split a corner from the Bontebok National Park.

- Select the *Split Features* tool and click on a vertex to begin drawing a line. Click the vertex on the opposite side of the corner you wish to split and right-click to complete the line:



- At this point, it may seem as if nothing has happened. But remember that your symbology for the *landuse* layer does not have any border, so the new division line will not be shown.
- Use the *Select Single Feature* tool to select the corner you just split; the new feature will now be highlighted:



6.2.8 Try Yourself Tool: Merge Features

Now we will re-join the feature you just created to the original polygon:

- Experiment with the *Merge Selected Features* and *Merge Attributes of Selected Features* tools.
- Note the differences.

Check your results

6.2.9 In Conclusion

Topology editing is a powerful tool that allows you to create and modify objects quickly and easily, while ensuring that they remain topologically correct.

6.2.10 What's Next?

Now you know how to digitize the shape of the objects easily, but adding in the attributes is still a bit of a headache! Next we'll show you how to use forms so that attribute editing is simpler and more effective.

6.3 Lesson: Moduli

Quando aggiungi nuovi dati tramite la digitalizzazione, la finestra di dialogo che ti consente di compilare gli attributi per questi dati è un elenco predefinito dei capi. Ciò può causare un problema di usabilità, soprattutto se si dispone di insiemi di dati di grandi dimensioni o se si desidera che altre persone possano aiutarvi a digitalizzare e trovano confusi i moduli predefiniti.

Fortunatamente QGIS ti consente di personalizzare i tuoi moduli per layer. Questa lezione ti mostra come.

L'obiettivo di questa lezione: Creare un modulo per layer.

6.3.1 Follow Along: Usare la funzionalità di progettazione di moduli di QGIS

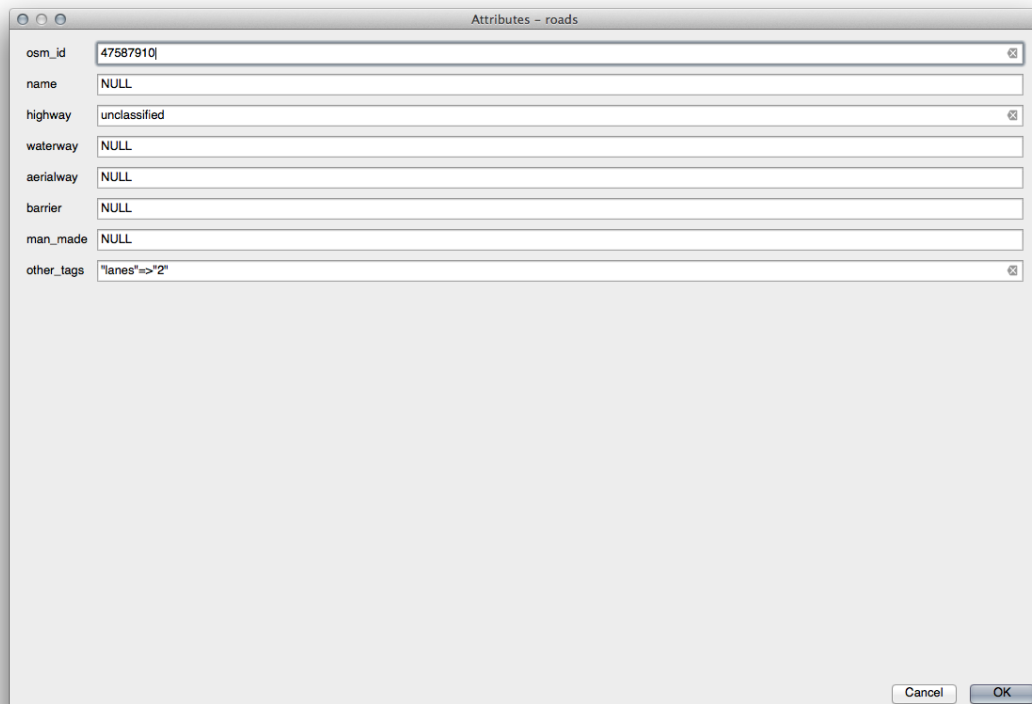
- Select the *roads* layer in the *Layers list*.
- Come prima cosa abilita *Attiva modifiche*.
- Apri la *Tavola attributi* relativa.
- Fai clic con il tasto destro su una cella qualsiasi nella tabella. Apparirà un breve menu, con la voce *Apri modulo*.
- Fare clic su di esso per vedere il modulo generato da QGIS per questo layer.

Ovviamente sarebbe bello poterlo fare guardando la mappa, piuttosto che dover cercare una specifica strada nel :guilabel:‘Tabella degli attributi’.

- Select the *roads* layer in the *Layers list*.
- Usando il :guilabel: strumento “Informazioni elemento”, fai clic su una qualsiasi strada della mappa.



- Il pannello *Informazione risultati* si apre e mostra in una vista ad albero i valori dei campi e altre informazioni generali sull’elemento cliccato.
- Nella parte inferiore del pannello, spunta la casella di controllo *Apri modulo automaticamente*
- Ora fai di nuovo clic su una qualsiasi strada della mappa. Lungo il precedente finestra *Informazione risultati* vedrai il modulo familiare:

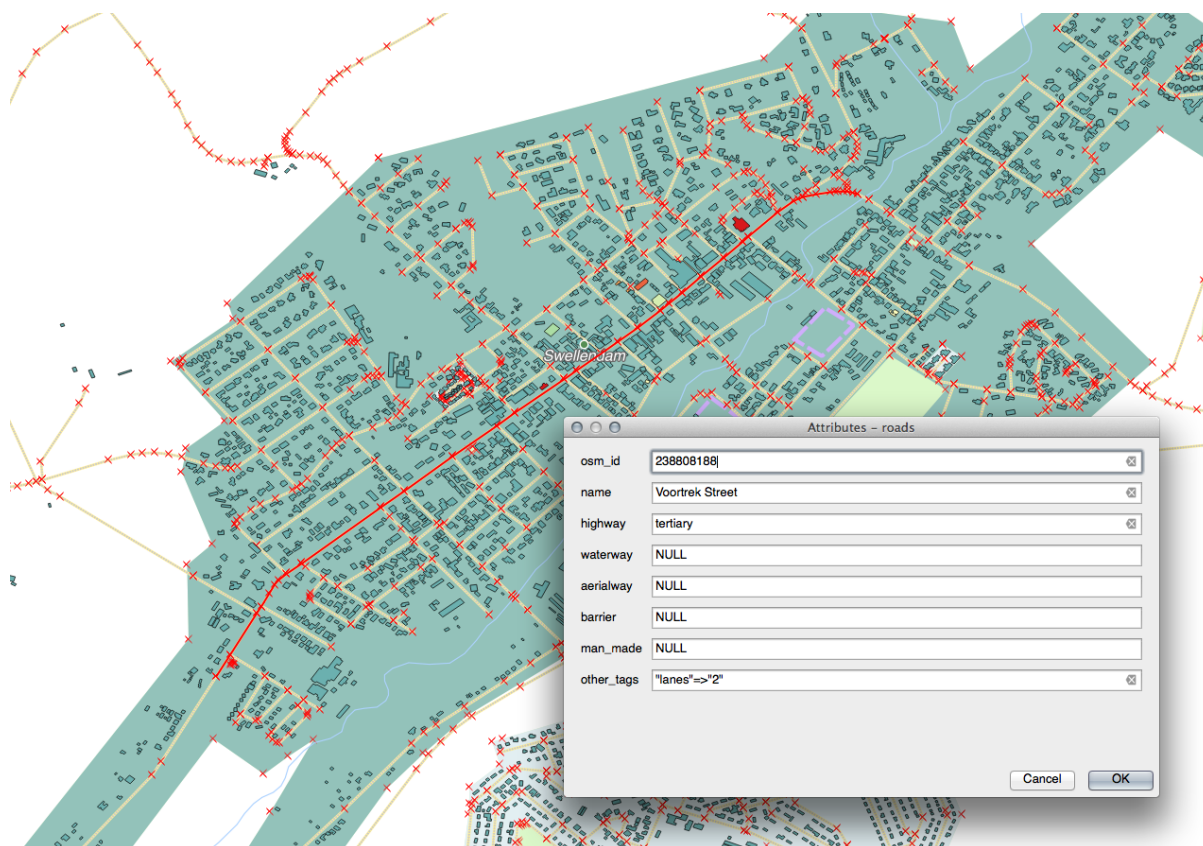


- Ogni volta che clicchi su un singolo elemento con lo strumento *Informazione elementi*, viene visualizzato il modulo a meno che la casella di controllo *Apri modulo automaticamente* sia deselezionato.

6.3.2 Try Yourself Usare il modulo per modificare i valori

Se sei in modalità di modifica, puoi utilizzare questo modulo per modificare gli attributi di un elemento.

- Attiva la modalità di modifica (se non è già attivata).
- Usando lo strumento *Informazioni elemento*, fai clic sulla strada principale che attraversa Swellendam:



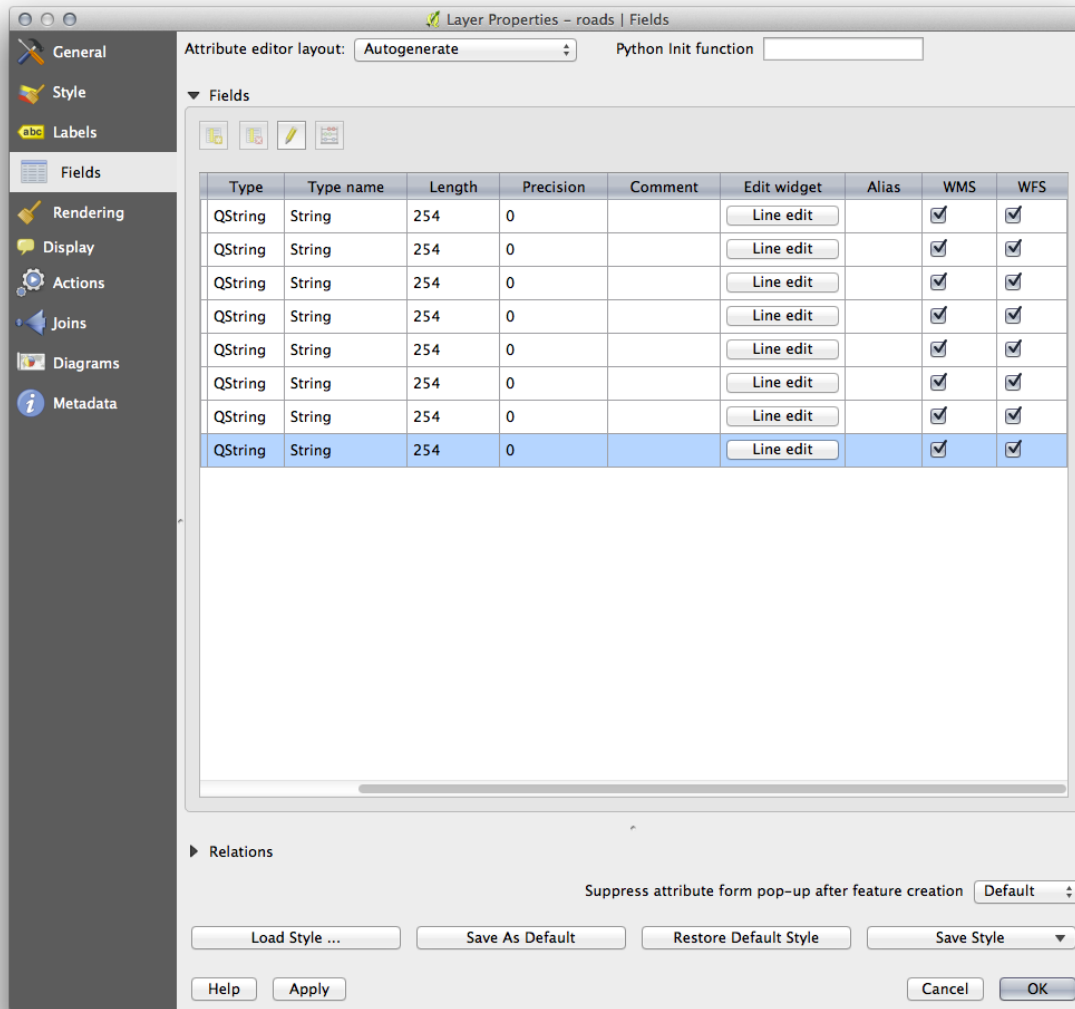
- Modifica il suo valore *highway* come *secondary*.
- Salva modifiche
- Esci dalla modalità modifica.
- Apri la :guilabel:'Tabella degli attributi' e nota che il valore è stato aggiornato nella tabella degli attributi.

Nota: Se stai usando l'insieme di dati predefinito, troverai che ci sono più di una strada su questa mappa chiamata Voortrek Street.

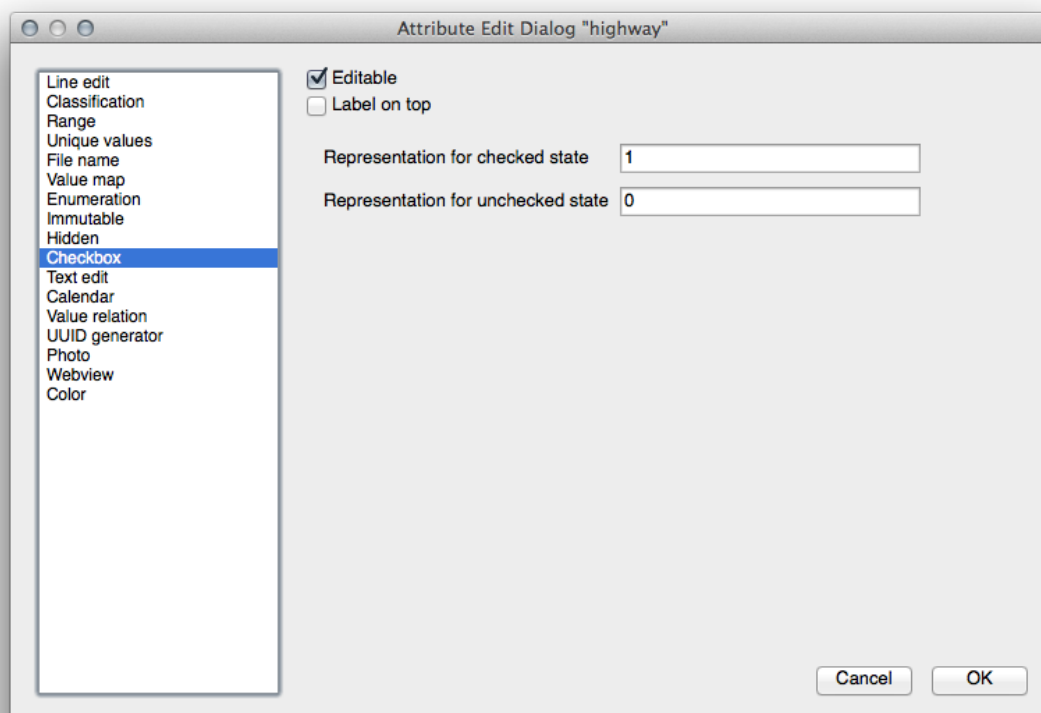
6.3.3 Follow Along: Impostazione dei tipi di campo del modulo

È più facile modificare le cose usando un modulo, ma devi comunque inserire tutto a mano. Fortunatamente, i moduli hanno diversi tipi di cosiddetti *widget* che consentono di modificare i dati in vari modi.

- Apri il *Layer Properties* del layer *roads*.
- Passa alla scheda *Campi* tab. Vedrai questo:



- Fai clic sul pulsante *Modifica testo* nella stessa riga `:guilabel: man_made` e si apre una nuova finestra di dialogo.
- Seleziona *Casella di controllo* nella lista delle opzioni:



- Click *OK*.
- Entra in modalità modifica se il layer *roads* non è già in modalità modifica.
- Clicca sullo strumento *Informazione elementi*
- Clicca sulla stessa strada principale che hai scelto prima:

Ora vedrai che l'attributo *man_made* ha una casella di controllo accanto a esso che indica `Ver0` (selezionato) o `Falso` (deselezionato).

6.3.4 Try Yourself

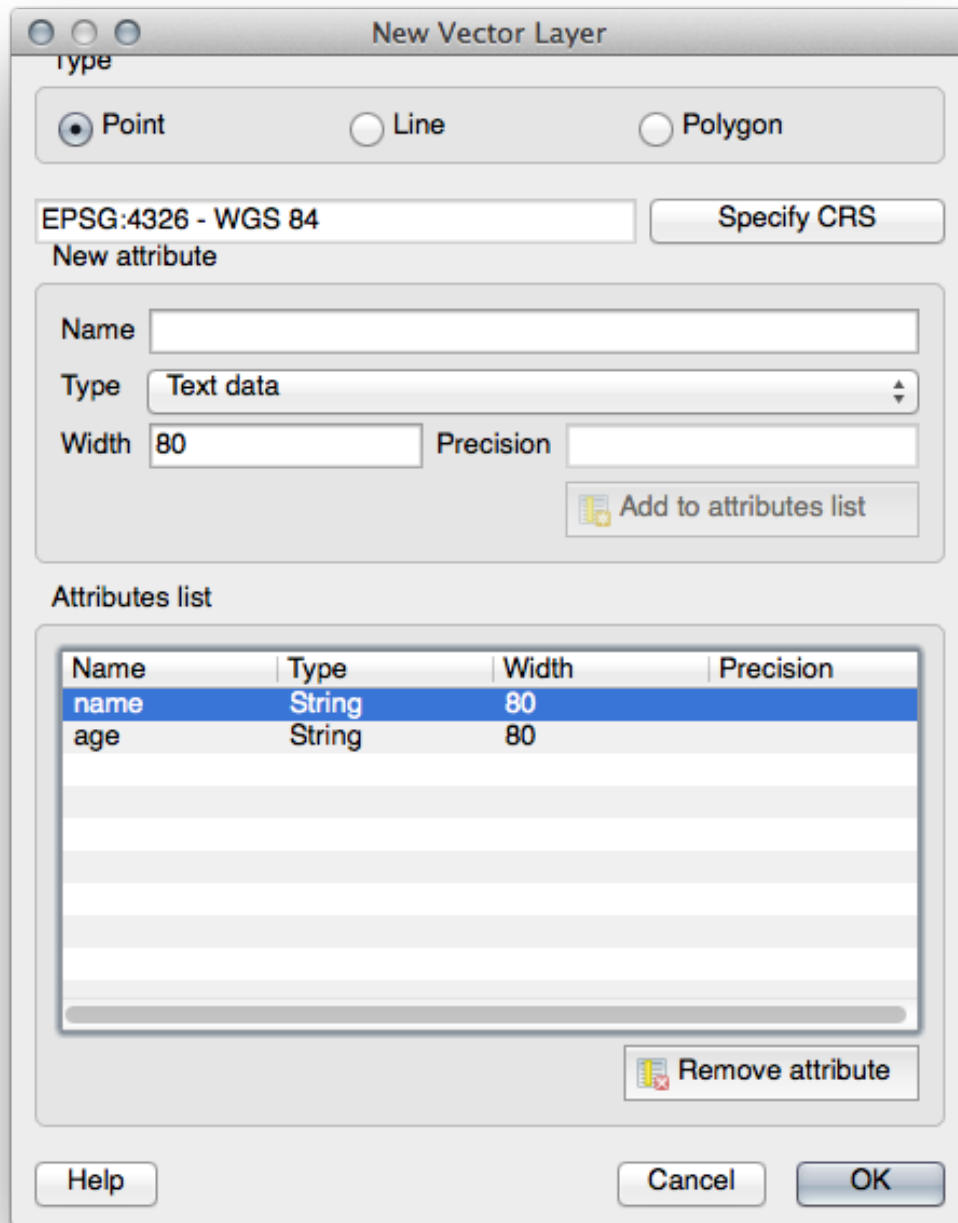
Imposta nel modulo un widget più appropriato per il campo *highway*.

Controlla i tuoi risultati

6.3.5 Try Yourself Crea dati di prova

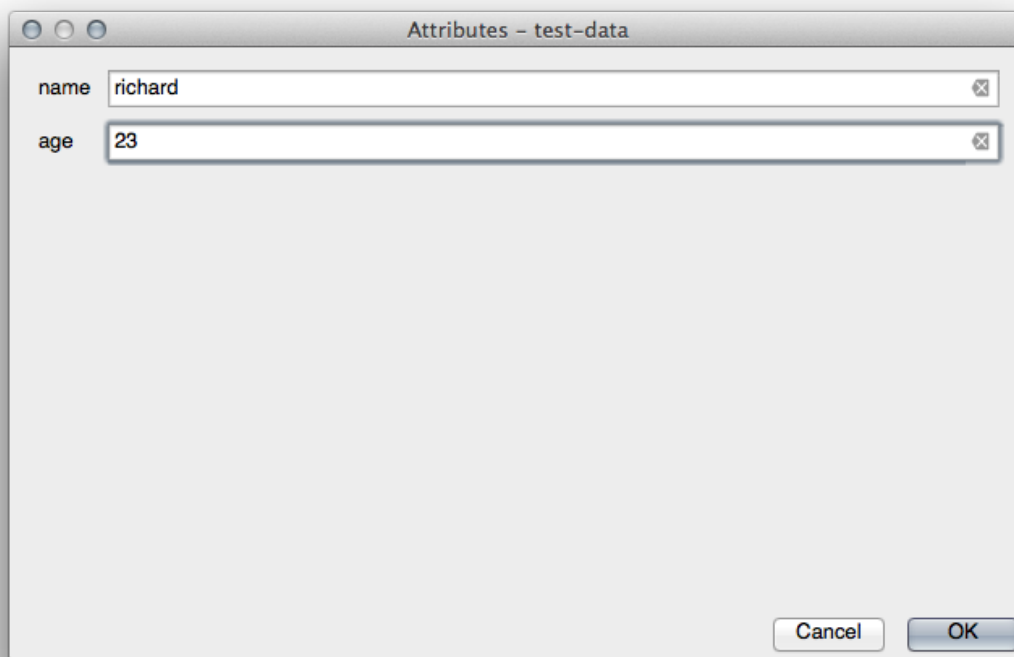
Puoi anche progettare il tuo modulo personalizzato completamente da zero.

- Crea un semplice vettore di punti chiamato: `kbd:test-data` con due attributi:
 - Nome (testo)
 - Età (testo)



- Disegna alcuni punti sul tuo nuovo livello usando gli strumenti di digitalizzazione in modo da avere un po' di dati con cui lavorare. Dovrebbe apparire il modulo di acquisizione degli attributi generato da QGIS predefinito ogni volta che disegni un nuovo punto.

Nota: Devi disabilitare l'aggancio se ancora abilitato da attività precedenti.



6.3.6 Follow Along: Crea un nuovo modulo

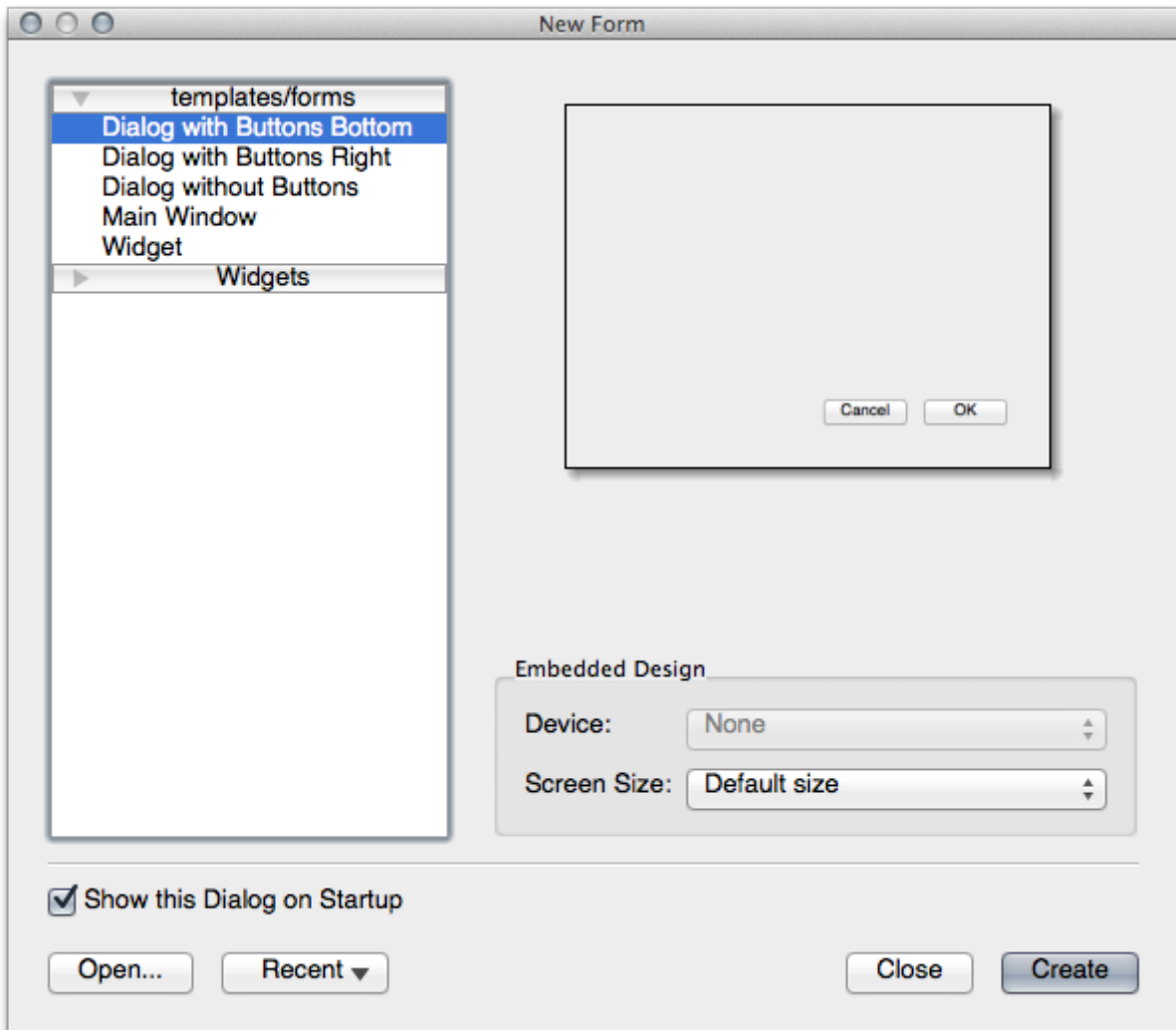
Ora crea il tuo modulo personalizzato per la fase di acquisizione degli attributi. Per fare ciò, è necessario avere *Qt4 Designer* installato (necessario solo per chi crea i moduli). Dovrebbe essere fornito come parte del materiale del corso, se stai usando Windows. Potrebbe essere necessario cercarlo se stai utilizzando un altro sistema operativo. In Ubuntu, fai quanto segue nel terminale:

Nota: Al momento della scrittura, Qt5 è l'ultima versione disponibile. Tuttavia, questo processo richiede specificamente Qt4 e non è necessariamente compatibile con Qt5.

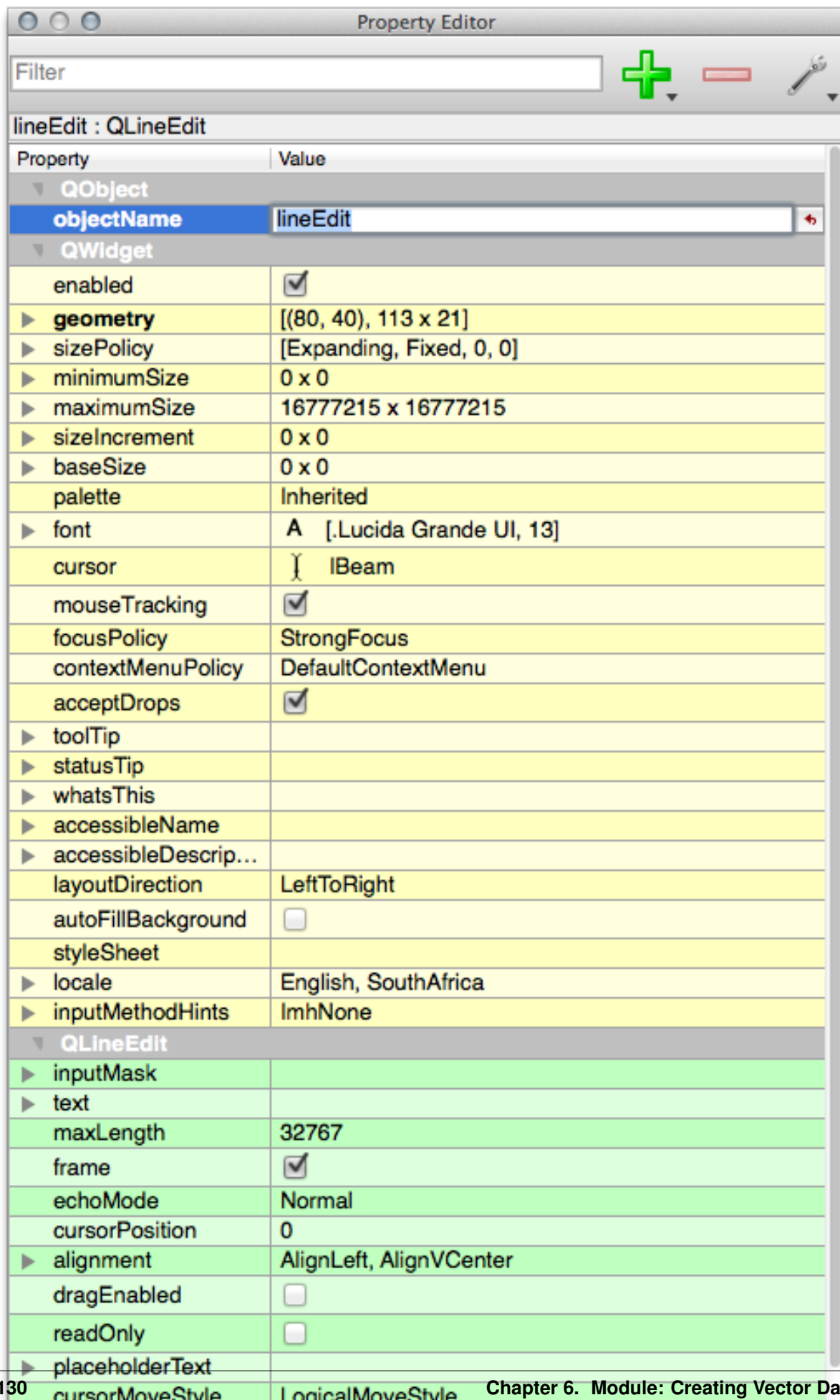
```
sudo apt-get install qt4-designer
```

e dovrebbe installarsi automaticamente. Altrimenti, cercalo nel *Software Center*.

- Avvia *Designer* aprendo la relativa voce **Menu di avvio** in Windows (o qualunque modo appropriato nel tuo sistema operativo).
- Nella finestra di dialogo che appare, crea una nuova finestra di dialogo:



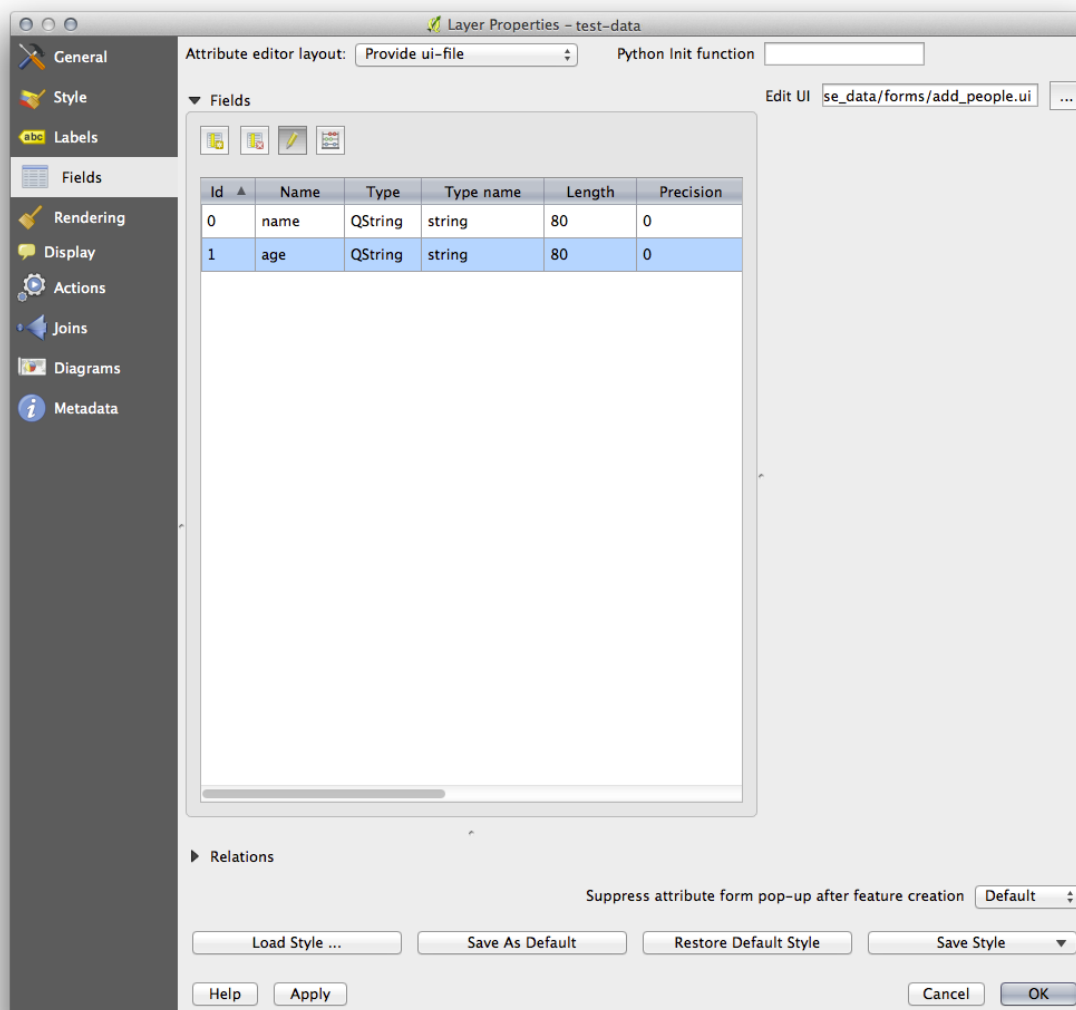
- Guarda *Widget Box* sulla sinistra del tuo schermo (predefinito). Contirne un oggetto *Line Edit*.
- Clicca e trascina questo oggetto nel tuo modulo. Questo crea una nuova *Line Edit* nel modulo.
- Con il nuovo elemento (modifica linea) selezionato, vedrai le sue *proprietà* lungo il lato dello schermo (sulla destra per impostazione predefinita):



- Imposta il suo nome come `Nome`.
- Usando lo stesso approccio, crea una nuova casella e imposta il suo nome su `Età`.
- Aggiungi un *Label* con il testo `Aggiungi una nuova persona in un carattere grassetto` (guarda le *proprietà* dell'oggetto per impostarlo). In alternativa, potresti impostare il titolo della finestra di dialogo (anziché aggiungere un'etichetta).
- Fai clic in qualsiasi punto della finestra di dialogo in progettazione.
- Trova il pulsante *Lay Out Vertically* (nella barra degli strumenti lungo il bordo superiore dello schermo, per impostazione predefinita). Questo dispone automaticamente il tuo dialogo.
- Imposta la dimensione massima della finestra di dialogo (nelle sue proprietà) su 200 (larghezza) per 100 (altezza).
- Salva il tuo nuovo modulo come `exercise_data/forms/add_people.ui`.
- Al termine del salvataggio, è possibile chiudere il programma *Qt4 Designer*.

6.3.7 Follow Along: Associa il modulo con il tuo Layer

- Torna a QGIS.
- Doppio clic sul layer `test-data` nella legenda per accedere alle sue proprietà.
- Clicca sulla scheda *Campi* della finestra *Proprietà vettore*.
- Nel menu a tendina *Modulo dell'editore degli attributi* seleziona *Provide ui-file*.
- Clicca sul pulsante con i punti di sospensione e scegli il file `add_people.ui` appena creato:



- Clicca *OK* sulla finestra *Proprietà vettore* dialog.
- Attiva in modalità modifica e disegna un nuovo punto
- Quando lo fai, ti verrà presentata la finestra di dialogo personalizzata (invece di quella generica che QGIS crea abitualmente).
- Se fai clic su uno dei tuoi punti usando lo strumento: `guiabel: Informazioni elemento`, puoi ora far apparire il modulo cliccando con il pulsante destro nella finestra Risultati informazioni e spuntando *Apri modulo automaticamente* dal menu.
- Se si è in modalità di modifica per questo Layer, tale menu di scelta rapida mostrerà `guiabel: 'Modifica gli elementi del modulo'` e sarà quindi possibile modificare gli attributi nel nuovo modulo anche dopo l'acquisizione iniziale.

6.3.8 In Conclusion

Usando i moduli, puoi semplificarci la vita durante la modifica o la creazione di dati. Modificando i tipi di widget o creando una forma completamente nuova da zero, puoi facilitare chi digitalizza nuovi dati per quel layer, riducendo al minimo incomprensioni e errori non necessari.

6.3.9 Further Reading

Se hai completato la sezione avanzata sopra e hai conoscenza di Python, puoi controllare ‘questo post di blog <<https://nathanw.net/2011/09/05/qgis-tips-custom-feature-forms-with-python-logic/>> ‘_ sulla creazione di moduli di caratteristiche personalizzate con logica Python, che consente funzioni avanzate tra cui la convalida dei dati, il completamento automatico, ecc.

6.3.10 What’s Next?

Aprire un modulo con l’identificazione di un elemento è una delle azioni che QGIS può eseguire. Tuttavia, puoi anche indirizzarlo per eseguire azioni personalizzate definite dall’utente. Questo è l’argomento della prossima lezione.

6.4 Lesson: Azioni

Ora che hai visto un’azione predefinita nella lezione precedente, è il momento di definire le proprie azioni. Un’azione è qualcosa che accade quando si fa clic su una geometria. Puoi aggiungere molte funzionalità in più per la vostra mappa, permettendoti di recuperare ulteriori informazioni su un oggetto. Assegnare azioni può aggiungere una nuova dimensione alla tua mappa!

Obiettivo di questa lezione: Imparare come aggiungere azioni personalizzate.

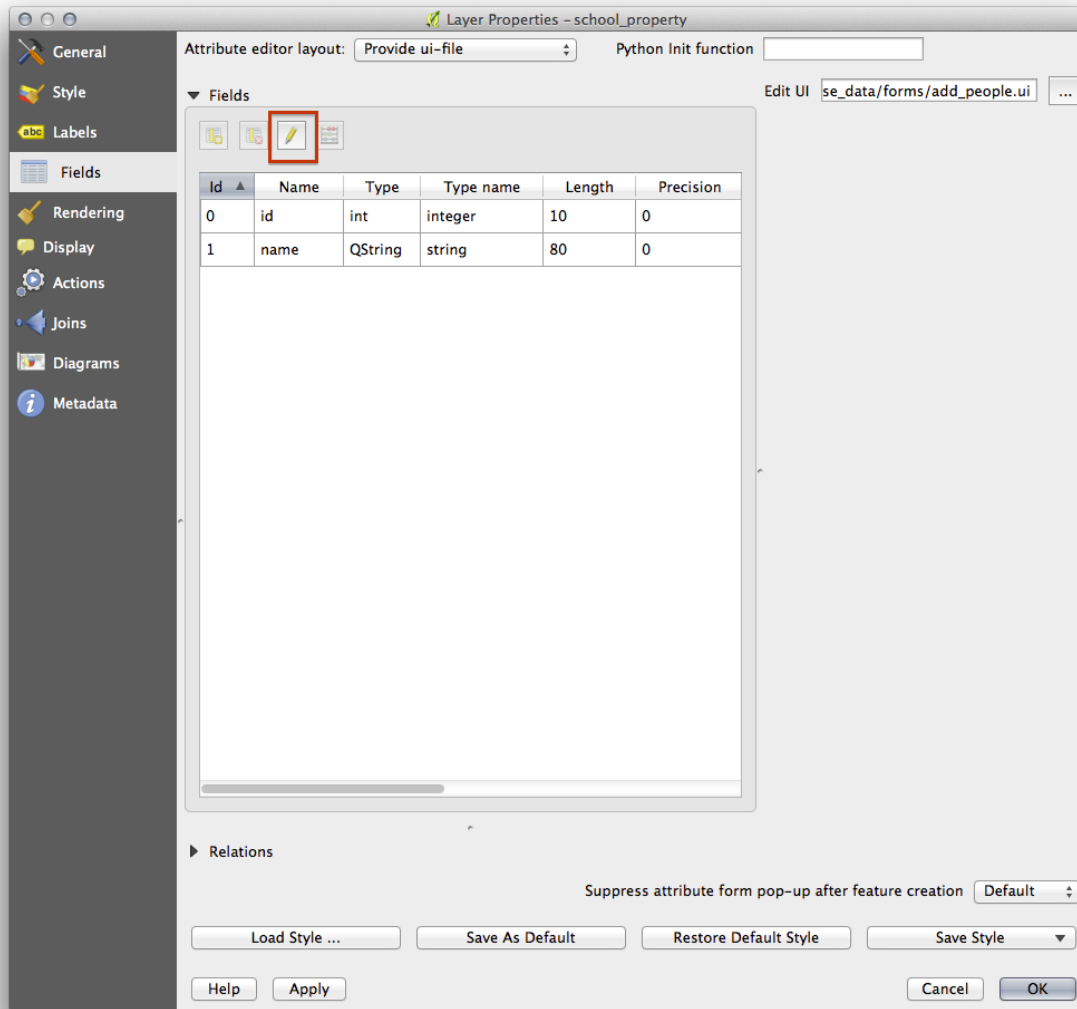
6.4.1 Follow Along: Apri un’immagine

Usa il layer *school_property* che hai creato in precedenza. I materiali del corso comprendono foto di ciascuna delle tre proprietà che hai digitalizzato. Quello che stai facendo è associare ogni proprietà con la sua immagine. Poi creerai un’azione che aprirà l’immagine della proprietà quando si fa clic sulla proprietà.

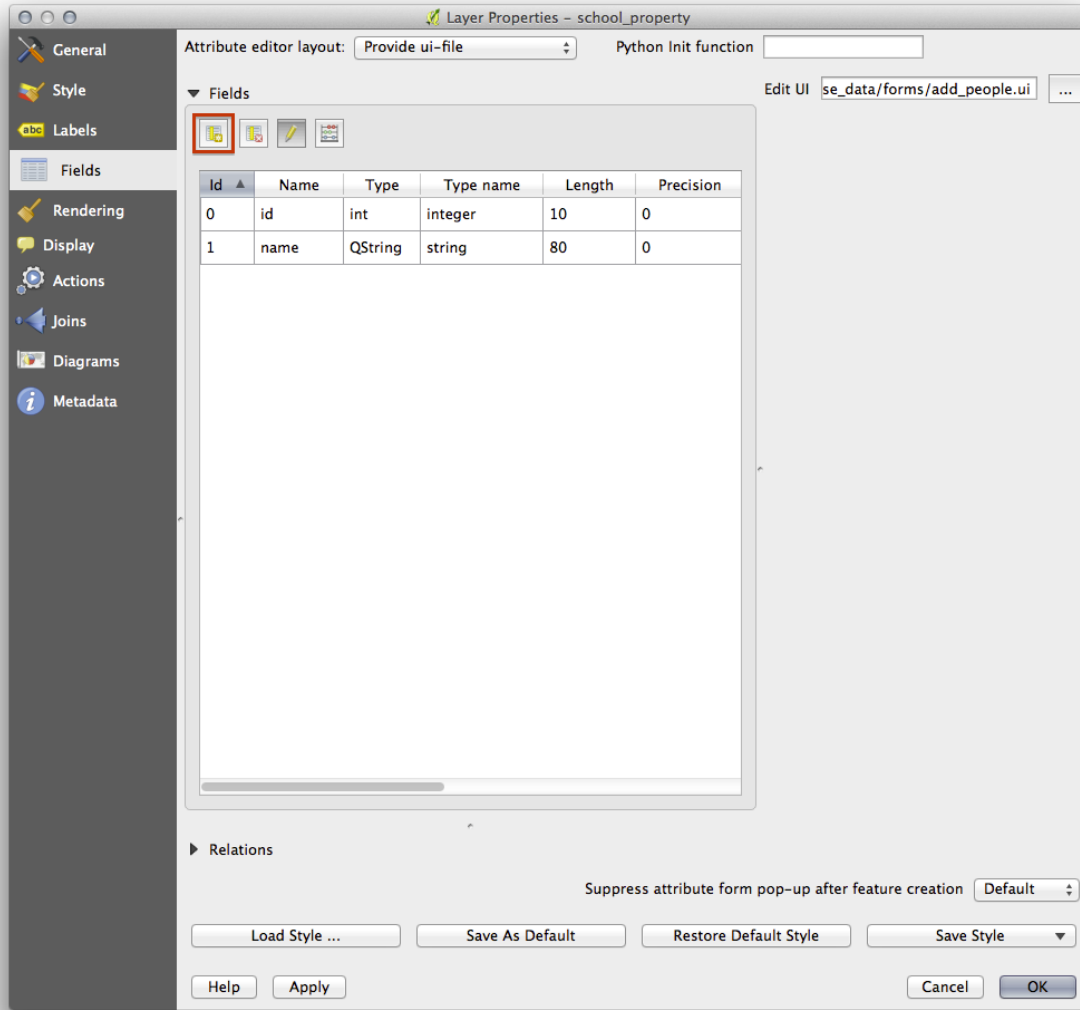
6.4.2 Follow Along: Aggiungi un campo per le immagini

Il layer *school_property* non ha ancora modo di associare un’immagine con una proprietà. Per prima cosa creiamo un campo per questo scopo.

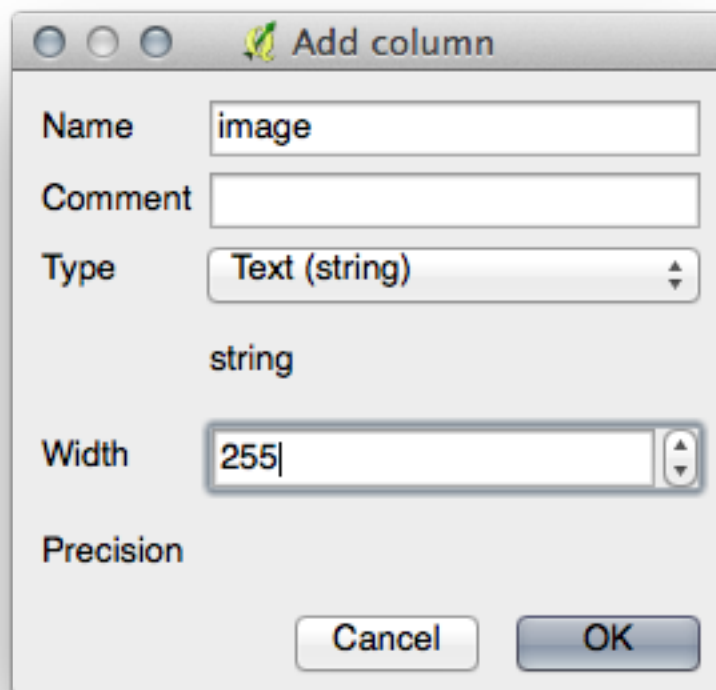
- Apri la finestra *Proprietà vettore*.
- Spostati sulla scheda *Campi*.
- Attiva modifica:



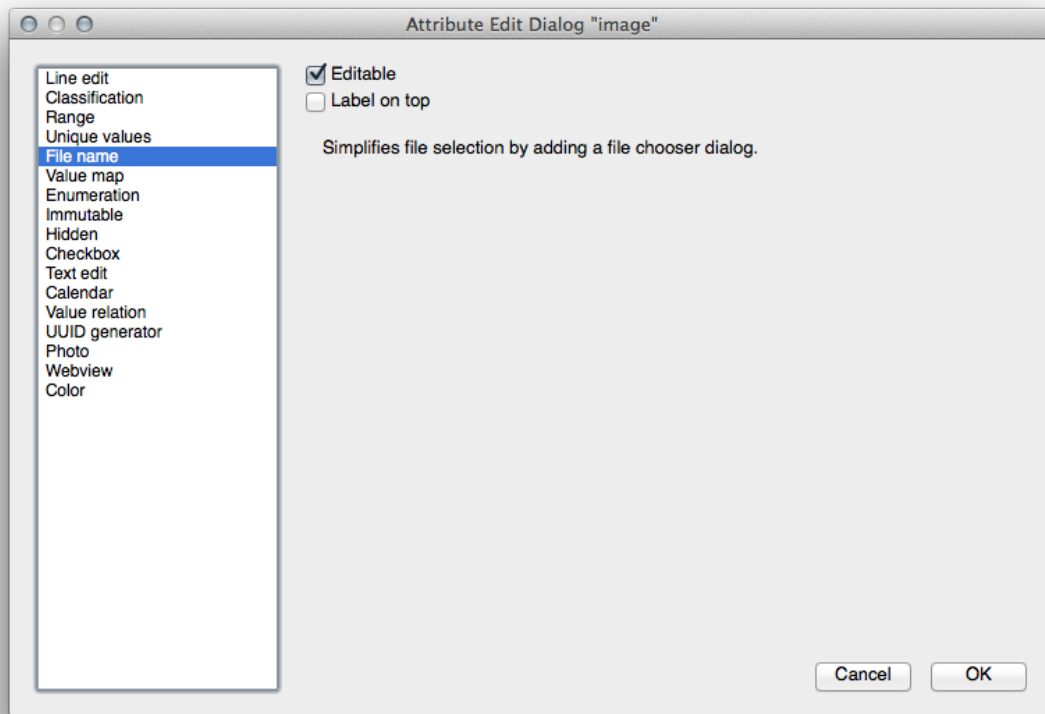
- Aggiungi una nuova colonna



- Inserisci i seguenti valori:

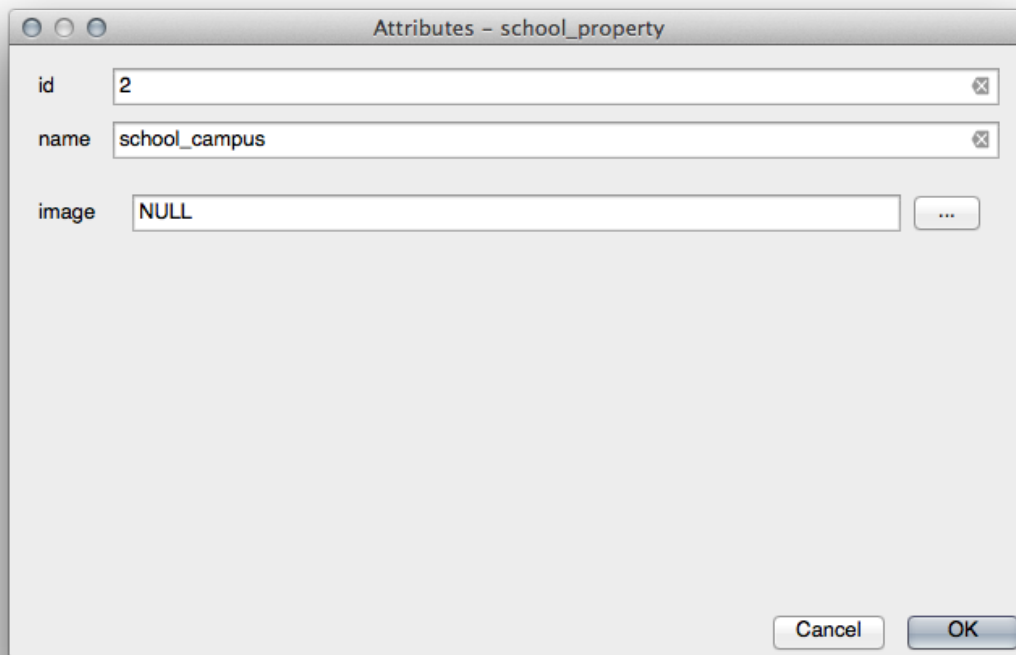


- Dopo che il campo è stato creato, clicca su :guilabel: *Modifica testo* accanto al nuovo campo.
- Posiziona su *Nome file*:



- Clicca *OK* sulla finestra *Proprietà vettore* dialog.
- Usa il *Informazione elementi* cliccando su una delle tre geometrie del layer *school_property*.

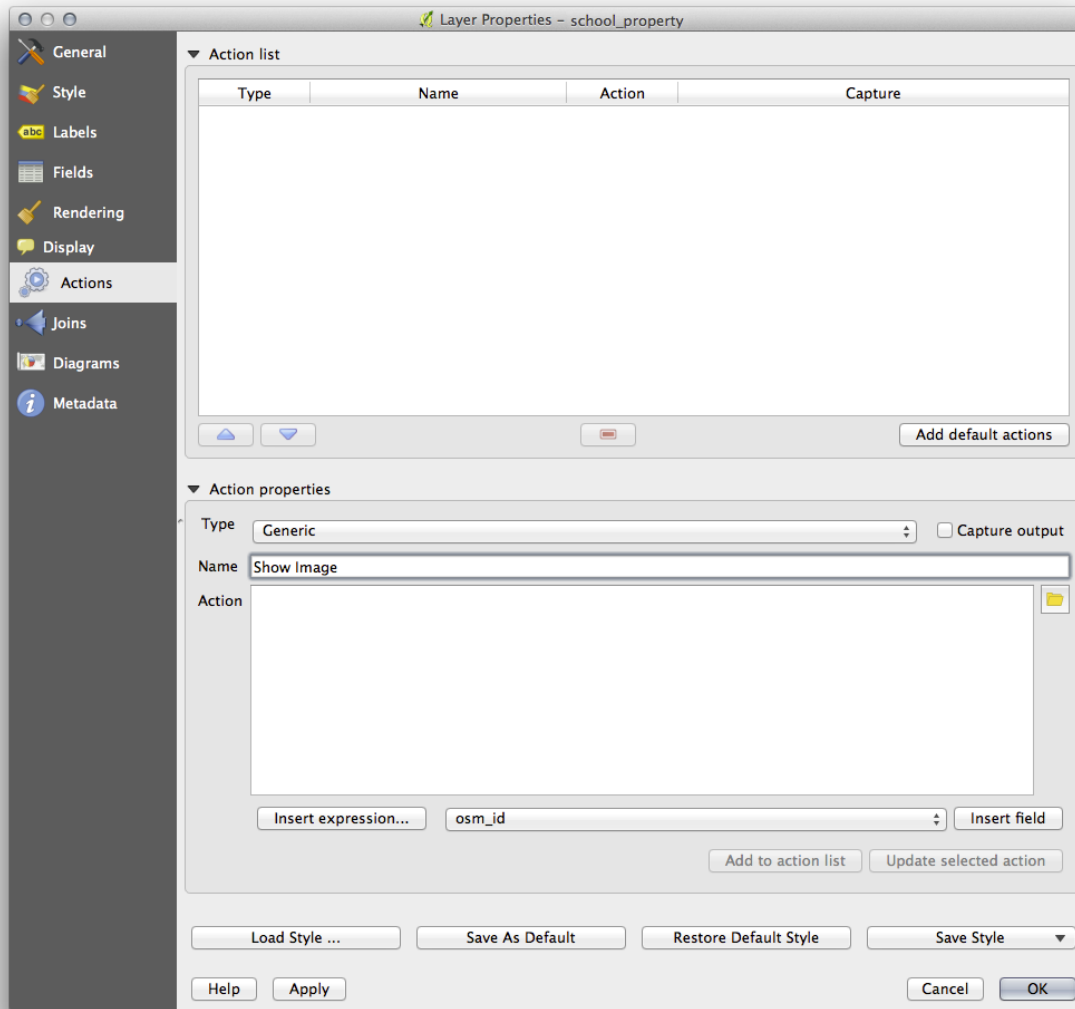
Dal momento che sei ancora in modalità di modifica, la finestra dovrebbe essere attiva e simile a questa:



- Clicca il bottone di selezione (il ... vicino al campo *image*).
- Seleziona il percorso per la tua immagine. Le immagini sono in `exercise_data / school_property_photos /` e hanno lo stesso nome degli oggetti a cui sono associati.
- Click *OK*.
- In questa maniera associa tutte le immagini con gli oggetti corretti.
- Salva le modifiche ed esci da modalità modifica.

6.4.3 Follow Along: Creare un'azione

- Apri la scheda *Azioni* per il layer *school_property*.
- Nel pannello *Proprietà azioni*, inserisci le parole: `kbd:Show Image` nel campo *Nome*:



Cosa fare dopo varia a seconda del sistema operativo:

Windows

- Clicca *Type* sulla tendina e scegli *Apri*.

Ubuntu Linux

- Sotto *Azione*, scrivi `eog` per *Gnome Image Viewer*, o scrivi `display` per usare *ImageMagick*. Ricordati di inserire uno spazio dopo il comando!

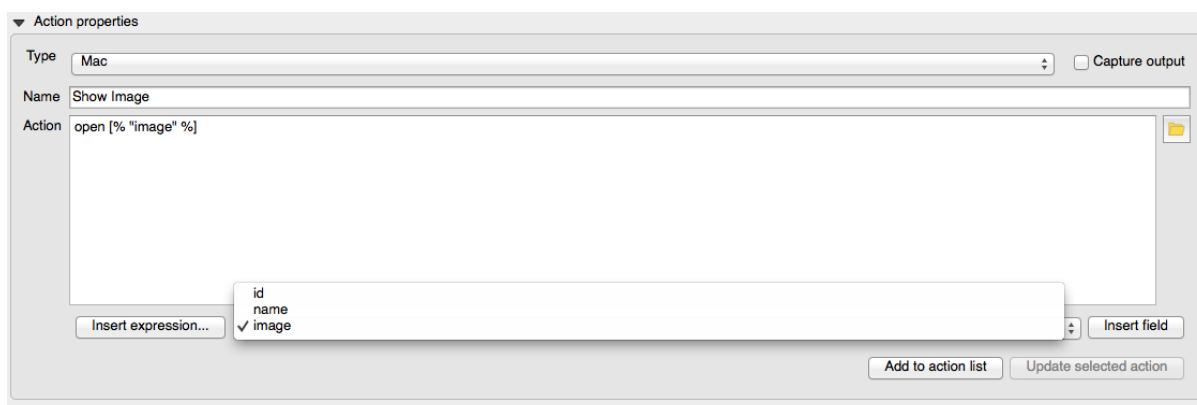
MacOS

- Clicca *Type* sulla tendina e scegli *Mac*.
- Sotto *Azione*, scrivi `apri`. Ricordati di inserire uno spazio dopo il comando!

Continua a scrivere il comando


Vuoi aprire l'immagine, e QGIS sa dove è. Tutto ciò che devi fare è dire a *Azioni* dove è l'immagine.

- Seleziona dalla lista *image*.



- Clicca su `:guilabel: Inserisci campo`. QGIS aggiungerà la frase `:kbd: [% "immagine"%]` nel campo `:guilabel: Azione`.
- Clicca su *Aggiungi alla lista azioni*.
- Clicca *OK* sulla finestra *Proprietà vettore dialog*.

Ora testa la nuova azione:

- Click on the *school_property* layer in the *Layers list* so that it is highlighted.
- Trova l'icona `:guilabel:Run feature action` (sulla stessa barra degli strumenti, di `:guilabel: Apri tabella attributi`):

- Clicca sulla freccia in basso a destra di questo pulsante. Fino ad ora c'è solo un'azione definita per questo livello, che è quella che avete appena creato.
- Clicca il pulsante per attivare lo strumento.
- Utilizzando questo strumento, clicca su uno dei tre oggetti della scuola.
- Verrà aperta l'immagine di quell'oggetto.

6.4.4 Follow Along: Cercare in internet

Stai guardando la mappa e vuoi sapere di più sulla zona relativa ad un'azienda. Supponi di non sapere nulla della zona in questione e desideri trovare informazioni di carattere generale su di essa. Il tuo primo impulso, se si considera che si sta utilizzando un computer in questo momento, sarebbe probabilmente di inserire in Google il nome della zona. Allora di a QGIS di farlo automaticamente per te!

- Aprire la tabella attributi per il layer *landuse*.

Userai il campo `:kbd: name` per ciascuna delle nostre aree dell'uso del suolo per la ricerca di Google.

- Chiudi la tabella attributi
- Torna a *Azioni* nella finestra *Proprietà vettore*.
- Nel campo *Proprietà azioni* → *Nome*, scrivi `Google search`.

Cosa fare dopo varia a seconda del sistema operativo:

Windows

- Sotto: `guilabel:Tipo`, scegli *Apri*. Questo dirà a Windows di aprire un indirizzo Internet nel browser predefinito, ad esempio Internet Explorer.

Ubuntu Linux

- Sotto: *guilabel:Azione*, scrivi `xdg-open`. Questo dirà a Ubuntu di aprire un indirizzo Internet nel browser predefinito, come Chrome o Firefox.

MacOS

- Sotto: *guilabel:Azione*, scrivi `open`. Questo dirà a MacOS di aprire un indirizzo Internet nel browser predefinito, come Safari.

Continua a scrivere il comando

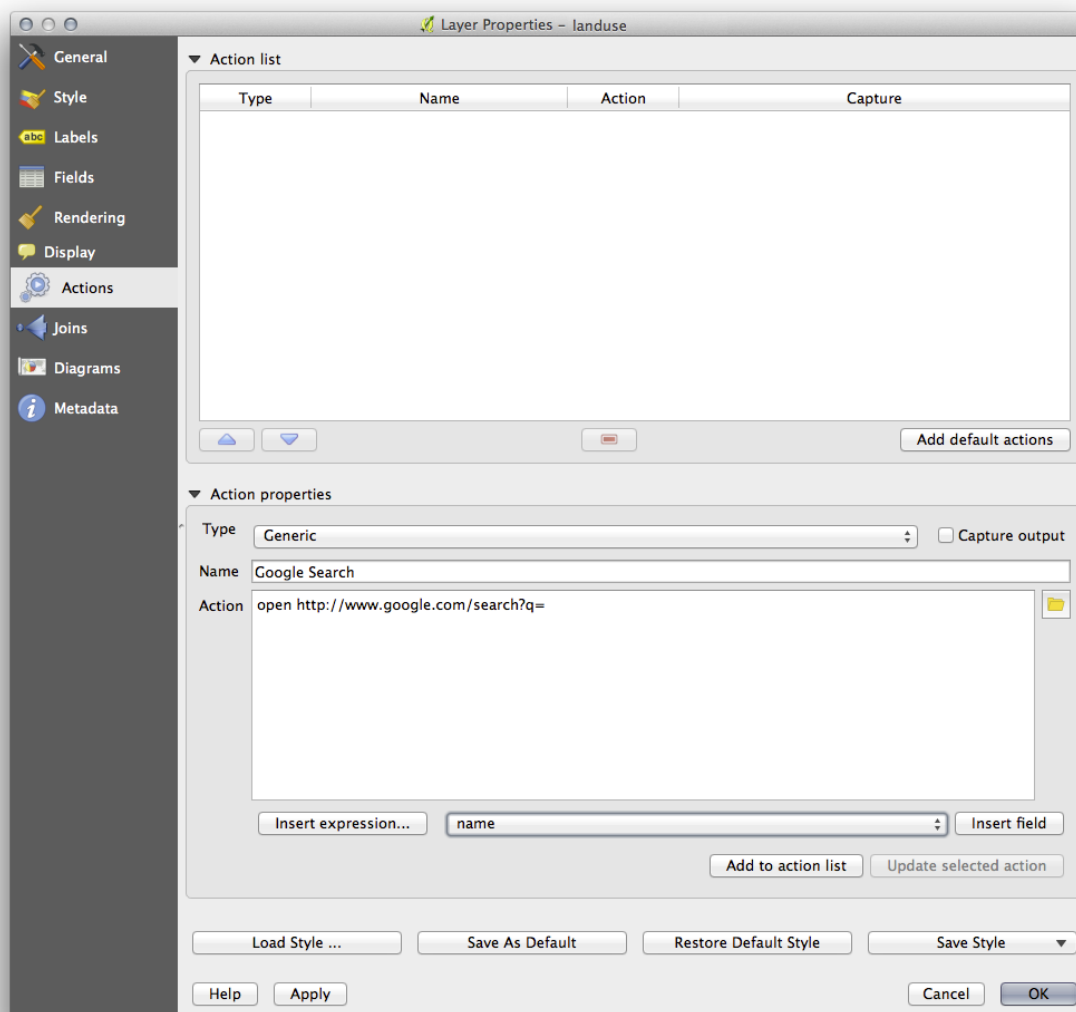
Qualunque sia il comando che usasti in precedenza, è necessario dire l'indirizzo Internet. Vuoi usare Google per la ricerca di una frase automaticamente.

Usually when you use Google, you enter your search phrase into the Google Search bar. But in this case, you want your computer to do this for you. The way you tell Google to search for something (if you don't want to use its search bar directly) is by giving your Internet browser the address `http://www.google.com/search?q=SEARCH_PHRASE`, where `SEARCH_PHRASE` is what you want to search for. Since we don't know what phrase to search for yet, we'll just enter the first part (without the search phrase).

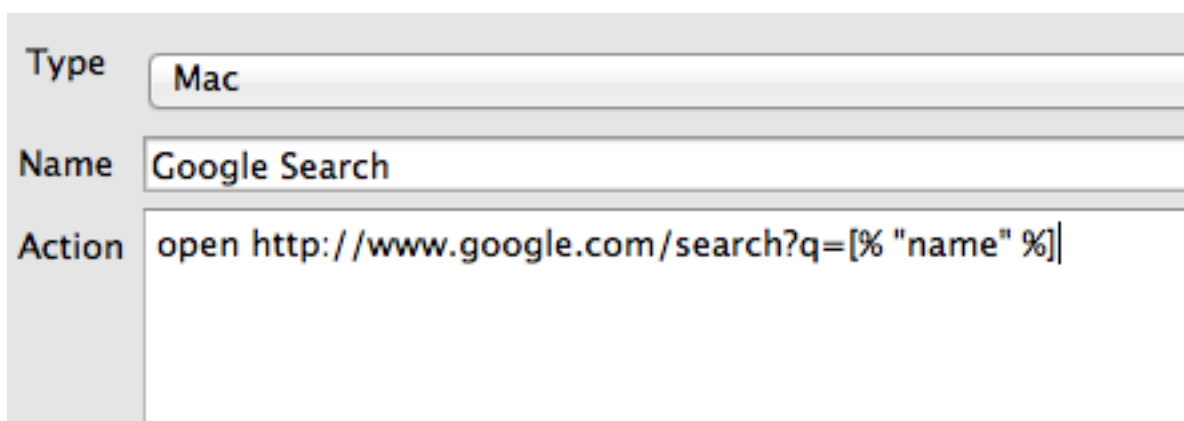
- In the *Action* field, write `http://www.google.com/search?q=`. Remember to add a space after your initial command before writing this in!

Ora vuoi che QGIS dica al navigatore di indicare a Google di cercare il valore di *nome* per qualsiasi oggetto su cui potresti cliccare.

- Seleziona il campo *noame*.
- Clicca *Inserisci campo*:



Questo dirà a QGIS di aggiungere la prossima frase.



What this means is that QGIS is going to open the browser and send it to the address `http://www.google.com/search?q=[% "name" %]`. But `[% "name" %]` tells QGIS to use the contents of the name field as the phrase to search for.

So if, for example, the landuse area you click on is named Marloth Nature Reserve, then QGIS is going to send the browser to `http://www.google.com/search?q=Marloth%20Nature%20Reserve`, which will cause your browser to visit Google, which will in turn search for “Marloth Nature Reserve”.

- Se non l'hai ancora fatto, configura come spiegato sopra.
- Clicca su *Aggiungi alla lista azioni*. La nuova azione apparirà nella lista seguente.
- Clicca *OK* sulla finestra *Proprietà vettore* dialog.

Ora testa la nuova azione:

- With the *landuse* layer active in the *Layers list*, click on the *Run feature action* button.
- Clicca su qualsiasi area di uso del suolo sulla mappa. Il tuo navigator si aprirà e si avvierà automaticamente una ricerca su Google per la città registrata come quella della zona `name`.

Nota: Se l'azione non funziona, controlla che tutto sia stato inserito correttamente; errori di battitura sono comuni con questo tipo di lavoro!

6.4.5 Follow Along: Apri un sito direttamente in QGIS

Sopra, hai visto come aprire una pagina web in un navigatore esterno. Con questo approccio ci sono alcune lacune su eventuali dipendenze sconosciute - avrà l'utente finale il software necessario per eseguire l'azione sul loro sistema? Come hai visto, se non si sa quale sistema operativo che verrà utilizzato, non si sa il tipo di comandi di base per lo stesso tipo di azione. Con alcune versioni del sistema operativo, i comandi per aprire il navigatore potrebbero non funzionare affatto. Questo potrebbe essere un problema insormontabile.

Tuttavia, QGIS usa l'incredibilmente potente e versatile libreria Qt4. Inoltre, le azioni QGIS può essere arbitrario, tokenizzate (cioè con informazioni variabili in base al contenuto di un campo di attributo) comandi Python!

Ora vedrai come utilizzare un'azione python per mostrare un sito. E' la stessa idea per l'apertura di un sito in un navigatore esterno, ma non richiede nessun navigatore sul sistema dell'utente in quanto utilizza la classe Qt4 `QWebView` (che è un widget basato su HTML WebKit) per visualizzare il contenuto di una finestra.

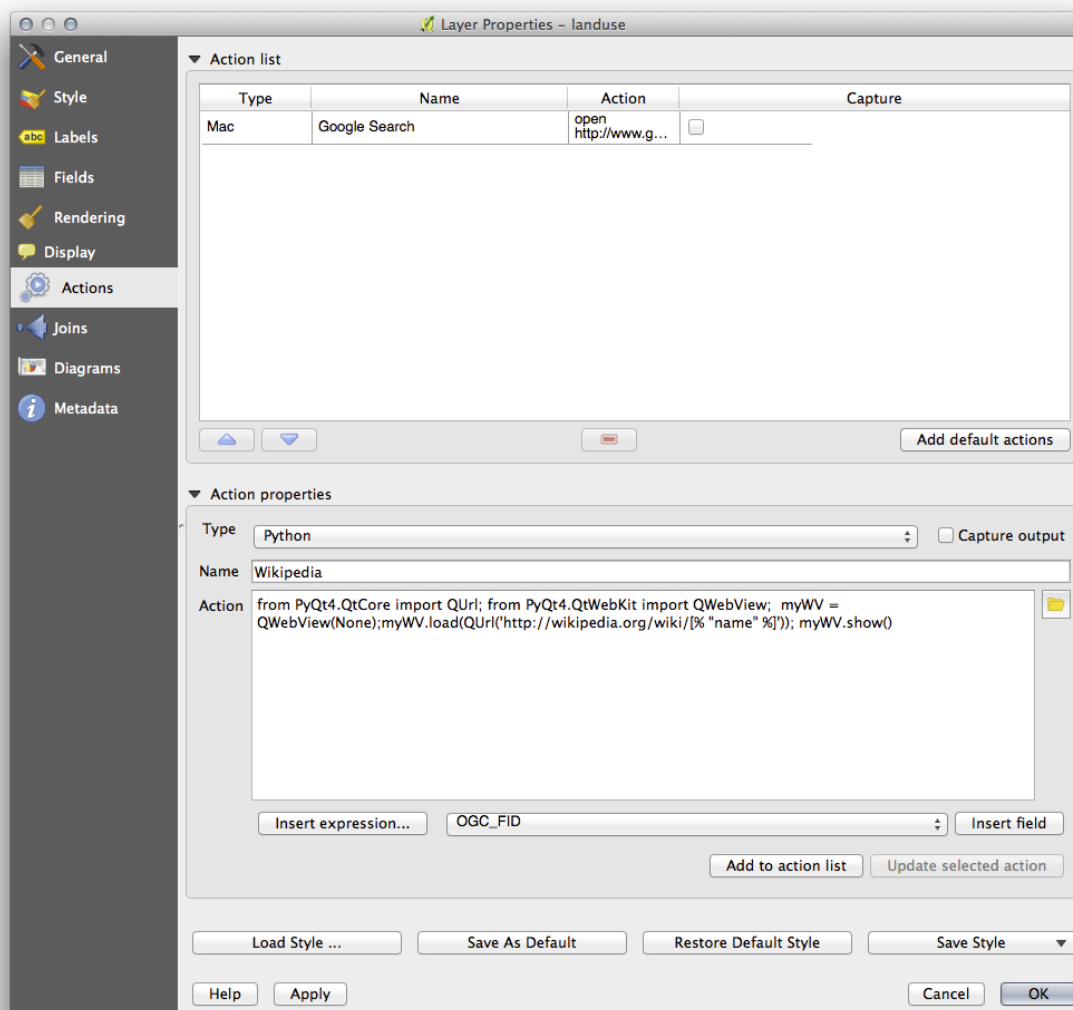
Invece di Google, usa Wikipedia. Così l'URL da richiedere sarà simile a questa:

```
http://wikipedia.org/wiki/SEARCH_PHRASE
```

Per creare l'azione sul layer

- Apri la finestra *Proprietà vettore* e vai sulla scheda *Azioni*.
- Configura una nuova azione usando le seguenti proprietà:
 - *Tipo*: Python
 - *Nome*: Wikipedia
 - *Action* (all on one line):


```
from PyQt4.QtCore import QUrl; from
PyQt4.QtWebKit import QWebView; myWV = QWebView(None);
myWV.load(QUrl('http://wikipedia.org/wiki/[% "name" %]'));
myWV.show()
```



Ci sono un paio di cose da dire:

- Tutto il codice Python è in una sola riga con punti e virgola che separano i comandi (al posto di a capo)
- [% "nome" %] sarà sostituito dal valore di attributo reale quando viene richiamato l'azione (come prima).
- Il codice crea semplicemente una nuova istanza `QWebView`, imposta l'URL, e quindi chiam `show()` su di esso per renderlo visibile come una finestra sul desktop dell'utente.

Nota che questo è un esempio un po' 'forzato'. Python lavora con indentazione semanticamente significativa, così separare le cose con un punto e virgola non è il modo migliore per scriverlo. Così, nel mondo reale, devi essere più propenso a importare la logica da un modulo Python e quindi chiamare una funzione con un attributo campo come parametro.

Potresti ugualmente utilizzare il metodo per visualizzare un'immagine senza richiedere che l'utente abbia un particolare visualizzatore di immagini sul suo sistema.

- Prova a usare i metodi descritti in precedenza per caricare una pagina di Wikipedia utilizzando l'azione Wikipedia appena creata.

6.4.6 In Conclusion

Le azioni consentono di dare alla tua carta funzionalità extra, utile per l'utente finale che vede la stessa mappa in QGIS. A causa del fatto che è possibile utilizzare i comandi della shell per qualsiasi sistema operativo, così come

Python, ci sono pochi limiti delle funzioni che potresti incorporare!

6.4.7 What's Next?

Useremo il: `kbd: name` campo per ciascuna delle nostre aree dell'uso del suolo per la ricerca di Google.

Module: Strumenti di analisi vettoriale

Now that you have edited a few features, you must want to know what else one can do with them. Having features with attributes is nice, but when all is said and done, this doesn't really tell you anything that a normal, non-GIS map can't.

The key advantage of a GIS is this: *a GIS can answer questions.*

For the next three modules, we'll endeavor to answer a *research question* using GIS functions. For example, you are an estate agent and you are looking for a residential property in Swellendam for clients who have the following criteria:

1. It needs to be in Swellendam.
2. It must be within reasonable driving distance of a school (say 1km).
3. It must be more than 100m squared in size.
4. Closer than 50m to a main road.
5. Closer than 500m to a restaurant.

Within the next few modules, we'll harness the power of GIS analysis tools to locate suitable farm properties for this new residential development.

7.1 Lesson: Reprojecting and Transforming Data

Let's talk about Coordinate Reference Systems (CRSs) again. We've touched on this briefly before, but haven't discussed what it means practically.

The goal for this lesson: To reproject and transform vector datasets.

7.1.1 Follow Along: Projections

The CRS that all the data as well as the map itself are in right now is called WGS84. This is a very common Geographic Coordinate System (GCS) for representing data. But there's a problem, as we will see.

- Save your current map.
- Then open the map of the world which you'll find under `exercise_data/world/world.qgs`.
- Zoom in to South Africa by using the *Zoom In* tool.
- Try setting a scale in the *Scale* field, which is in the *Status Bar* along the bottom of the screen. While over South Africa, set this value to 1 : 5000000 (one to five million).
- Pan around the map while keeping an eye on the *Scale* field.

Notice the scale changing? That's because you're moving away from the one point that you zoomed into at 1 : 5000000, which was at the center of your screen. All around that point, the scale is different.

To understand why, think about a globe of the Earth. It has lines running along it from North to South. These longitude lines are far apart at the equator, but they meet at the poles.

In a GCS, you're working on this sphere, but your screen is flat. When you try to represent the sphere on a flat surface, distortion occurs, similar to what would happen if you cut open a tennis ball and tried to flatten it out. What this means on a map is that the longitude lines stay equally far apart from each other, even at the poles (where they are supposed to meet). This means that, as you travel away from the equator on your map, the scale of the objects that you see gets larger and larger. What this means for us, practically, is that there is no constant scale on our map!

To solve this, let's use a Projected Coordinate System (PCS) instead. A PCS "projects" or converts the data in a way that makes allowance for the scale change and corrects it. Therefore, to keep the scale constant, we should reproject our data to use a PCS.

7.1.2 Follow Along: "On the Fly" Reprojection

QGIS allows you to reproject data "on the fly". What this means is that even if the data itself is in another CRS, QGIS can project it as if it were in a CRS of your choice.

- To enable "on the fly" projection, click on the *CRS Status* button in the *Status Bar* along the bottom of the QGIS window:



- In the dialog that appears, check the box next to *Enable 'on the fly' CRS transformation*.
- Type the word `global` into the *Filter* field. One CRS (*NSIDC EASE-Grid Global*) should appear in the list below.
- Click on the *NSIDC EASE-Grid Global* to select it, then click *OK*.
- Notice how the shape of South Africa changes. All projections work by changing the apparent shapes of objects on Earth.
- Zoom in to a scale of 1 : 5000000 again, as before.
- Pan around the map.
- Notice how the scale stays the same!

"On the fly" reprojection is also used for combining datasets that are in different CRSs.

- Deactivate "on the fly" re-projection again:
 - Click on the *CRS Status* button again.
 - Un-check the *Enable 'on the fly' CRS transformation* box.
 - Clicking *OK*.
- In QGIS 2.0, the 'on the fly' reprojection is automatically activated when layers with different CRSs are loaded in the map. To understand what 'on the fly' reprojection does, deactivate this automatic setting:
 - Go to *Settings* → *Options...*
 - On the left panel of the dialog, select *CRS*.
 - Un-check *Automatically enable 'on the fly' reprojection if layers have different CRS*.
 - Click *OK*.
- Add another vector layer to your map which has the data for South Africa only. You'll find it as `exercise_data/world/RSA.shp`.

What do you notice?

The layer isn't visible! But that's easy to fix, right?

- Right-click on the *RSA* layer in the *Layers list*.
- Select *Zoom to Layer Extent*.

OK, so now we see South Africa... but where is the rest of the world?

It turns out that we can zoom between these two layers, but we can't ever see them at the same time. That's because their Coordinate Reference Systems are so different. The *continents* dataset is in *degrees*, but the *RSA* dataset is in *meters*. So, let's say that a given point in Cape Town in the *RSA* dataset is about 4 100 000 meters away from the equator. But in the *continents* dataset, that same point is about 33.9 degrees away from the equator.

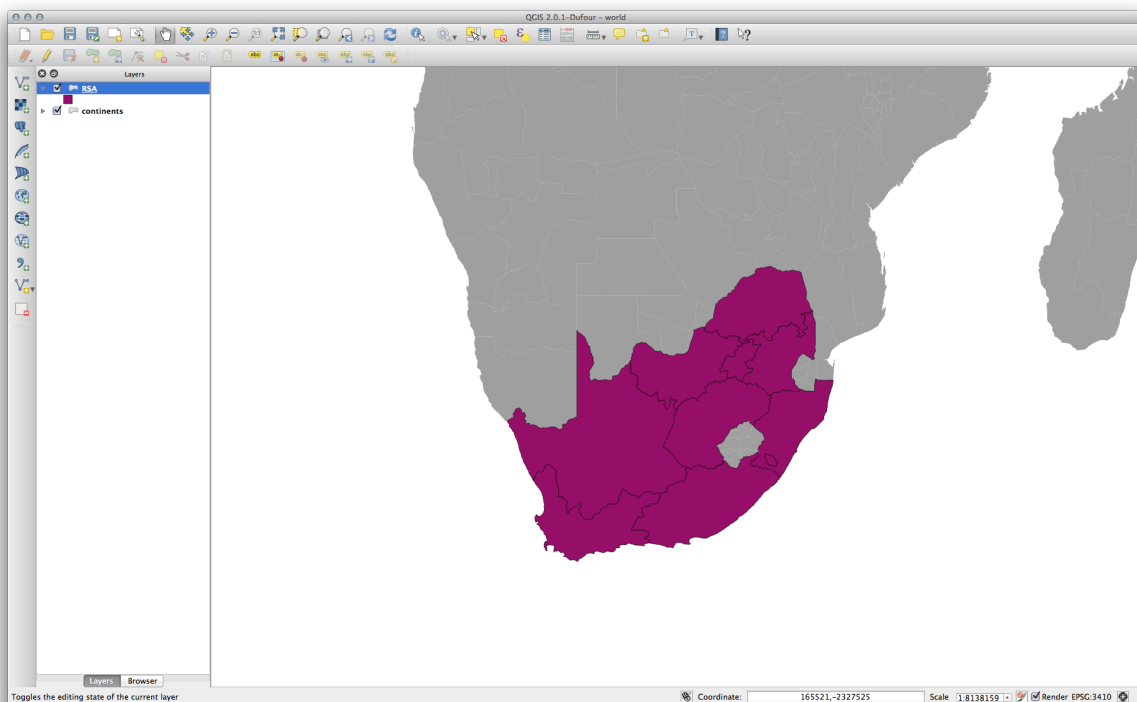
This is the same distance - but QGIS doesn't know that. You haven't told it to reproject the data. So as far as it's concerned, the version of South Africa that we see in the *RSA* dataset has Cape Town at the correct distance of 4 100 000 meters from the equator. But in the *continents* dataset, Cape Town is only 33.9 meters away from the equator! You can see why this is a problem.

QGIS doesn't know where Cape Town is *supposed* to be - that's what the data should be telling it. If the data tells QGIS that Cape Town is 34 meters away from the equator and that South Africa is only about 12 meters from north to south, then that is what QGIS will draw.

To correct this:

- Click on the *CRS Status* button again and switch *Enable 'on the fly' CRS transformation* on again as before.
- Zoom to the extents of the *RSA* dataset.

Now, because they're made to project in the same CRS, the two datasets fit perfectly:



When combining data from different sources, it's important to remember that they might not be in the same CRS. "On the fly" reprojection helps you to display them together.

Before you go on, you probably want to have the 'on the fly' reprojection to be automatically activated whenever you open datasets having different CRS:

- Open again *Settings* → *Options...* and select *CRS*.
- Activate *Automatically enable 'on the fly' reprojection if layers have different CRS*.

7.1.3 Follow Along: Saving a Dataset to Another CRS

Remember when you calculated areas for the buildings in the *Classification* lesson? You did it so that you could classify the buildings according to area.

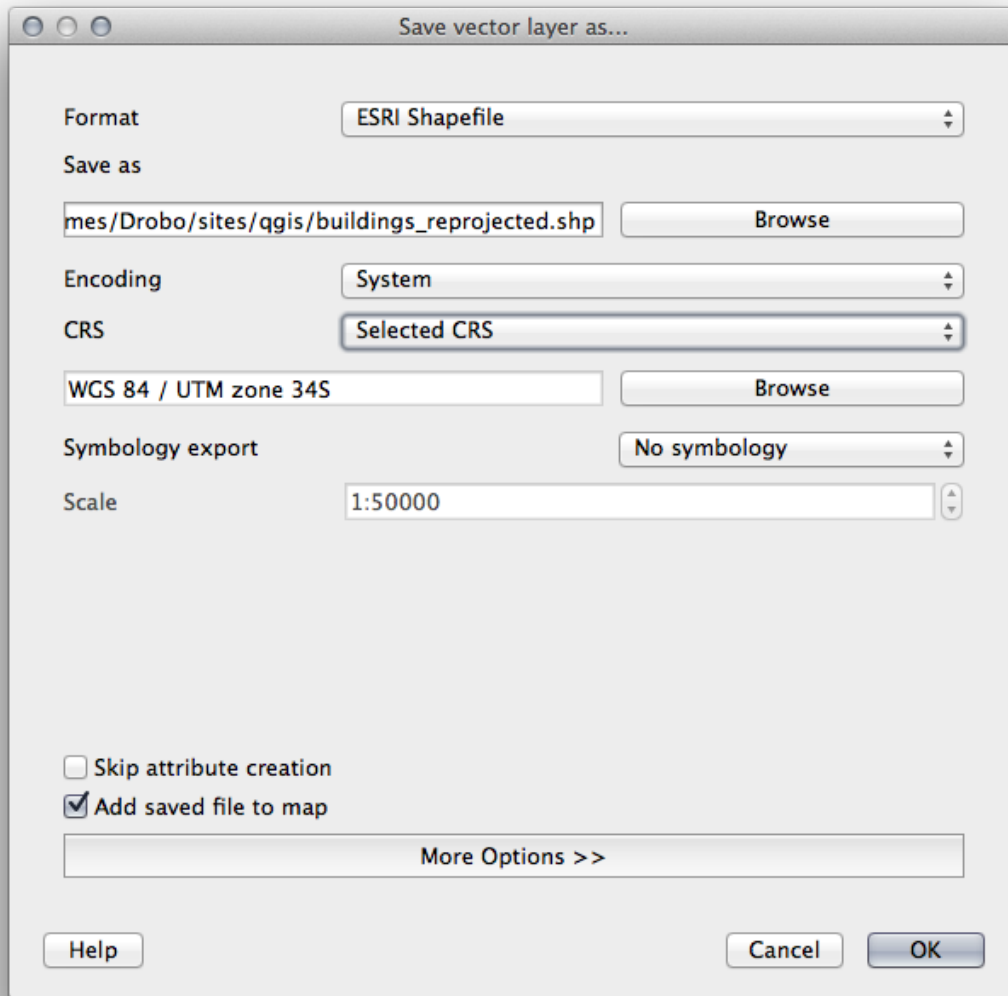
- Open your usual map again (containing the Swellendam data).
- Open the attribute table for the *buildings* layer.
- Scroll to the right until you see the AREA field.

Notice how the areas are all very small; probably zero. This is because these areas are given in degrees - the data isn't in a Projected Coordinate System. In order to calculate the area for the farms in square meters, the data has to be in square meters as well. So, we'll need to reproject it.

But it won't help to just use 'on the fly' reprojection. 'On the fly' does what it says - it doesn't change the data, it just reprojects the layers as they appear on the map. To truly reproject the data itself, you need to export it to a new file using a new projection.

- Right-click on the *buildings* layer in the *Layers list*.
- Select *Save As...* in the menu that appears. You will be shown the *Save vector layer as...* dialog.
- Click on the *Browse* button next to the *Save as* field.
- Navigate to `exercise_data/` and specify the name of the new layer as `buildings_reprojected.shp`.
- Leave the *Encoding* unchanged.
- Change the value of the *Layer CRS* dropdown to *Selected CRS*.
- Click the *Browse* button beneath the dropdown.
- The *CRS Selector* dialog will now appear.
- In its *Filter* field, search for 34S.
- Choose *WGS 84 / UTM zone 34S* from the list.
- Leave the *Symbolology export* unchanged.

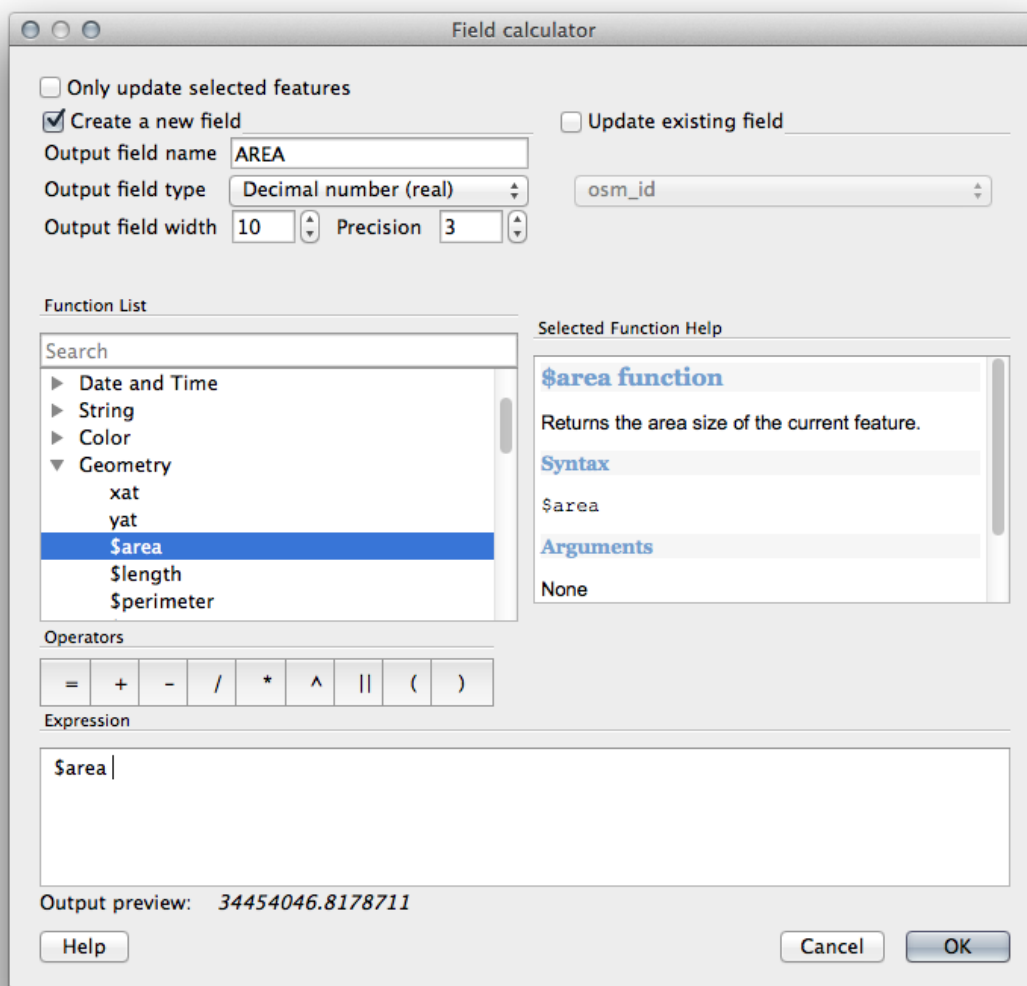
The *Save vector layer as...* dialog now looks like this:



- Click *OK*.
- Start a new map and load the reprojected layer you just created.

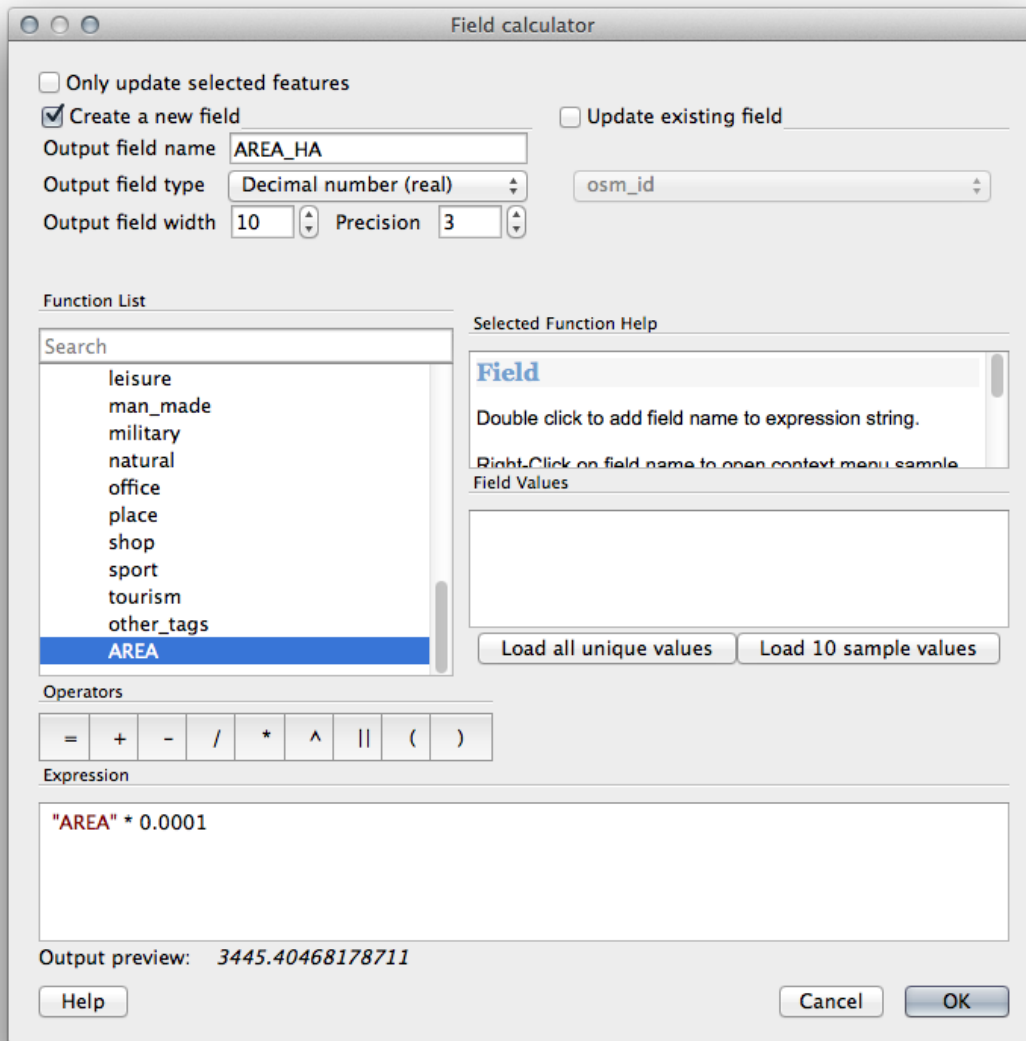
Refer back to the lesson on *Classification* to remember how you calculated areas.

- Update (or add) the AREA field by running the same expression as before:



This will add an AREA field with the size of each building in square meters

- To calculate the area in another unit of measurement, for example hectares, use the AREA field to create a second column:

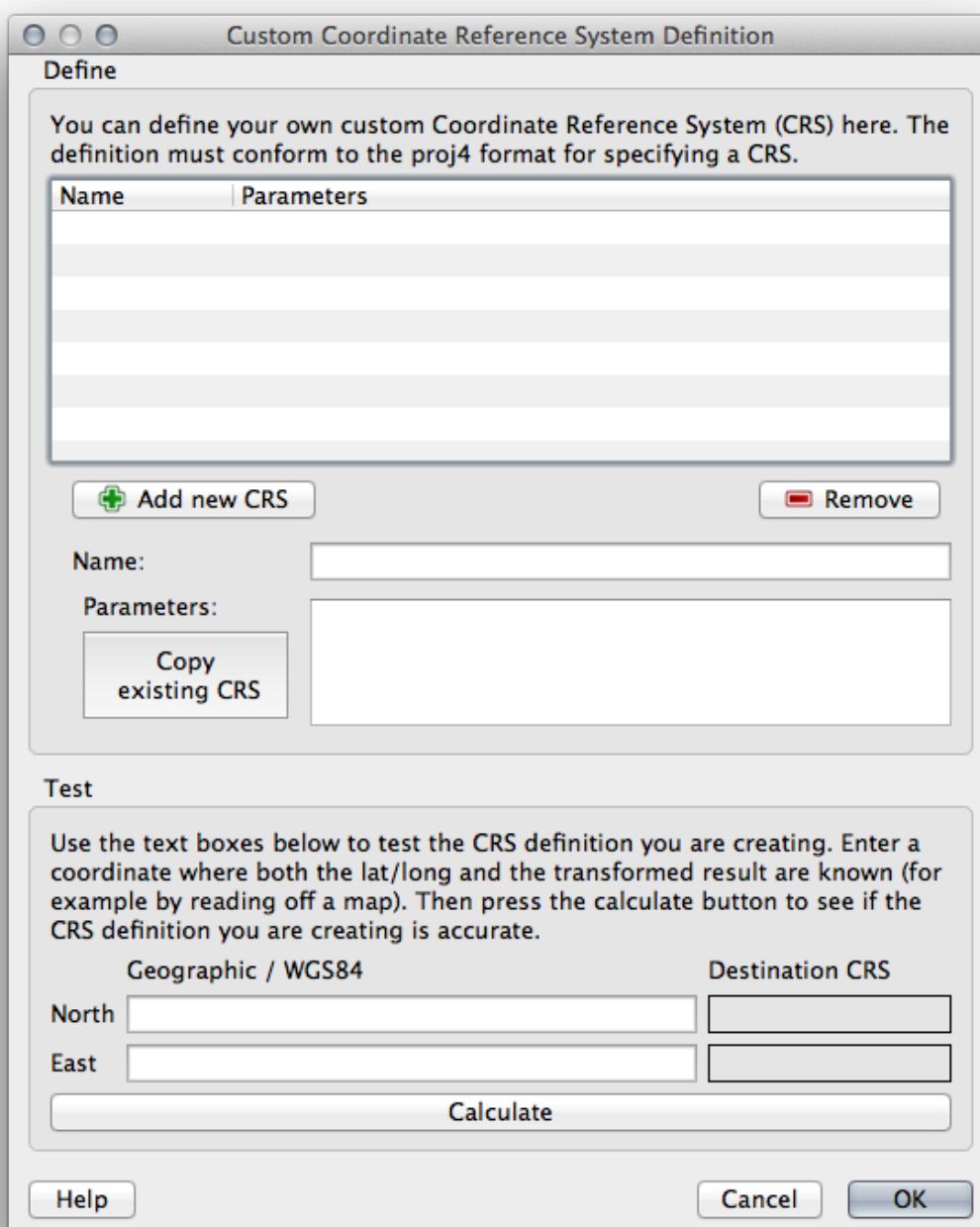


Look at the new values in your attribute table. This is much more useful, as people actually quote building size in meters, not in degrees. This is why it's a good idea to reproject your data, if necessary, before calculating areas, distances, and other values that are dependent on the spatial properties of the layer.

7.1.4 Follow Along: Creating Your Own Projection

There are many more projections than just those included in QGIS by default. You can also create your own projections.

- Start a new map.
- Load the `world/oceans.shp` dataset.
- Go to *Settings* → *Custom CRS...* and you'll see this dialog:



- Click on the *Add new CRS* button to create a new projection.

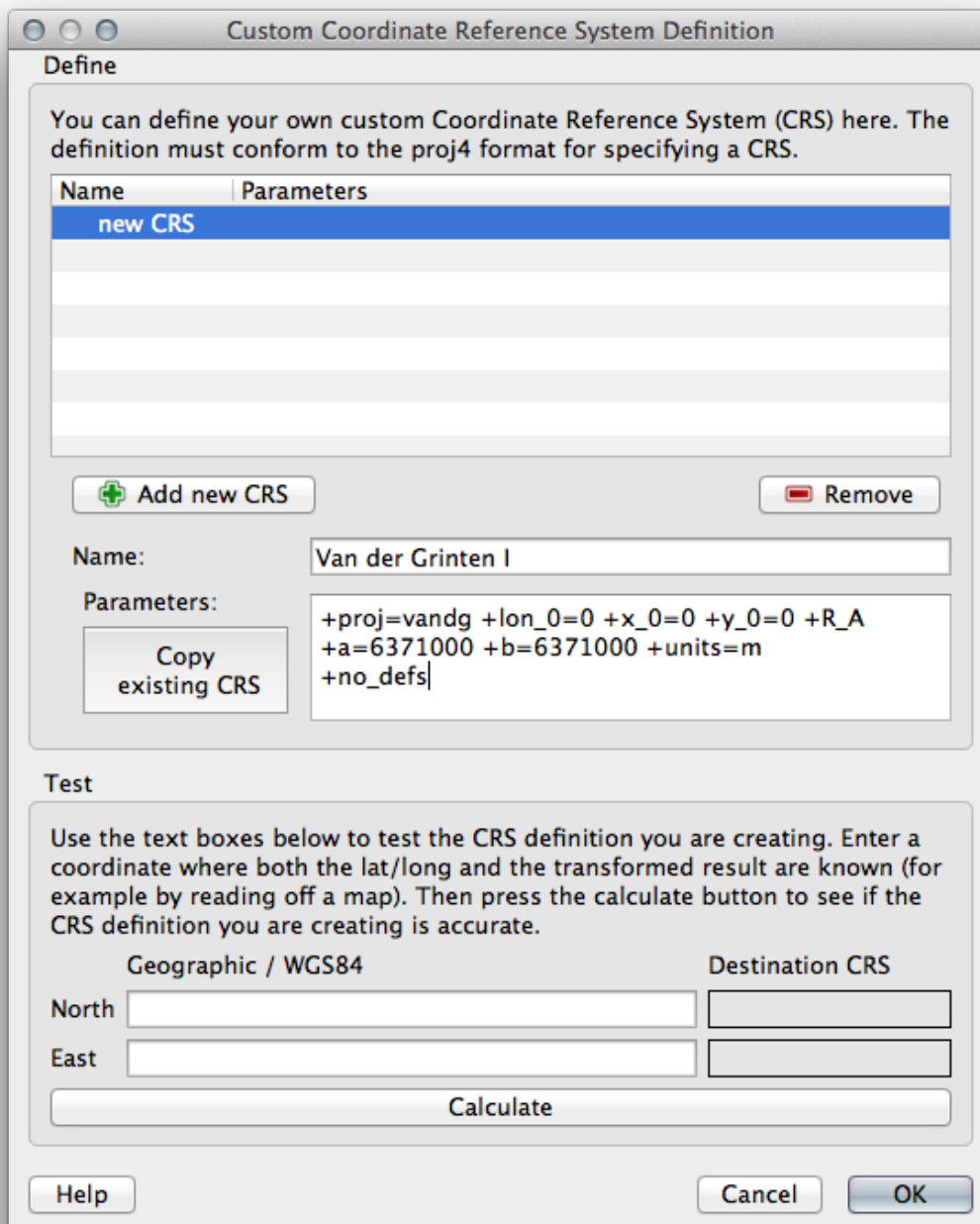
An interesting projection to use is called Van der Grinten I.

- Enter its name in the *Name* field.

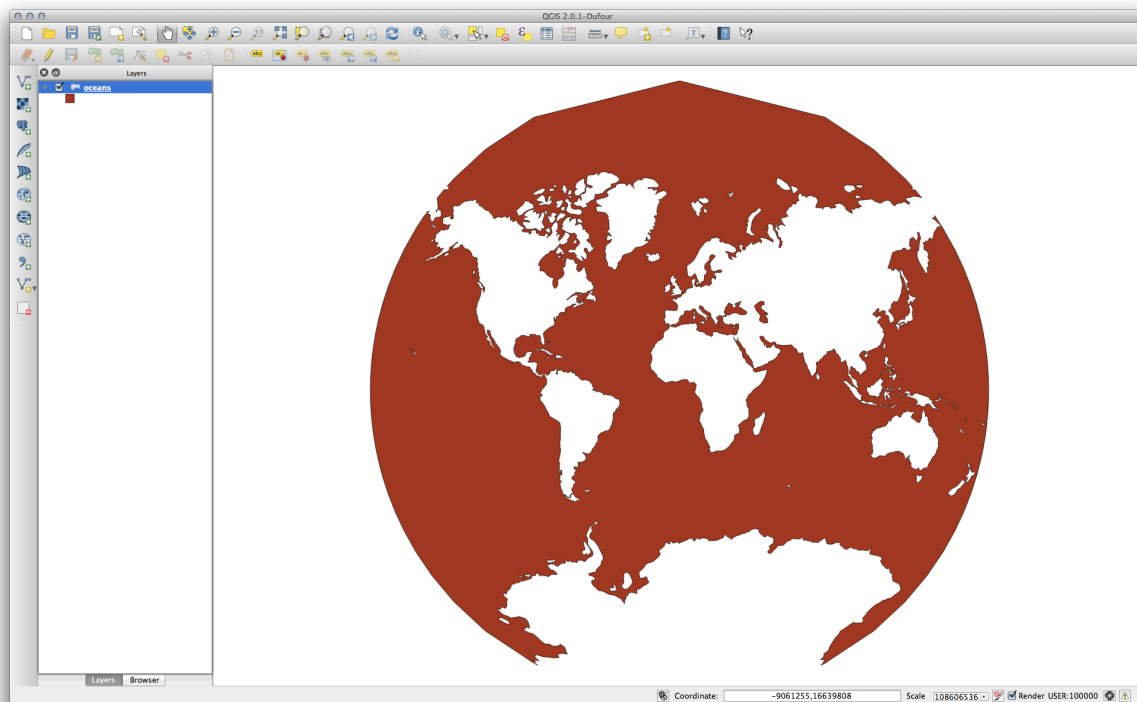
This projection represents the Earth on a circular field instead of a rectangular one, as most other projections do.

- For its parameters, use the following string:

```
+proj=vandg +lon_0=0 +x_0=0 +y_0=0 +R_A +a=6371000 +b=6371000 +units=m
+no_defs
```



- Click *OK*.
- Enable “on the fly” reprojection.
- Choose your newly defined projection (search for its name in the *Filter* field).
- On applying this projection, the map will be reprojected thus:



7.1.5 In Conclusion

Different projections are useful for different purposes. By choosing the correct projection, you can ensure that the features on your map are being represented accurately.

7.1.6 Further Reading

Materials for the *Advanced* section of this lesson were taken from [this article](#).

Further information on Coordinate Reference Systems is available [here](#).

7.1.7 What's Next?

In the next lesson you'll learn how to analyze vector data using QGIS' various vector analysis tools.

7.2 Lesson: Vector Analysis

Vector data can also be analyzed to reveal how different features interact with each other in space. There are many different analysis-related functions in GIS, so we won't go through them all. Rather, we'll pose a question and try to solve it using the tools that QGIS provides.

The goal for this lesson: To ask a question and solve it using analysis tools.

7.2.1 The GIS Process

Before we start, it would be useful to give a brief overview of a process that can be used to solve any GIS problem. The way to go about it is:

1. State the Problem
2. Get the Data
3. Analyze the Problem
4. Present the Results

7.2.2 The problem

Let's start off the process by deciding on a problem to solve. For example, you are an estate agent and you are looking for a residential property in Swellendam for clients who have the following criteria:

1. It needs to be in Swellendam.
2. It must be within reasonable driving distance of a school (say 1km).
3. It must be more than 100m squared in size.
4. Closer than 50m to a main road.
5. Closer than 500m to a restaurant.

7.2.3 The data

To answer these questions, we're going to need the following data:

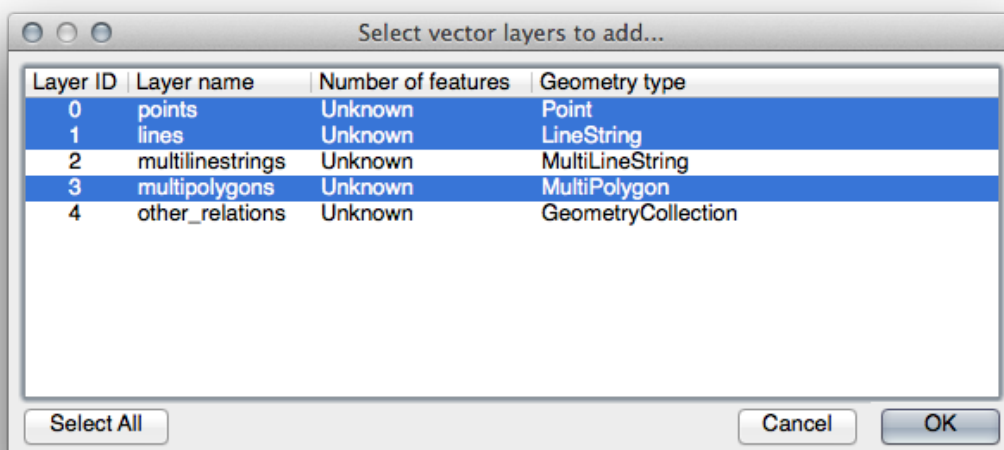
1. The residential properties (buildings) in the area.
2. The roads in and around the town.
3. The location of schools and restaurants.
4. The size of buildings.

All of this data is available through OSM and you should find that the dataset you have been using throughout this manual can also be used for this lesson. However, in order to ensure we have the complete data, we will re-download the data from OSM using QGIS' built-in OSM download tool.

Nota: Although OSM downloads have consistent data fields, the coverage and detail does vary. If you find that your chosen region does not contain information on restaurants, for example, you may need to chose a different region.

7.2.4 Follow Along: Start a Project

- Start a new QGIS project.
- Use the OpenStreetMap data download tool found in the *Vector* → *OpenStreetMap* menu to download the data for your chosen region.
- Save the data as `osm_data.osm` in your `exercise_data` folder.
- Note that the *osm* format is a type of vector data. Add this data as a vector layer as usually *Layer* → *Add vector layer...*, browse to the new `osm_data.osm` file you just downloaded. You may need to select *Show All Files* as the file format.
- Select `osm_data.osm` and click *Open*
- In the dialog which opens, select all the layers, *except* the `other_relations` and `multilinestrings` layer:



This will import the OSM data as separate layers into your map.

The data you just downloaded from OSM is in a geographic coordinate system, WGS84, which uses latitude and longitude coordinates, as you know from the previous lesson. You also learnt that to calculate distances in meters, we need to work with a projected coordinate system. Start by setting your project's coordinate system to a suitable CRS for your data, in the case of Swellendam, *WGS 84 / UTM zone 34S*:

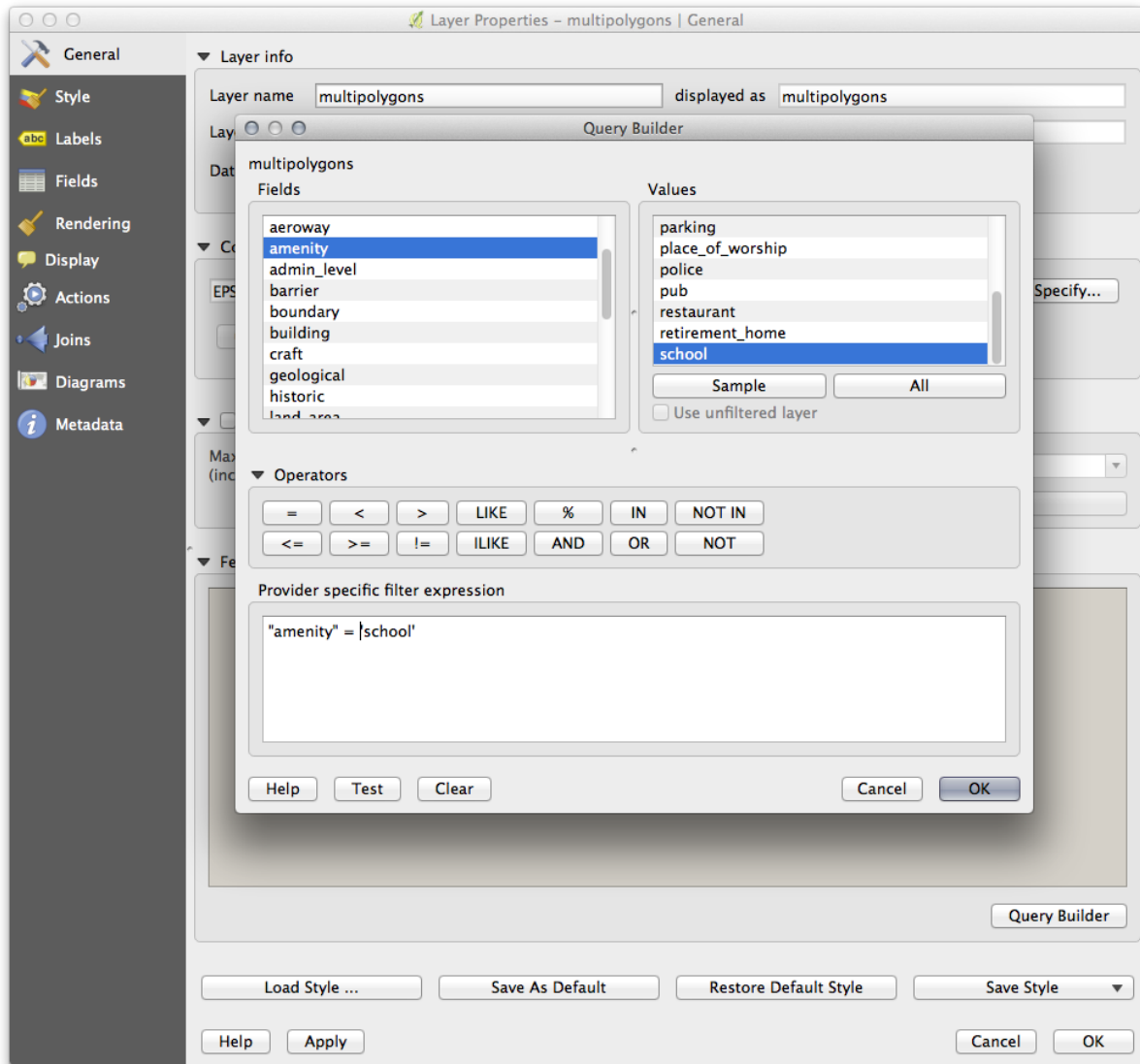
- Open the *Project Properties* dialog, select *CRS* and filter the list to find *WGS 84 / UTM zone 34S*.
- Click *OK*.

We now need to extract the information we need from the OSM dataset. We need to end up with layers representing all the houses, schools, restaurants and roads in the region. That information is inside the *multipolygons* layer and can be extracted using the information in its *Attribute Table*. We'll start with the *schools* layer:

- Right-click on the *multipolygons* layer in the *Layers list* and open the *Layer Properties*.
- Go to the *General* menu.
- Under *Feature subset* click on the [**Query Builder**] button to open the *Query builder* dialog.
- In the *Fields* list on the left of this dialog until you see the field *amenity*.
- Click on it once.
- Click the *All* button underneath the *Values* list:

Now we need to tell QGIS to only show us the polygons where the value of *amenity* is equal to *school*.

- Double-click the word *amenity* in the *Fields* list.
- Watch what happens in the *Provider specific filter expression* field below:



The word "amenity" has appeared. To build the rest of the query:

- Click the = button (under *Operators*).
- Double-click the value school in the *Values* list.
- Click OK twice.

This will filter OSM's multipolygons layer to only show the schools in your region. You can now either:

- Rename the filtered OSM layer to schools and re-import the multipolygons layer from osm_data.osm, OR
- Duplicate the filtered layer, rename the copy, clear the Query Builder and create your new query in the *Query Builder*.

7.2.5 Try Yourself Extract Required Layers from OSM

Using the above technique, use the Query Builder tool to extract the remaining data from OSM to create the following layers:

- roads (from OSM's lines layer)
- restaurants (from OSM's multipolygons layer)

- houses (from OSM's multipolygons layer)

You may wish to re-use the roads .shp layer you created in earlier lessons.

Check your results

- Save your map under *exercise_data*, as *analysis.qgs* (this map will be used in future modules).
- In your operating system's file manager, create a new folder under *exercise_data* and call it *residential_development*. This is where you'll save the datasets that will be the results of the analysis functions.

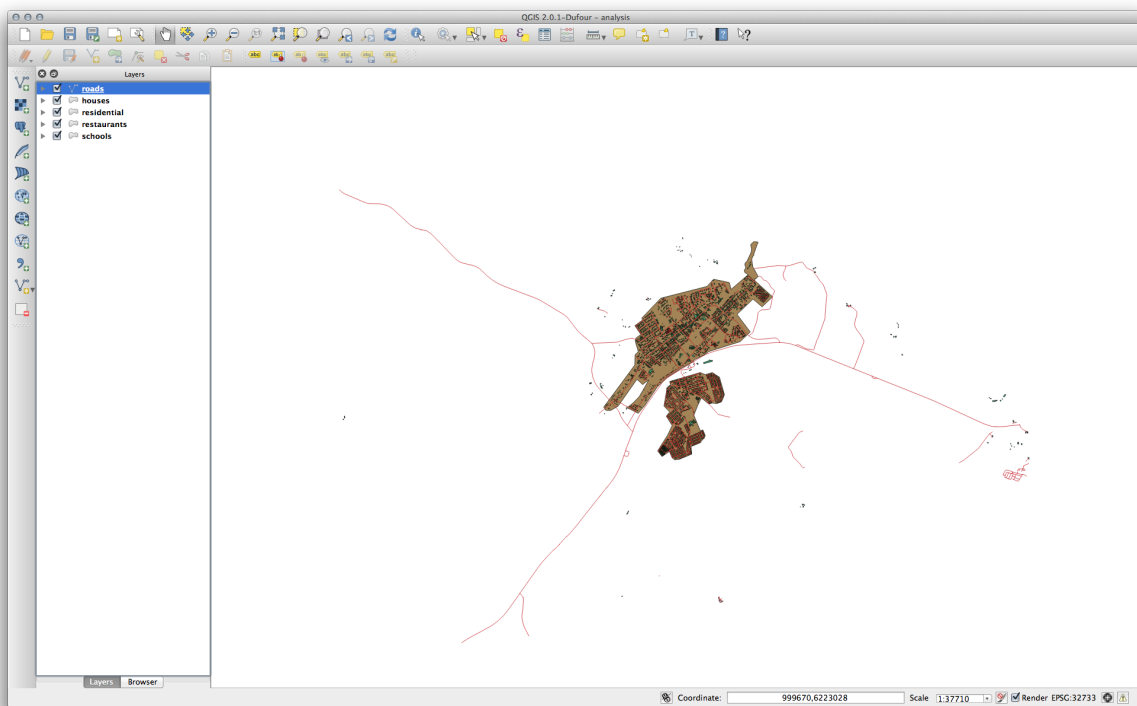
7.2.6 Try Yourself Find important roads

Some of the roads in OSM's dataset are listed as unclassified, tracks, path and footway. We want to exclude these from our roads dataset.

- Open the Query Builder for the roads layer, click *Clear* and build the following query:
`"highway" != 'NULL' AND "highway" != 'unclassified' AND "highway" != 'track' AND "highway" != 'path' AND "highway" != 'footway'`

You can either use the approach above, where you double-clicked values and clicked buttons, or you can copy and paste the command above.

This should immediately reduce the number of roads on your map:



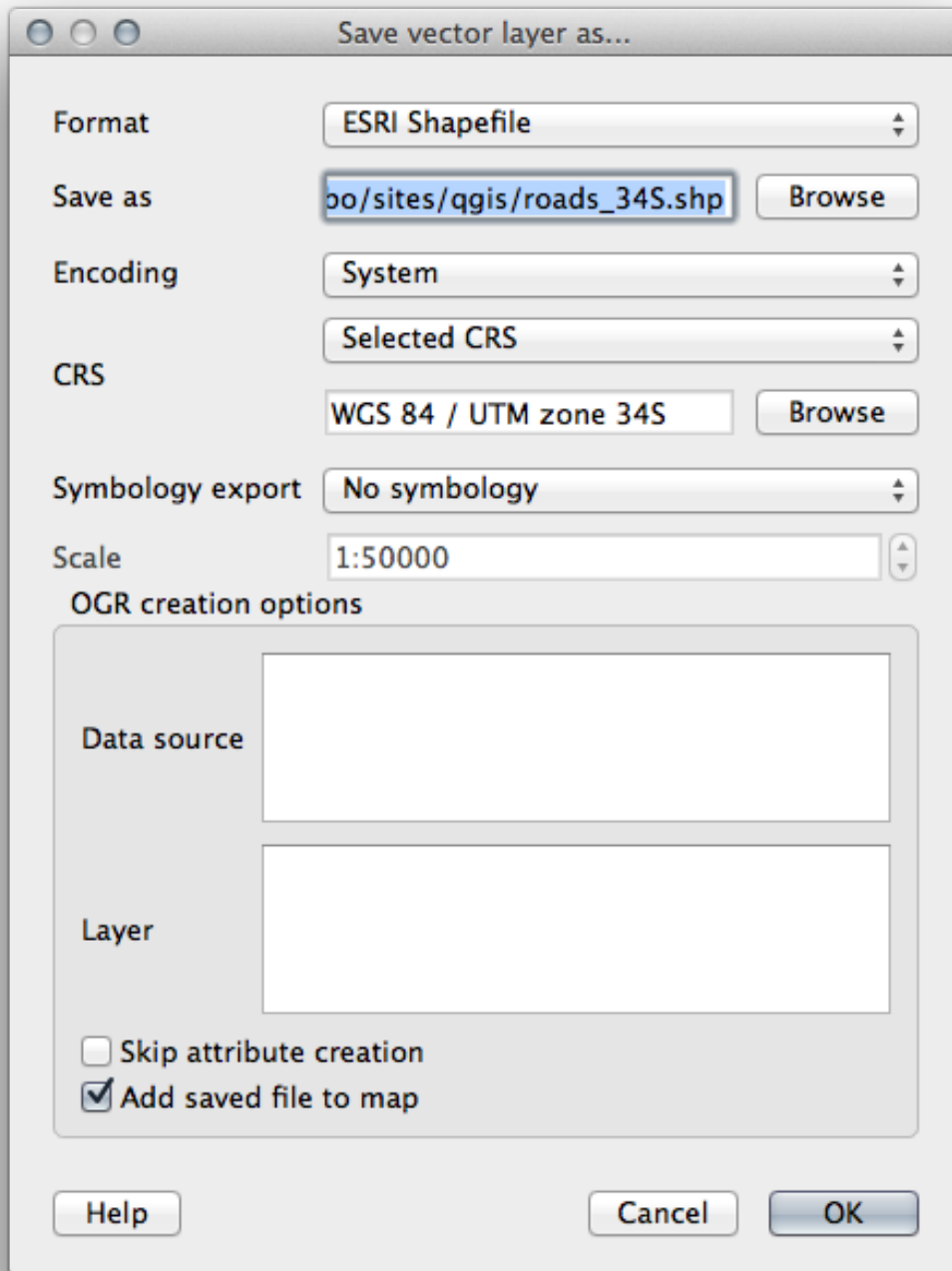
7.2.7 Try Yourself Convert Layers' CRS

Because we are going to be measuring distances within our layers, we need to change the layers' CRS. To do this, we need to select each layer in turn, save the layer to a new shapefile with our new projection, then import that new layer into our map.

Nota: In this example, we are using the *WGS 84 / UTM zone 34S* CRS, but you may use a UTM CRS which is

more appropriate for your region.

- Right click the roads layer in the Layers panel.
- Click Save as...
- In the Save Vector As dialog, choose the following settings and click *Ok* (making sure you select Add saved file to map):



The new shapefile will be created and the resulting layer added to your map.

Nota: If you don't have activated *Enable 'on the fly' CRS transformation* or the *Automatically enable 'on the fly' reprojection if layers have different CRS settings* (see previous lesson), you might not be able to see the new layers you just added to the map. In this case, you can focus the map on any of the layers by right click on any layer and click *Zoom to layer extent*, or just enable any of the mentioned 'on the fly' options.

- Remove the old `roads` layer.

Repeat this process for each layer, creating a new shapefile and layer with “_34S” appended to the original name and removing each of the old layers.

Once you have completed the process for each layer, right click on any layer and click *Zoom to layer extent* to focus the map to the area of interest.

Now that we have converted OSM's data to a UTM projection, we can begin our calculations.

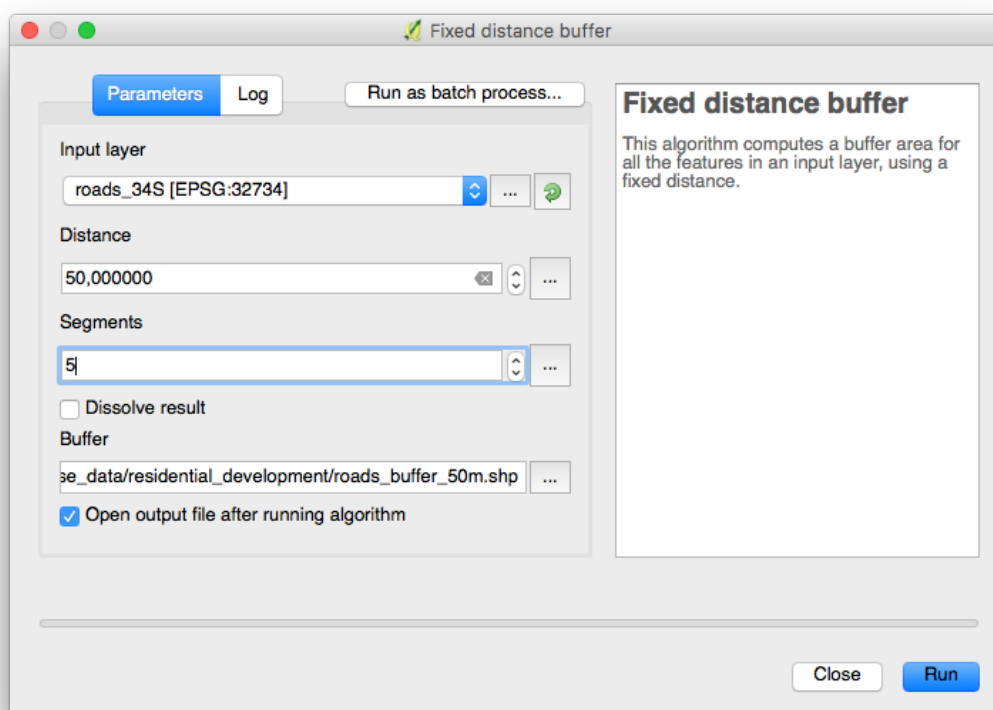
7.2.8 Follow Along: Analyzing the Problem: Distances From Schools and Roads

QGIS allows you to calculate distances from any vector object.

- Make sure that only the `roads_34S` and `houses_34S` layers are visible, to simplify the map while you're working.
- Click on the *Vector* → *Geoprocessing Tools* → *Fixed distance buffer* tool:

This gives you a new dialog.

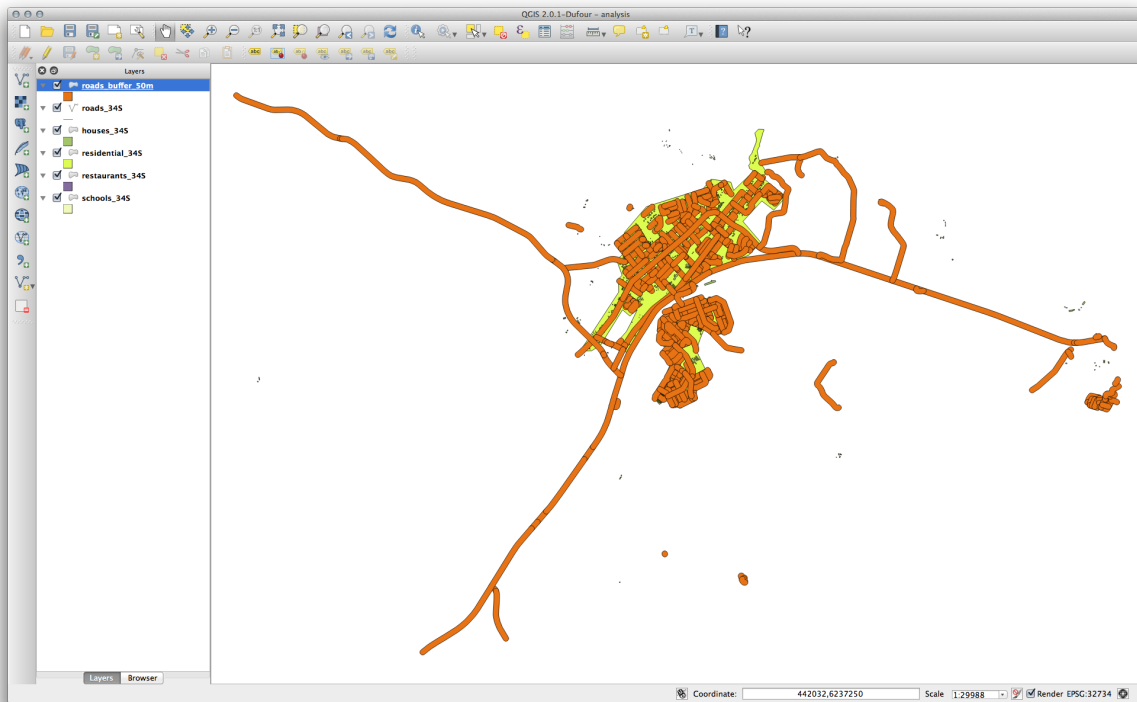
- Set it up like this:



The *Distance* is in meters because our input dataset is in a Projected Coordinate System that uses meter as its basic measurement unit. This is why we needed to use projected data.

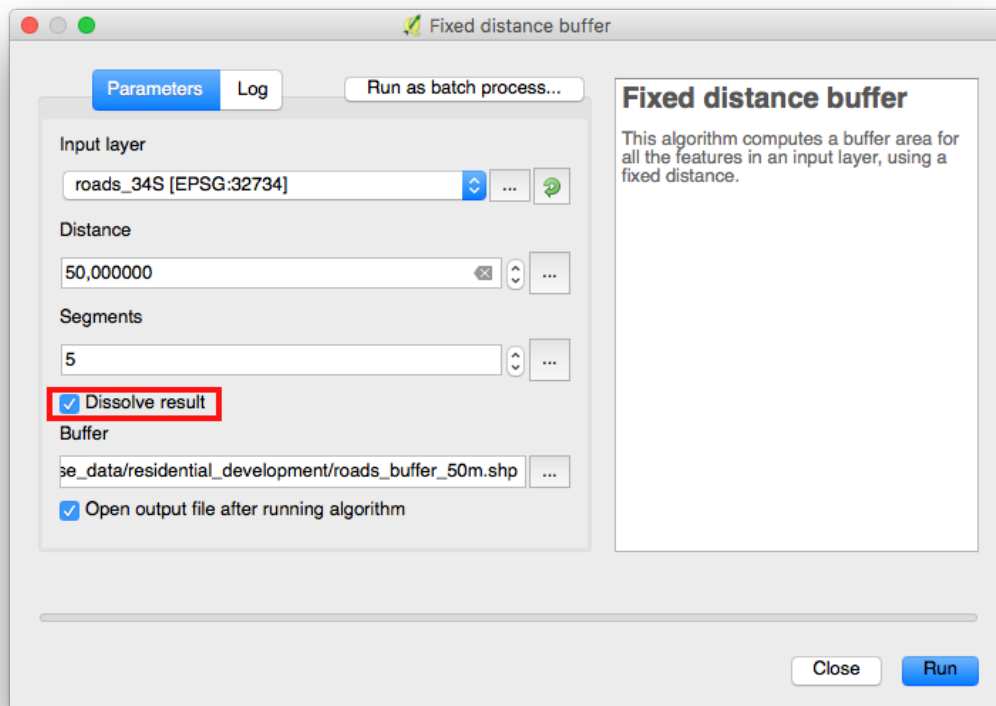
- Save the resulting layer under `exercise_data/residential_development/` as `roads_buffer_50m.shp`.
- Click *OK* and it will create the buffer.
- When it asks you if it should “add the new layer to the TOC”, click *Yes*. (“TOC” stands for “Table of Contents”, by which it means the *Layers list*).
- Close the *Fixed distance buffer* dialog.

Now your map will look something like this:



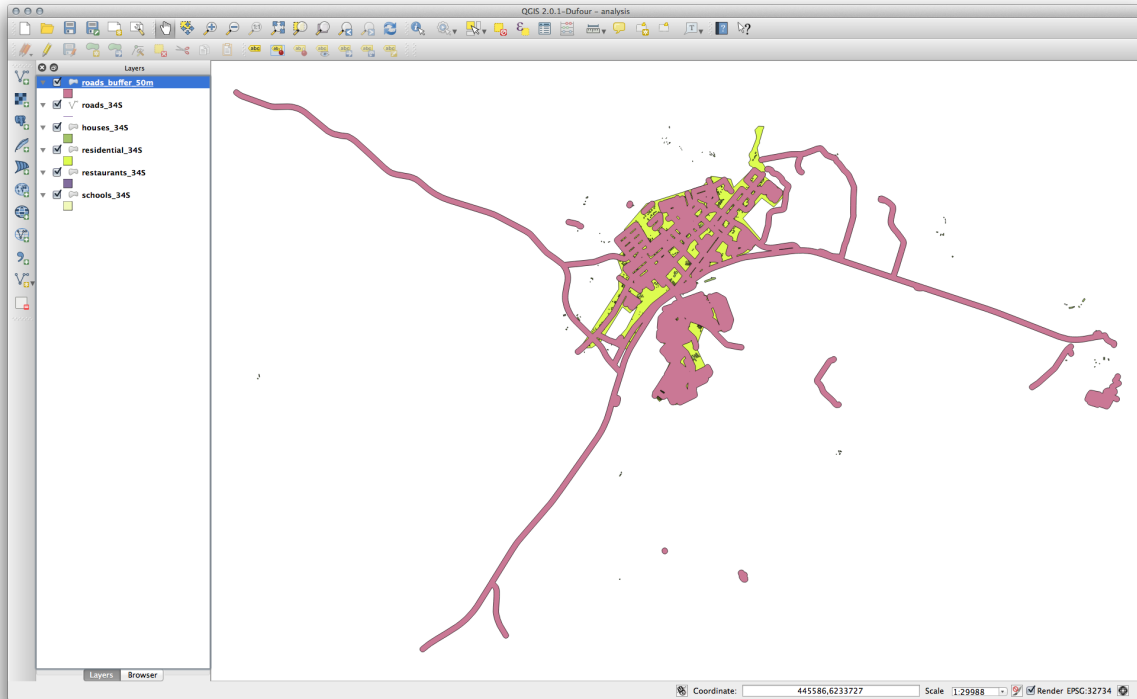
If your new layer is at the top of the *Layers* list, it will probably obscure much of your map, but this gives us all the areas in your region which are within 50m of a road.

However, you’ll notice that there are distinct areas within our buffer, which correspond to all the individual roads. To get rid of this problem, remove the layer and re-create the buffer using the settings shown here:



- Note that we're now checking the *Dissolve result* box.
- Save the output under the same name as before (click *Yes* when it asks your permission to overwrite the old one).
- Click *OK* and close the *Fixed distance buffer* dialog again.

Once you've added the layer to the *Layers list*, it will look like this:



Now there are no unnecessary subdivisions.

7.2.9 Try Yourself Distance from schools

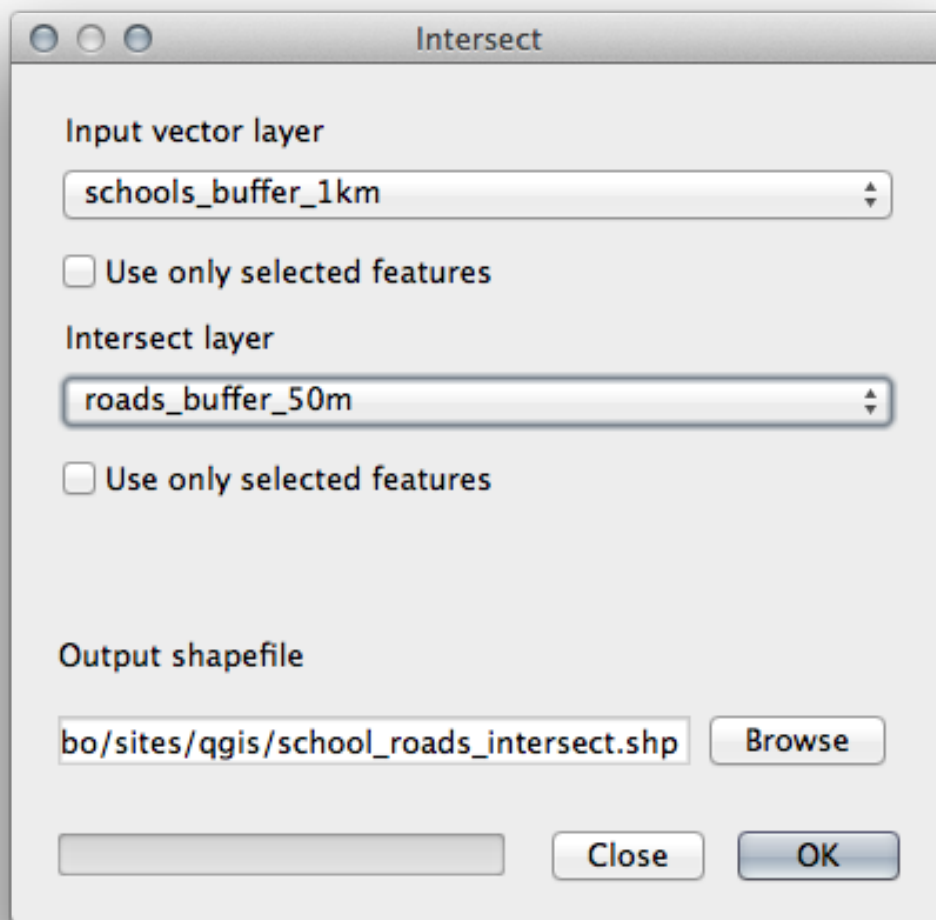
- Use the same approach as above and create a buffer for your schools.

It needs to be 1 km in radius, and saved under the usual directory as `schools_buffer_1km.shp`.

Check your results

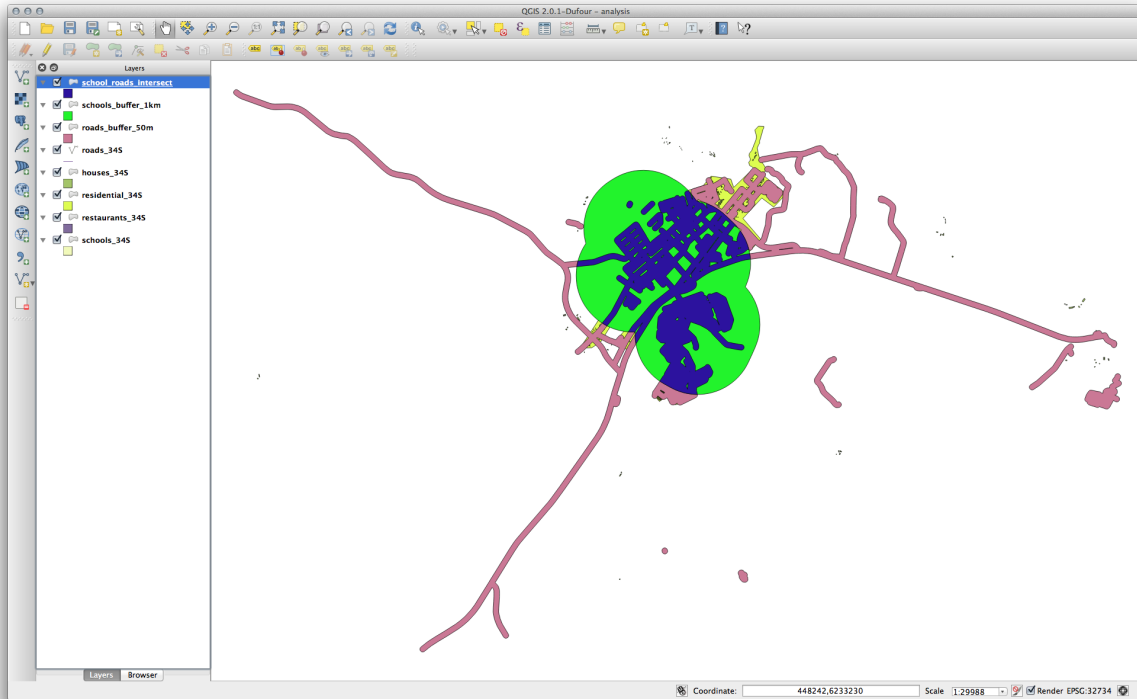
7.2.10 Follow Along: Overlapping Areas

Now we have areas where the road is 50 meters away and there's a school within 1 km (direct line, not by road). But obviously, we only want the areas where both of these criteria are satisfied. To do that, we'll need to use the *Intersect* tool. Find it under *Vector* → *Geoprocessing Tools* → *Intersect*. Set it up like this:

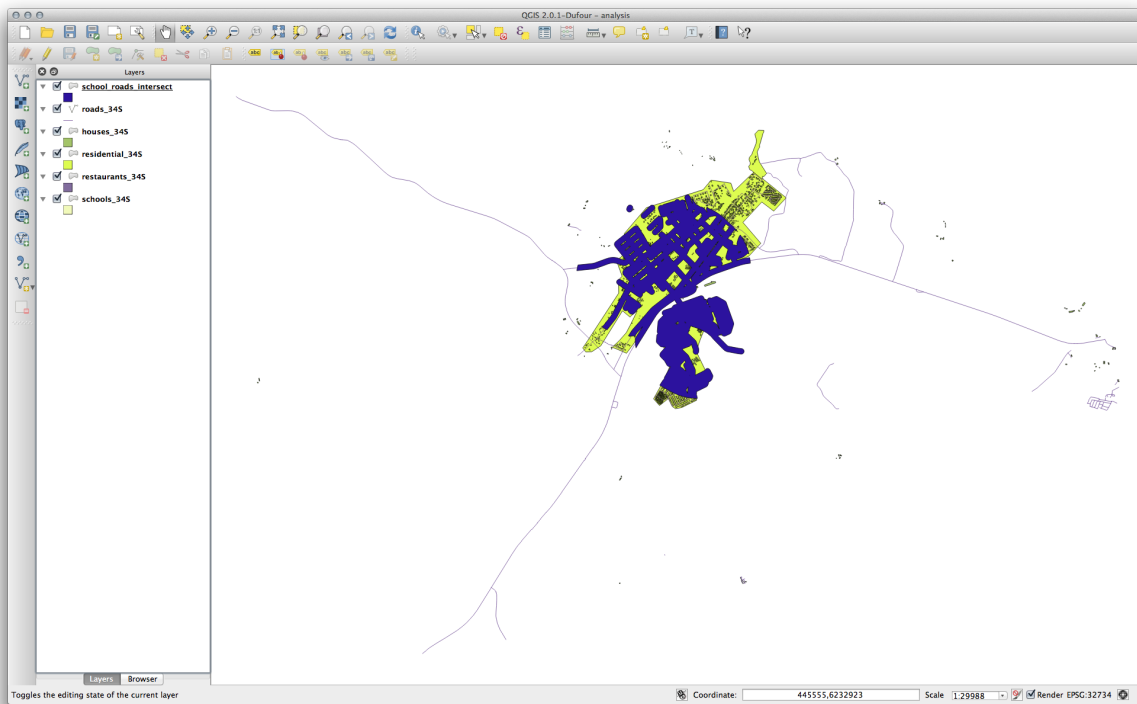


The two input layers are the two buffers; the save location is as usual; and the file name is `road_school_buffers_intersect.shp`. Once it's set up like this, click *OK* and add the layer to the *Layers list* when prompted.

In the image below, the blue areas show us where both distance criteria are satisfied at once!



You may remove the two buffer layers and only keep the one that shows where they overlap, since that's what we really wanted to know in the first place:

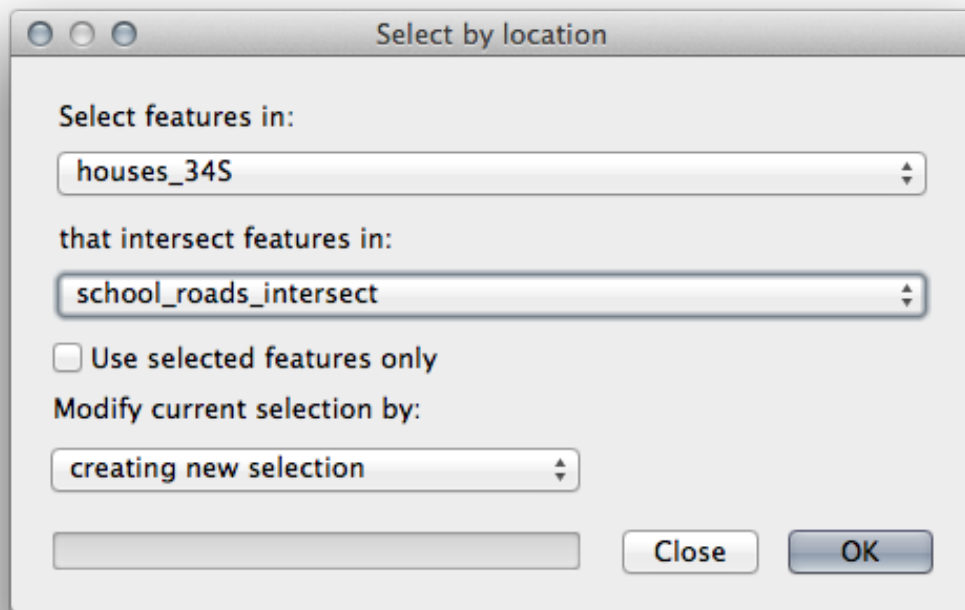


7.2.11 Follow Along: Select the Buildings

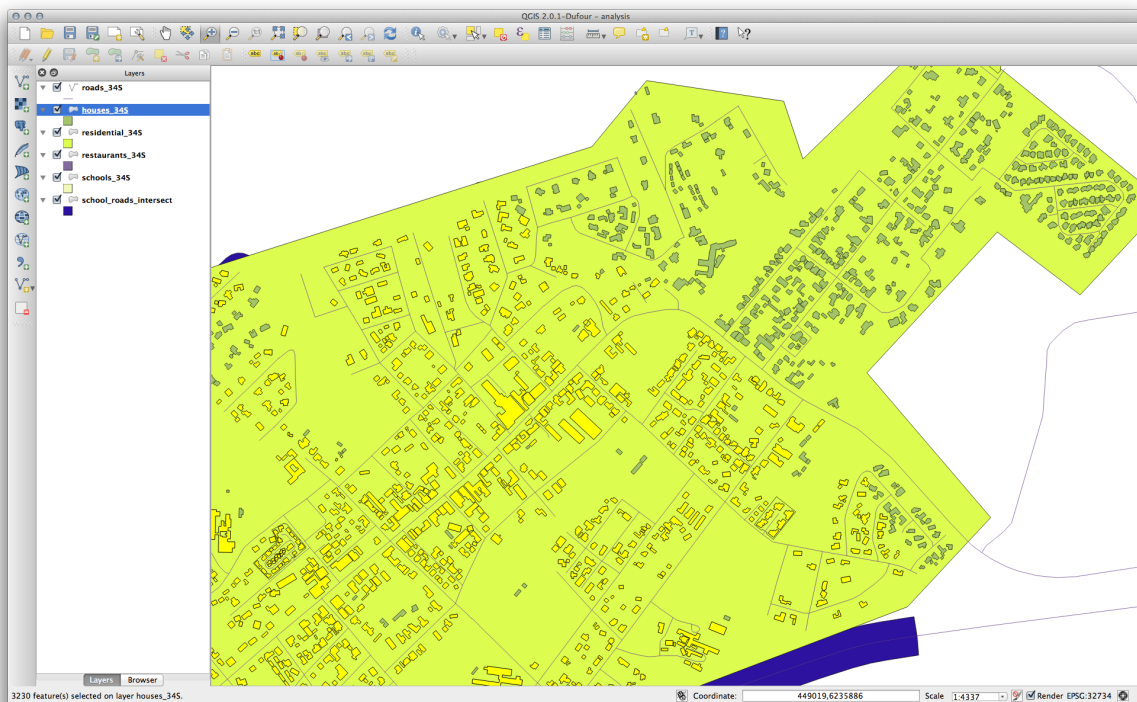
Now you've got the area that the buildings must overlap. Next, you want to select the buildings in that area.

- Click on the menu entry *Vector* → *Research Tools* → *Select by location*. A dialog will appear.

- Set it up like this:

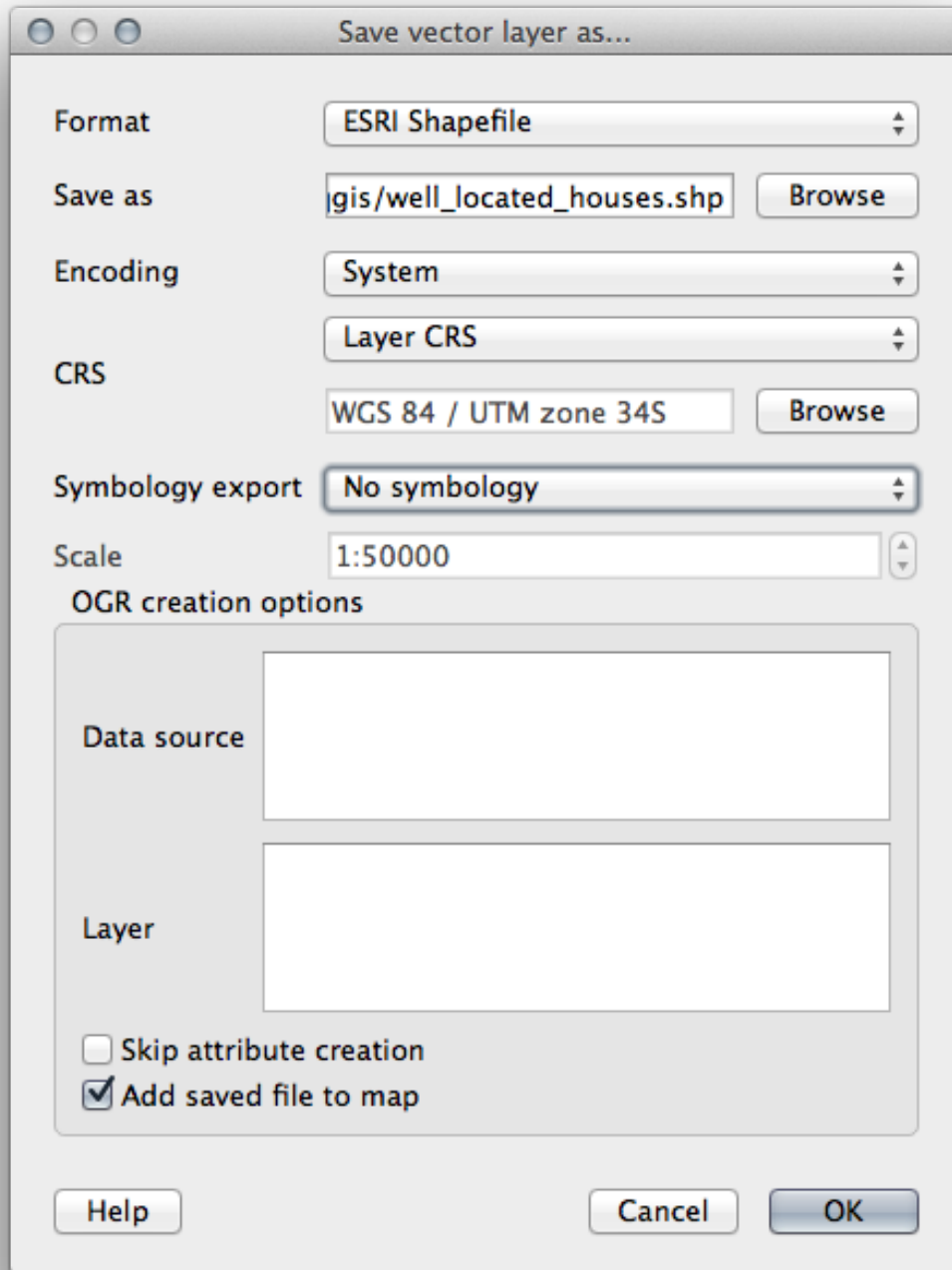


- Click *OK*, then *Close*.
- You'll probably find that not much seems to have changed. If so, move the `school_roads_intersect` layer to the bottom of the layers list, then zoom in:



The buildings highlighted in yellow are those which match our criteria and are selected, while the buildings in green are those which do not. We can now save the selected buildings as a new layer.

- Right-click on the *houses_34S* layer in the *Layers list*.
- Select *Save Selection As...*
- Set the dialog up like this:



- The file name is `well_located_houses.shp`.
- Click *OK*.

Now you have the selection as a separate layer and can remove the `houses_34S` layer.

7.2.12 Try Yourself Further Filter our Buildings

We now have a layer which shows us all the buildings within 1km of a school and within 50m of a road. We now need to reduce that selection to only show buildings which are within 500m of a restaurant.

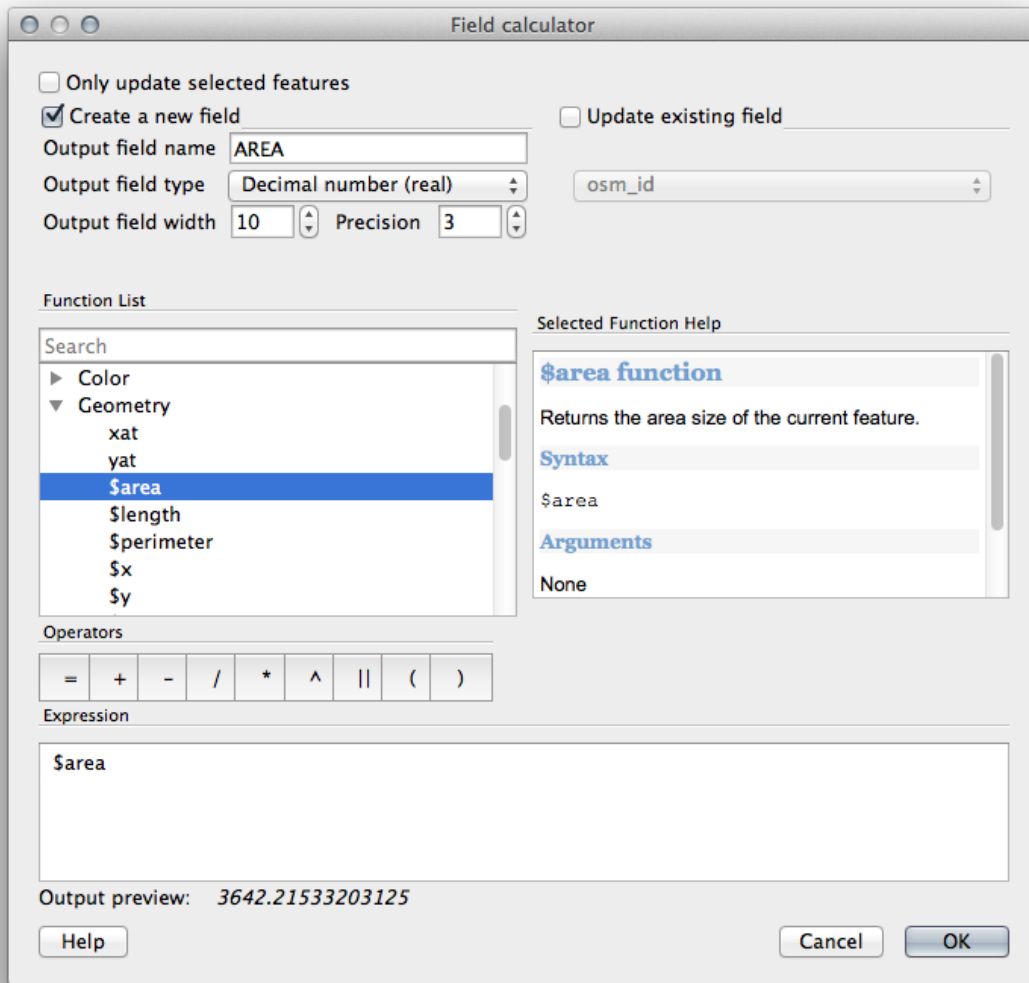
Using the processes described above, create a new layer called `houses_restaurants_500m` which further filters your `well_located_houses` layer to show only those which are within 500m of a restaurant.

Check your results

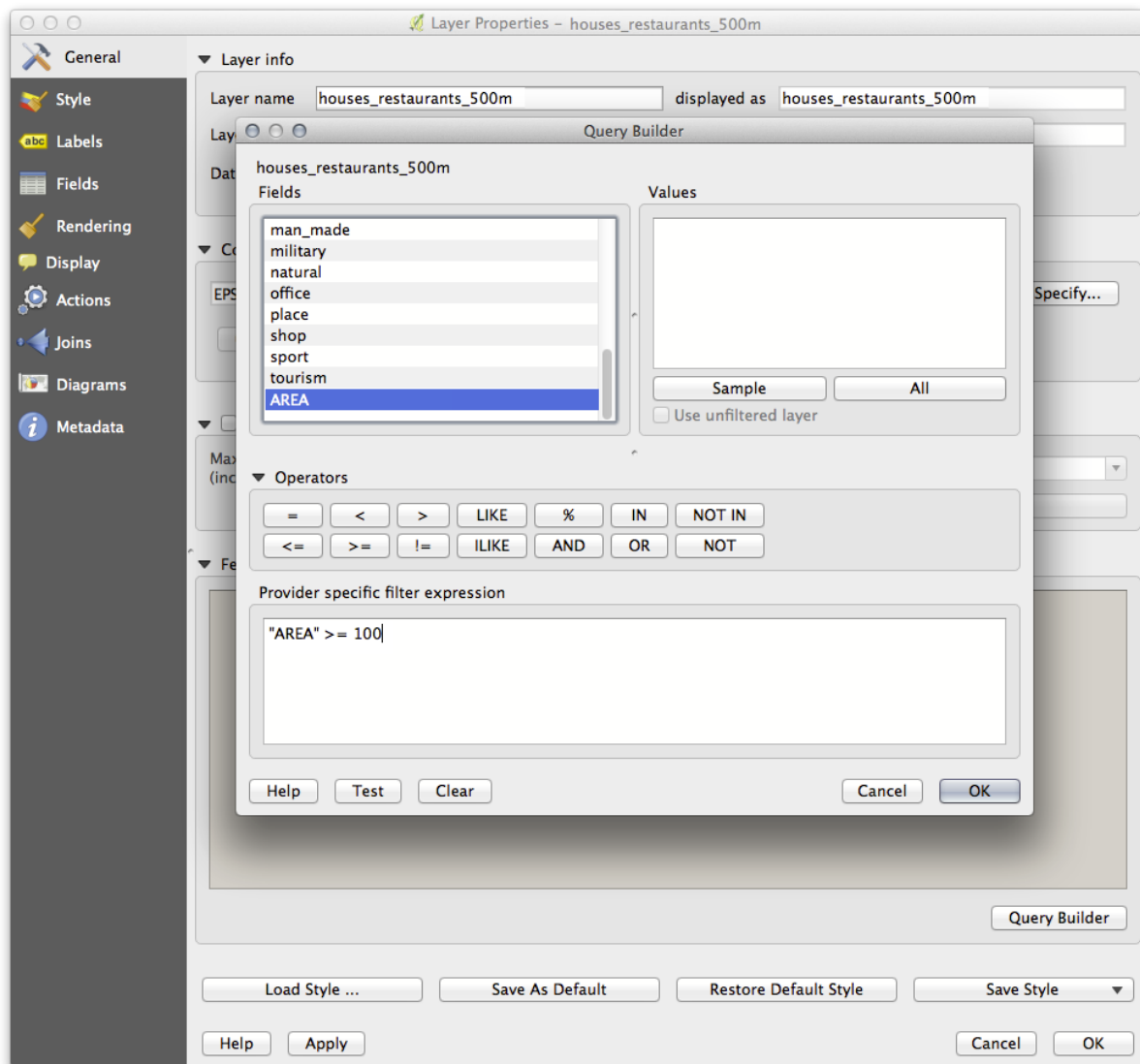
7.2.13 Follow Along: Select Buildings of the Right Size

To see which buildings are the correct size (more than 100 square meters), we first need to calculate their size.

- Open the attribute table for the `houses_restaurants_500m` layer.
- Enter edit mode and open the field calculator.
- Set it up like this:



- If you can't find *AREA* in the list, try creating a new field as you did in the previous lesson of this module.
- Click *OK*.
- Scroll to the right of the attribute table; your *AREA* field now has areas in metres for all the buildings in your *houses_restaurants_500m* layer.
- Click the edit mode button again to finish editing, and save your edits when prompted.
- Build a query as earlier in this lesson:



- Click *OK*. Your map should now only show you those buildings which match our starting criteria and which are more than 100m squared in size.

7.2.14 |base| Try Yourself

- Save your solution as a new layer, using the approach you learned above for doing so. The file should be saved under the usual directory, with the name `solution.shp`.

7.2.15 In Conclusion

Using the GIS problem-solving approach together with QGIS vector analysis tools, you were able to solve a problem with multiple criteria quickly and easily.

7.2.16 What's Next?

In the next lesson, we'll look at how to calculate the shortest distance along the road from one point to another.

7.3 Lesson: Network Analysis

Calculating the shortest distance between two points is a commonly cited use for GIS. QGIS ships with this tool, but it's not visible by default. In this brief lesson, we'll show you what you need to get started.

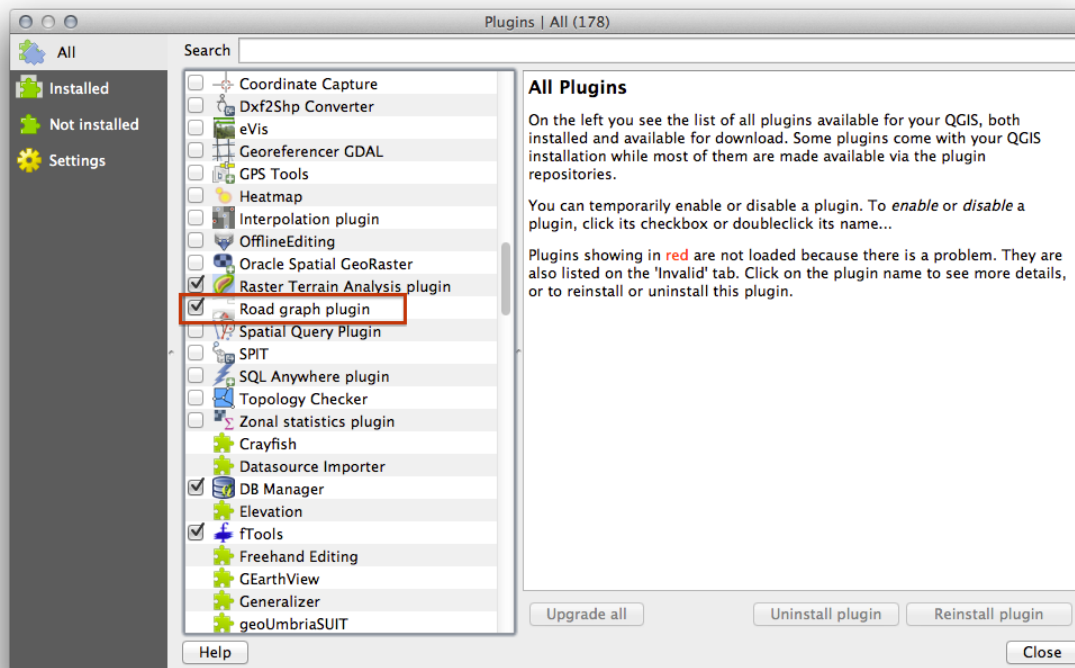
The goal for this lesson: To activate, configure and use the *Road Graph* plugin.

7.3.1 Follow Along: Activate the Tool

QGIS has many plugins that add to its basic functions. Many of these plugins are so useful that they ship along with the program straight out of the box. They're still hidden by default, though. So in order to use them, you need to activate them first.

To activate the *Road Graph* plugin:

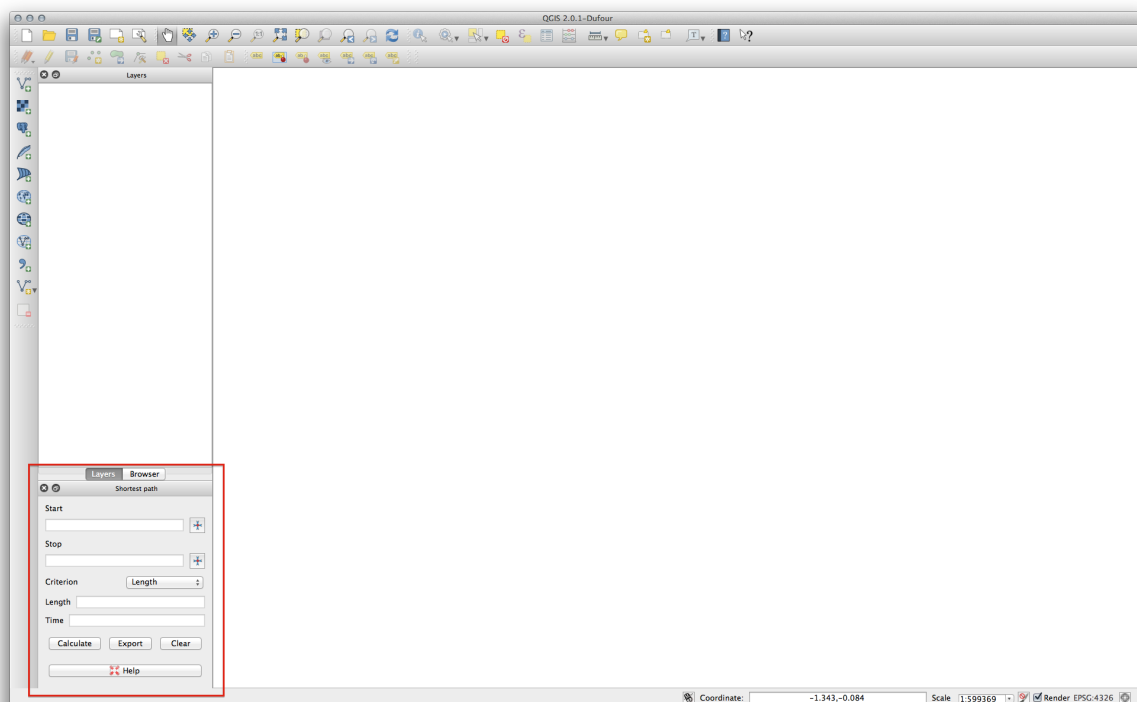
- Start the *Plugin Manager* by clicking on the QGIS main window's menu item *Plugins* → *Manage and Install Plugins...* A dialog appears.
- Select the plugin like this:



- Click *Close* on the *Plugin Manager* dialog.

Nota: If you do not see the plugin in your interface, go to *View* → *Panels* and ensure that *Shortest path* has a check mark next to it.

This panel will appear in your interface:

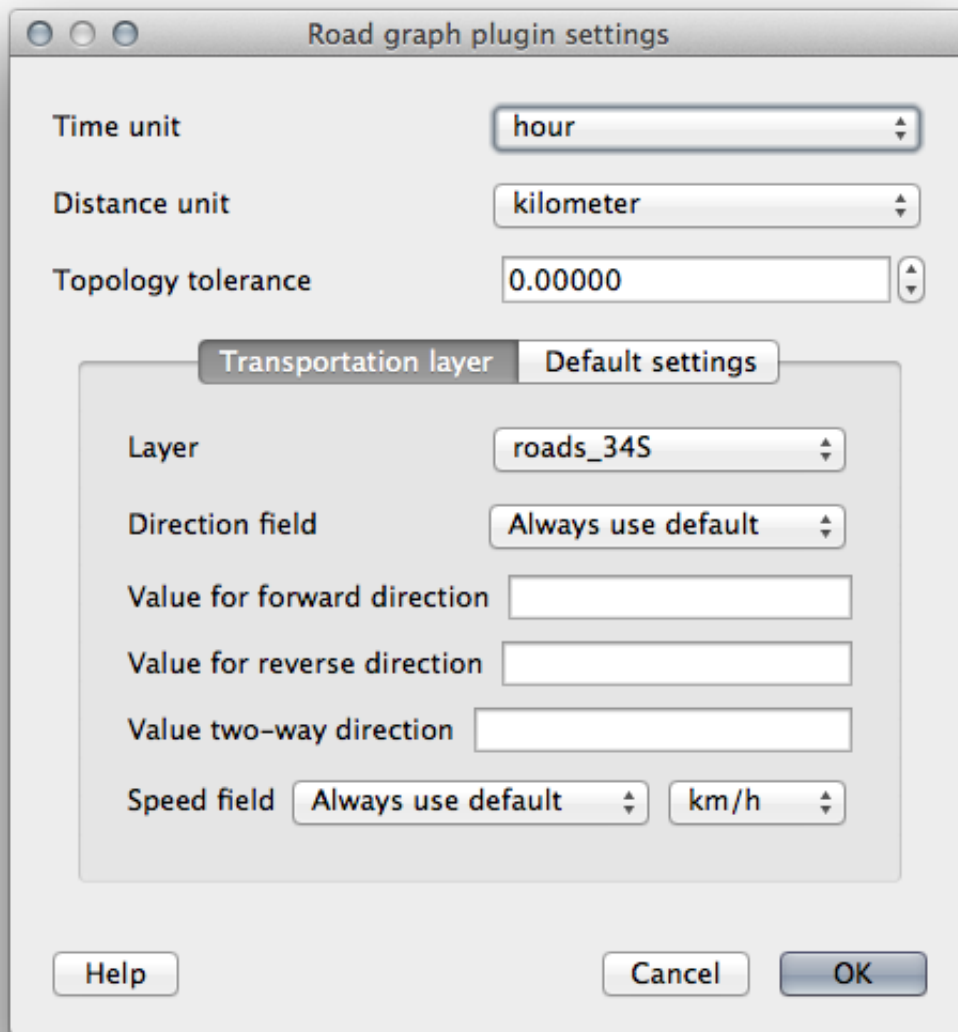


7.3.2 Follow Along: Configure the Tool

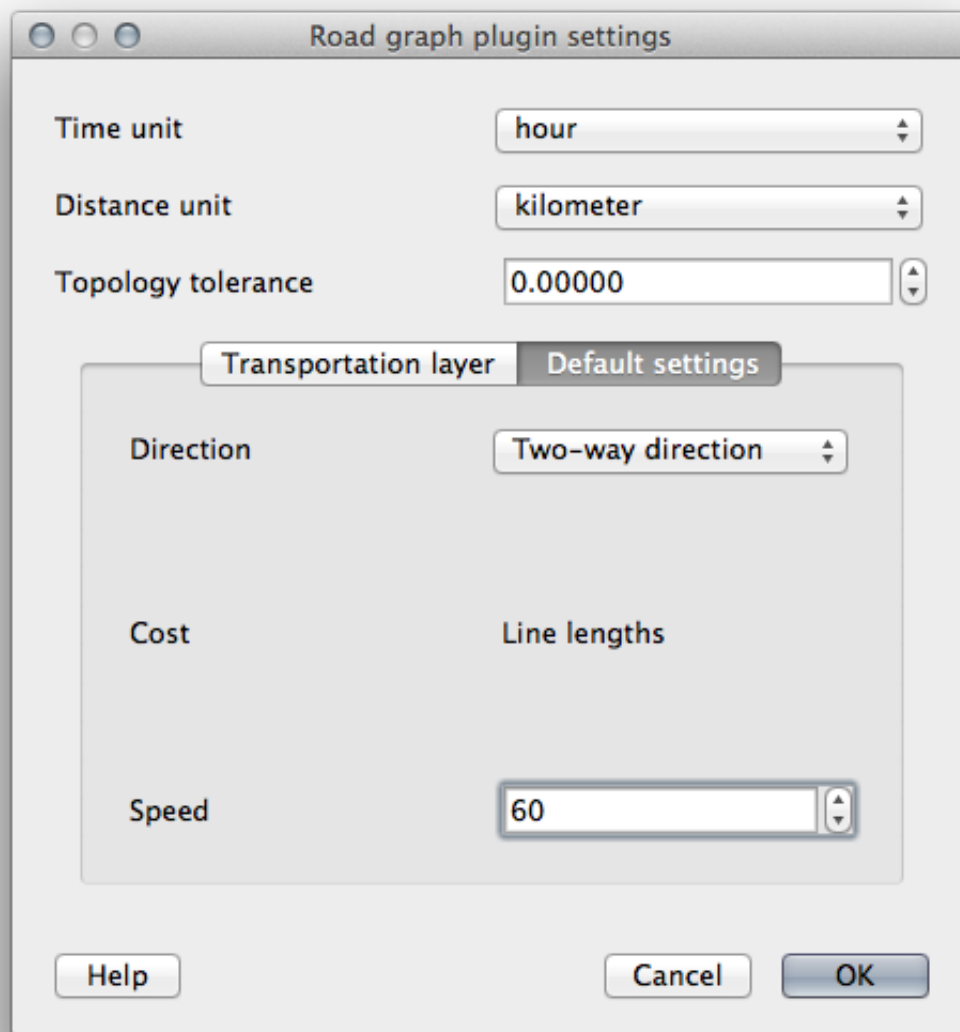
To have a layer to calculate on, first save your current map. If you haven't already done so, save your `roads_34S` layer to a shapefile by right-clicking the layer and selecting *Save as...* Create a new map and load this layer into it.

Since so many different configurations are possible when analyzing networks, the plugin doesn't assume anything before you've set it up. This means that it won't do anything at all if you don't set it up first.

- Click on the menu item *Vector* → *Road graph* → *settings*. A dialog will appear.
- Make sure it's set up like this (use defaults unless otherwise specified):



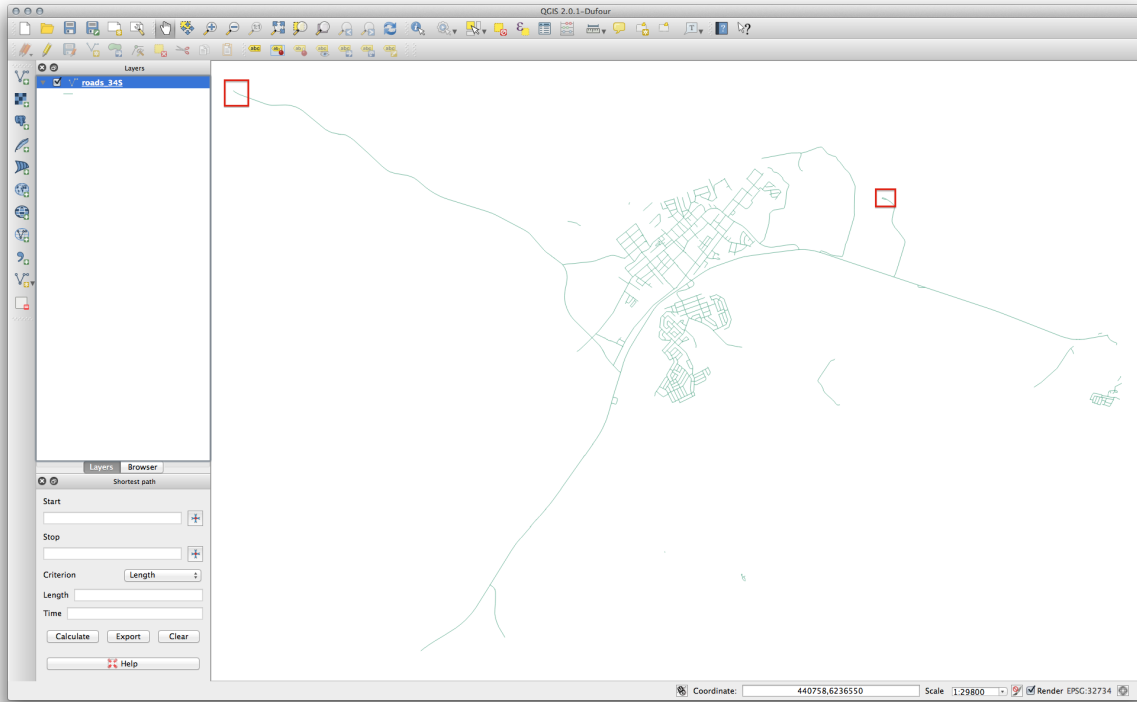
- *Time unit: hour*
- *Distance unit: kilometer*
- *Layer: roads_34S*
- *Speed field: Always use default / km/h*



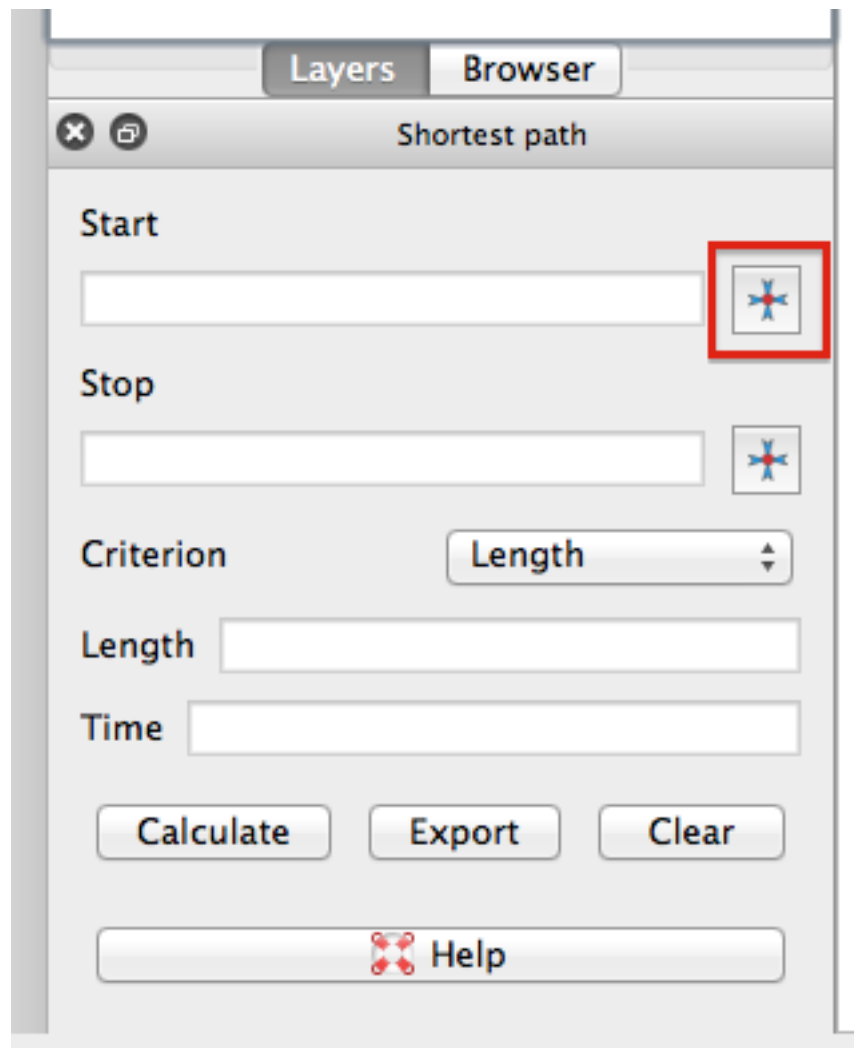
- *Direction: Two-way direction*
- *Speed: 60*

7.3.3 Follow Along: Use the Tool

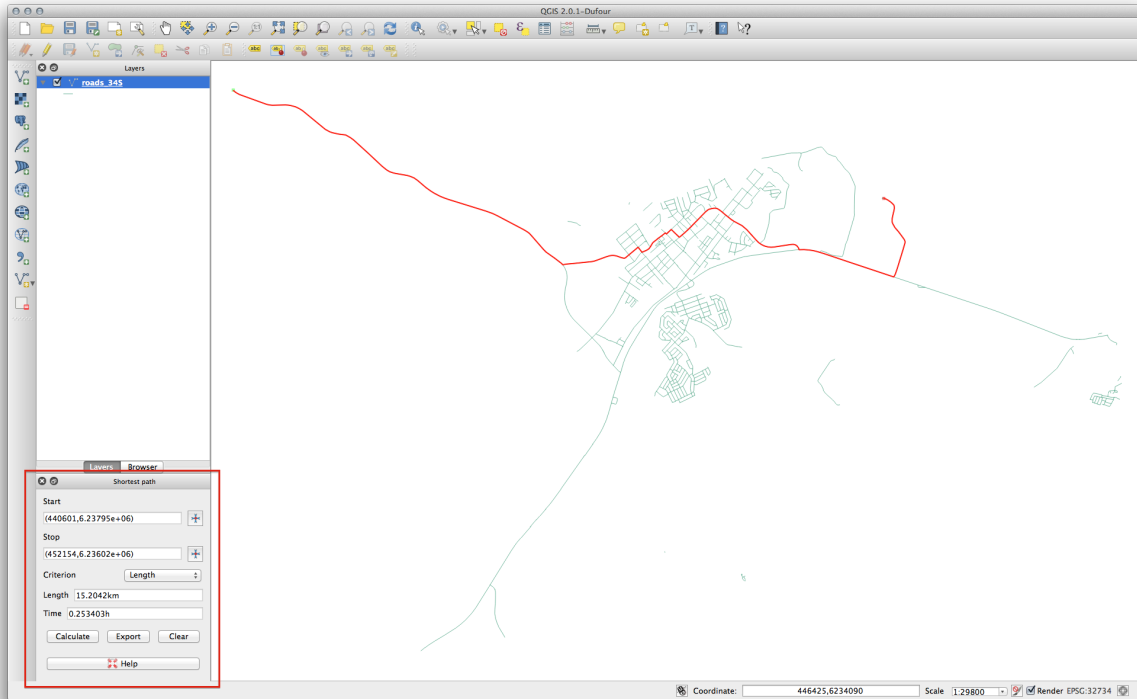
Find two points, on roads, on your map. They do not need to have any significance, but they should be connected by roads and separated by a reasonable distance:



- In the plugin panel, click on the *Capture Point* button next to the *Start* field:



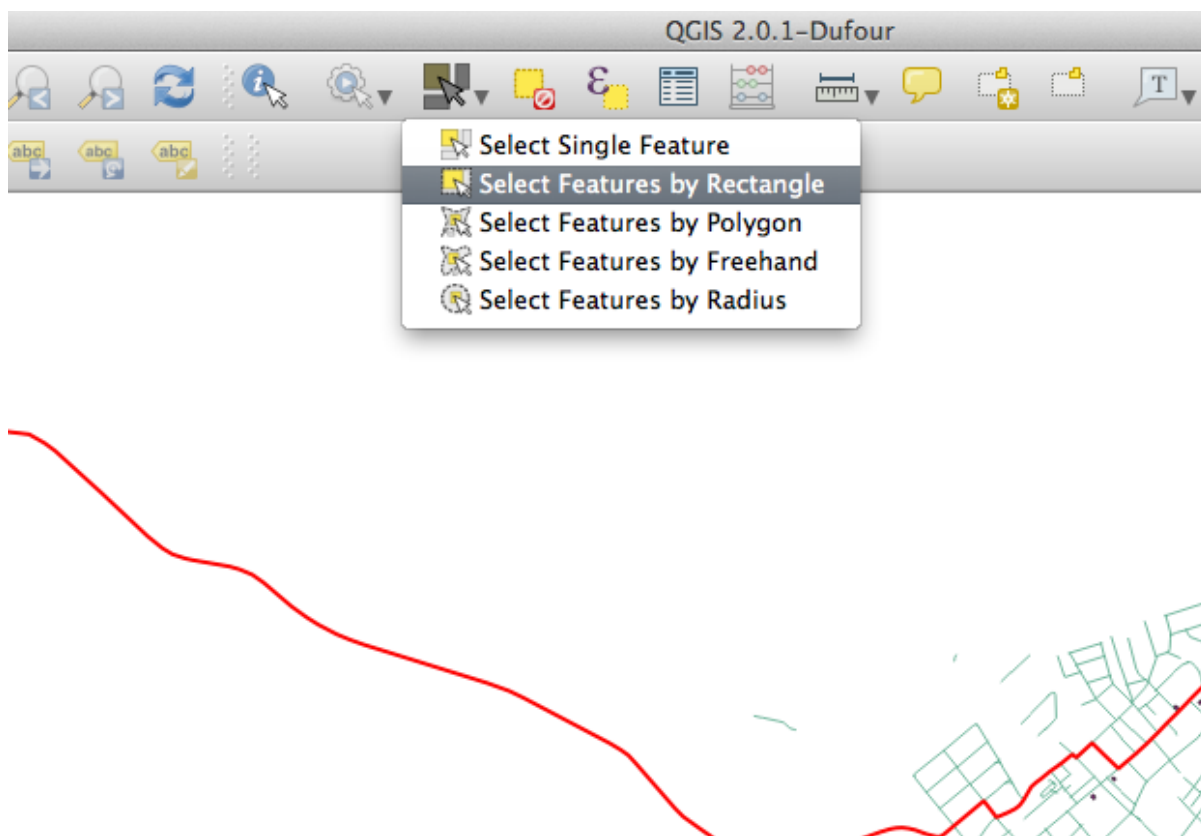
- Click on your chosen start point.
- Use the *Capture Point* button next to the *Stop* field and capture your chosen end point.
- Click on the *Calculate* button to see the solution:



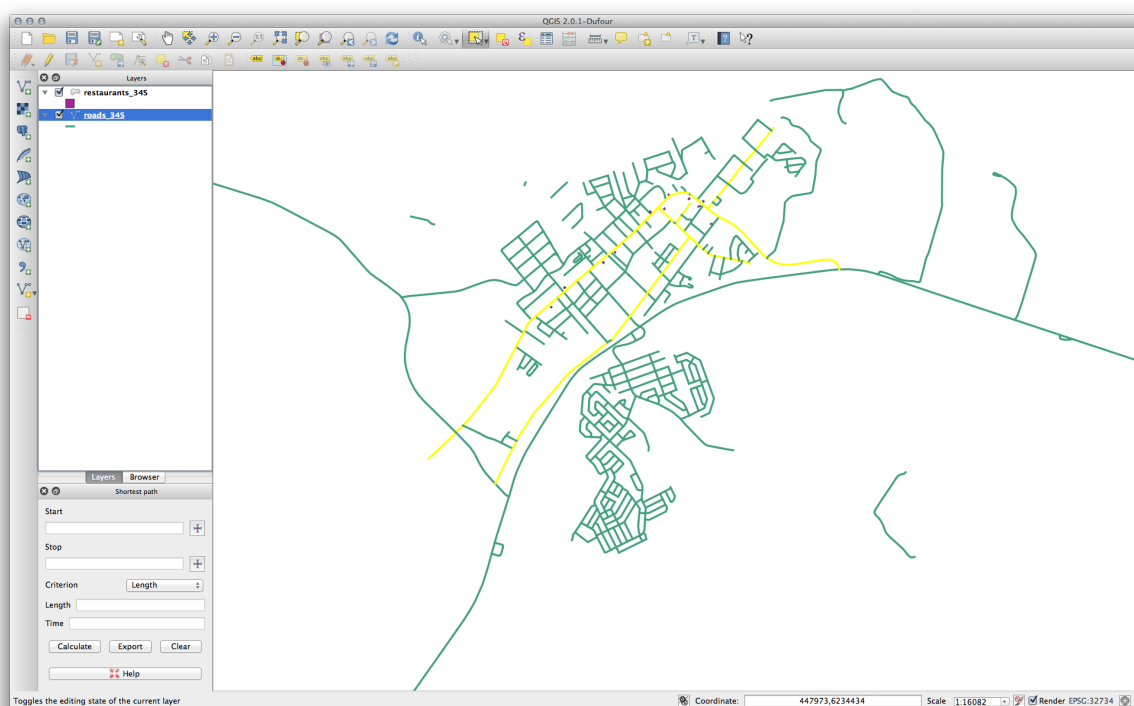
7.3.4 Follow Along: Using Criteria

Nota: Section developed by Linfiniti and S Motala (Cape Peninsula University of Technology)

- Add your `restaurants_34S` layer to the map (extract it from your analysis map if necessary).
- Open the attribute table for the `roads_34S` layer and enter edit mode.
- Add a new column with the name `SPEED`, and give it the type *Whole number (integer)* with a width of 3.
- In the main window, activate the *Select Features by Rectangle* tool:

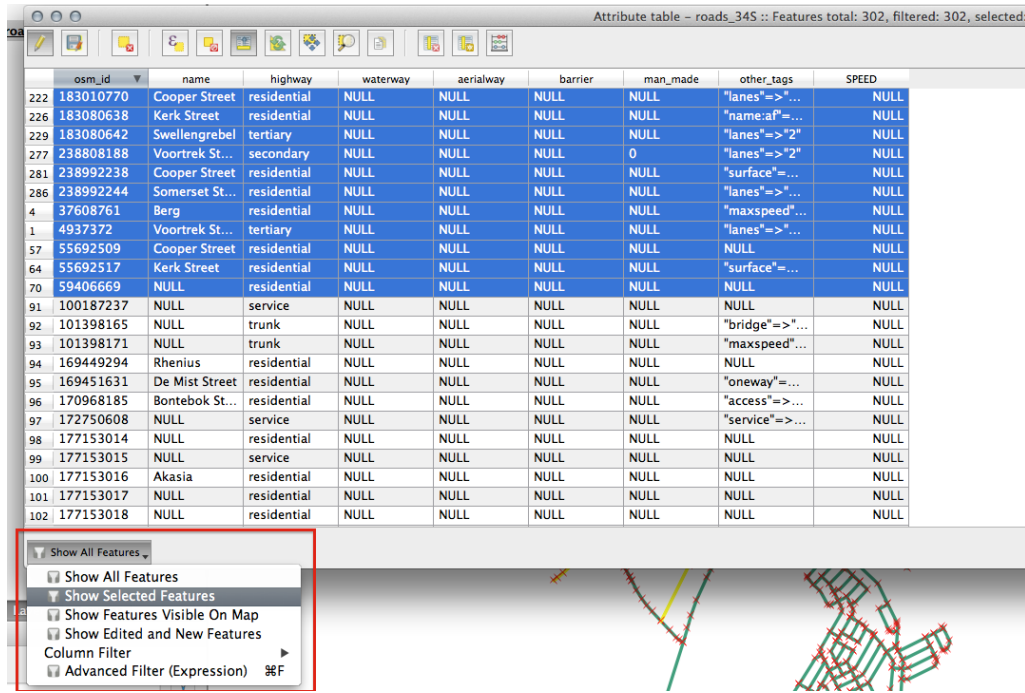


- Select any main roads in urban - but not residential - areas:

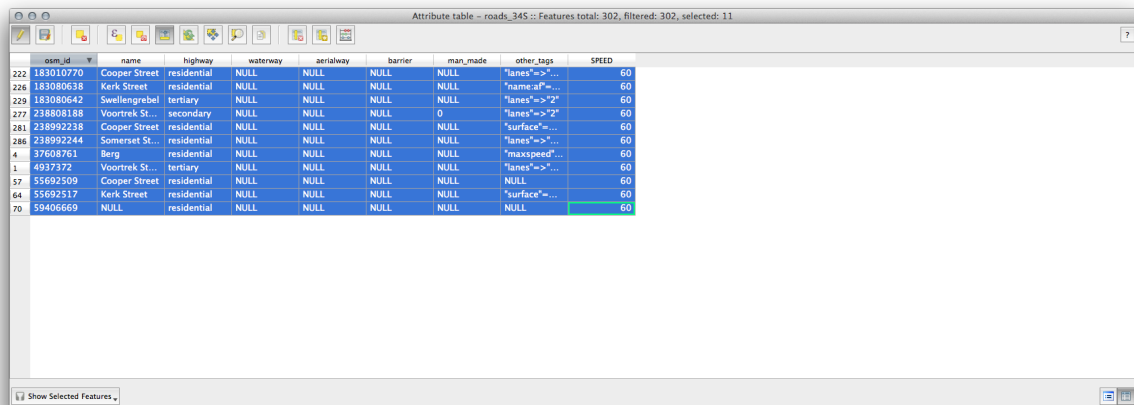


(To select more than one road, hold the `ctrl` button and drag a box across any road that you want to include in the selection.)

- In the attribute table, select *Show selected features*.

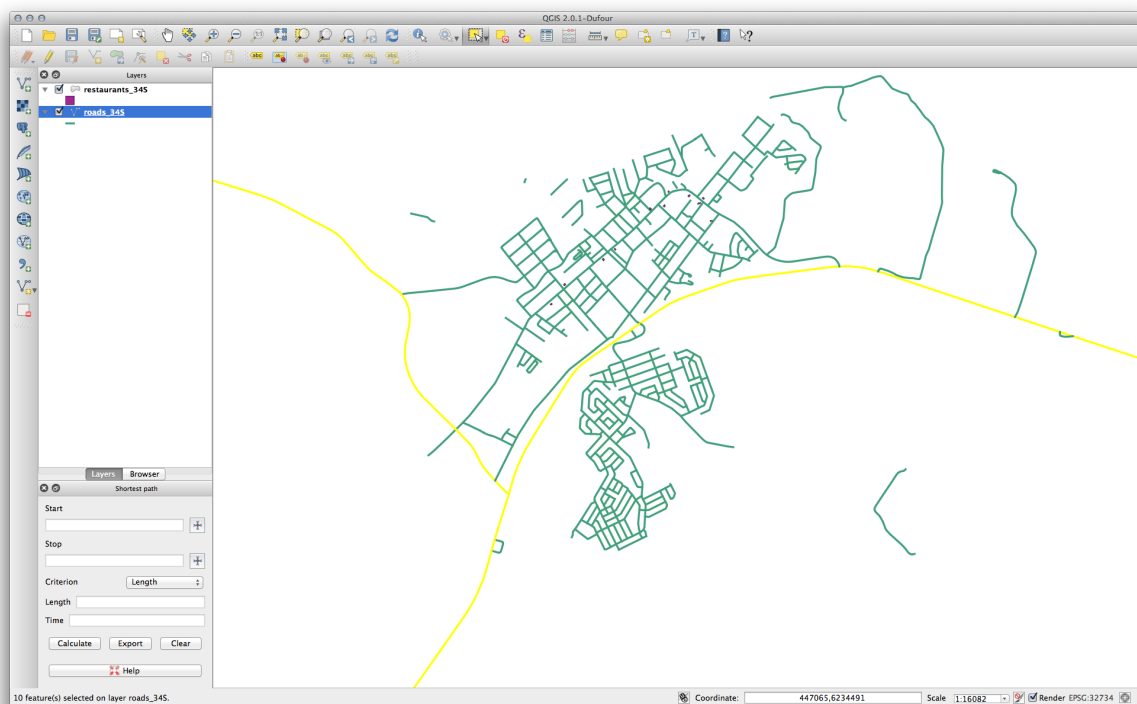


- Set the SPEED value for all the selected streets to 60:

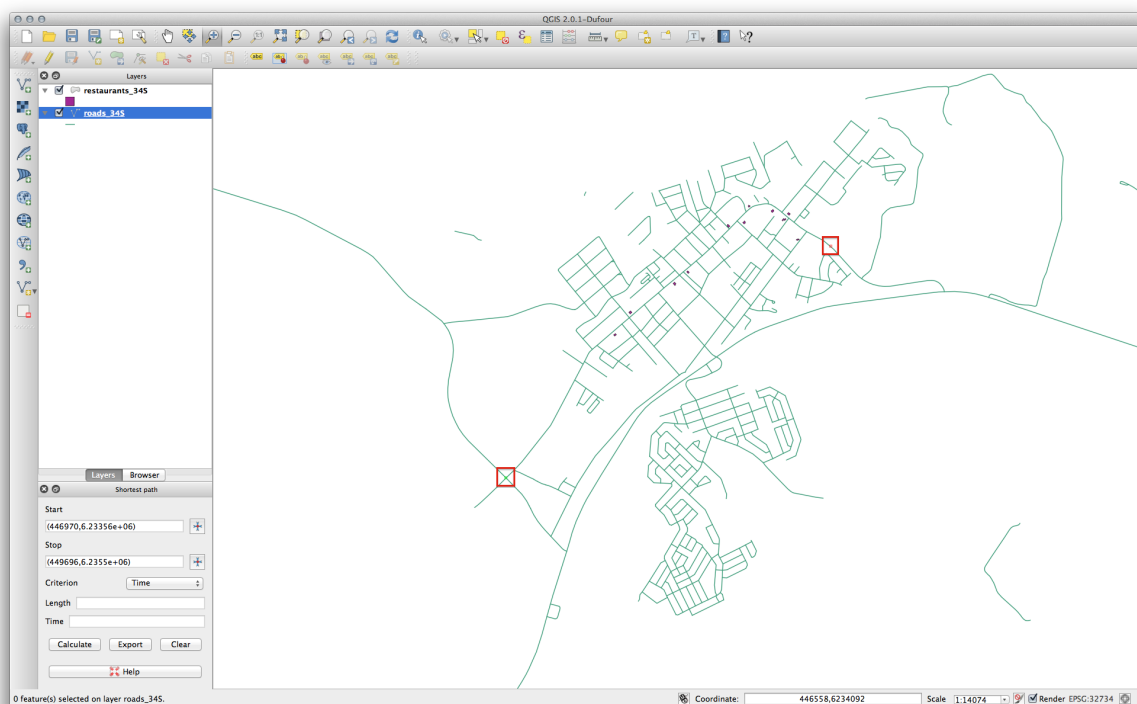


In context, this means that you're setting the speed limit on those roads to 60 km/h.

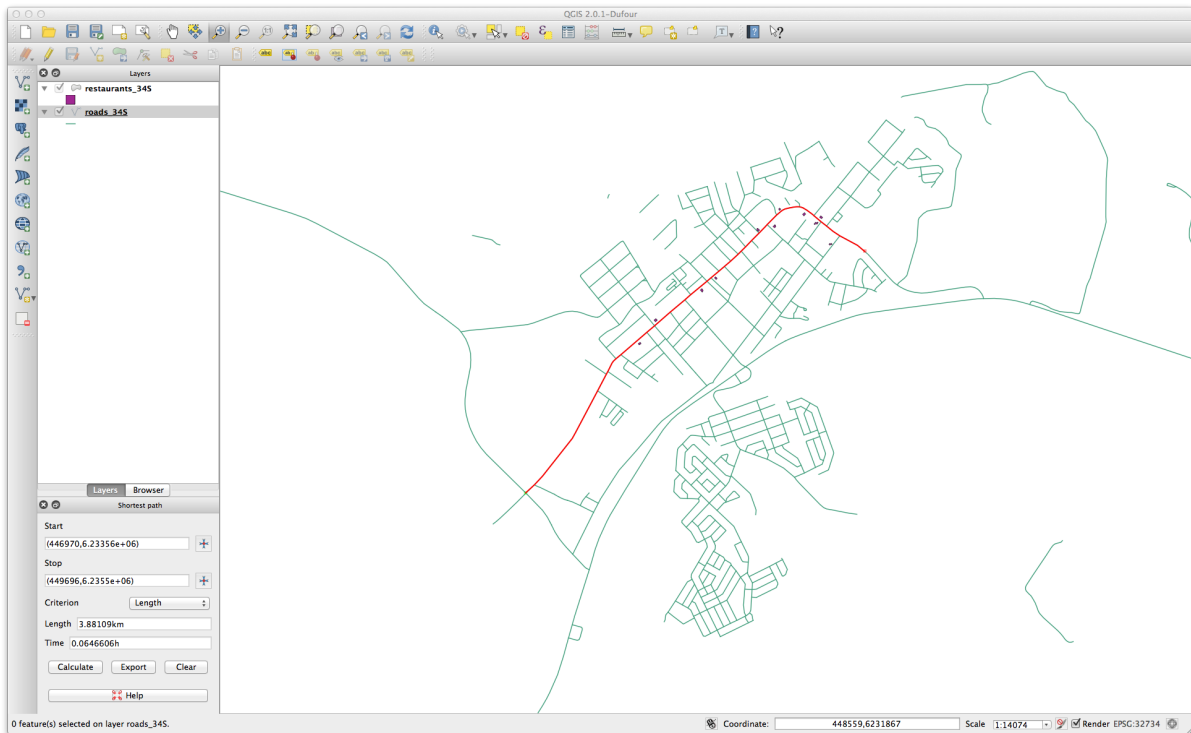
- Select any highways or major roads outside urban areas:



- Set the **SPEED** value for all the selected streets to 120.
- Close the attribute table, save your edits, and exit edit mode.
- Check the *Vector* → *Road graph* → *Road graph settings* to ensure that it's set up as explained previously in this lesson, but with the *Speed* value set to the *SPEED* field you just created.
- In the *Shortest path* panel, click the *Start point* button.
- Set the starting point on a minor road on one side of Swellendam and the end point on a major road on the other side of town:

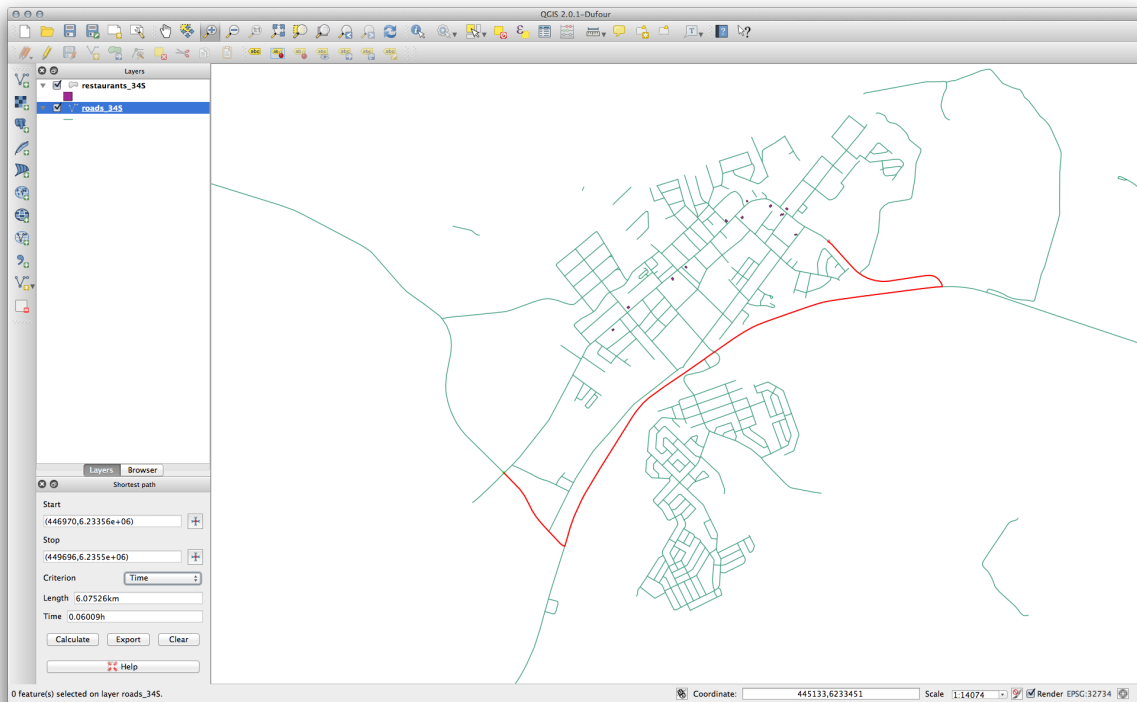


- In the *Criterion* drop-down list in the *Shortest path* panel, select *Length*.
- Click *Calculate*. The route will be calculated for the shortest distance:



Notice the values of *Length* and *Time* in the *Shortest path* panel.

- Set the *Criterion* to *Time*.
- Click *Calculate* again. The route will be calculated for the shortest time:



You can switch back and forth between these criteria, recalculating each time, and note the changes in the *Length* and *Time* taken. Remember that the assumption being made to arrive at the time taken to travel a route does not

account for acceleration, and assumes that you will be traveling at the speed limit at all times. In a real situation, you may want to split roads into smaller sections and note the average or expected speed in each section, rather than the speed limit.

If, on clicking *Calculate*, you see an error stating that a path could not be found, make sure that the roads you digitized actually meet each other. If they're not quite touching, either fix them by modifying the features, or set the *Topology tolerance* in the plugin's settings. If they're passing over each other without intersecting, use the *Split features* tool to "split" roads at their intersections:



Remember that the *Split features* tool only works in edit mode on selected features, though!

You might also find that the shortest route is also the quickest if this error is returned.

7.3.5 In Conclusion

Now you know how to use the *Road Graph* plugin to solve shortest-path problems.

7.3.6 What's Next?

Next you'll see how to run spatial statistics algorithms on vector datasets.

7.4 Lesson: Spatial Statistics

Nota: Lesson developed by Linfiniti and S Motala (Cape Peninsula University of Technology)

Spatial statistics allow you to analyze and understand what is going on in a given vector dataset. QGIS includes several standard tools for statistical analysis which prove useful in this regard.

The goal for this lesson: To know how to use QGIS' spatial statistics tools.

7.4.1 Follow Along: Create a Test Dataset

In order to get a point dataset to work with, we'll create a random set of points.

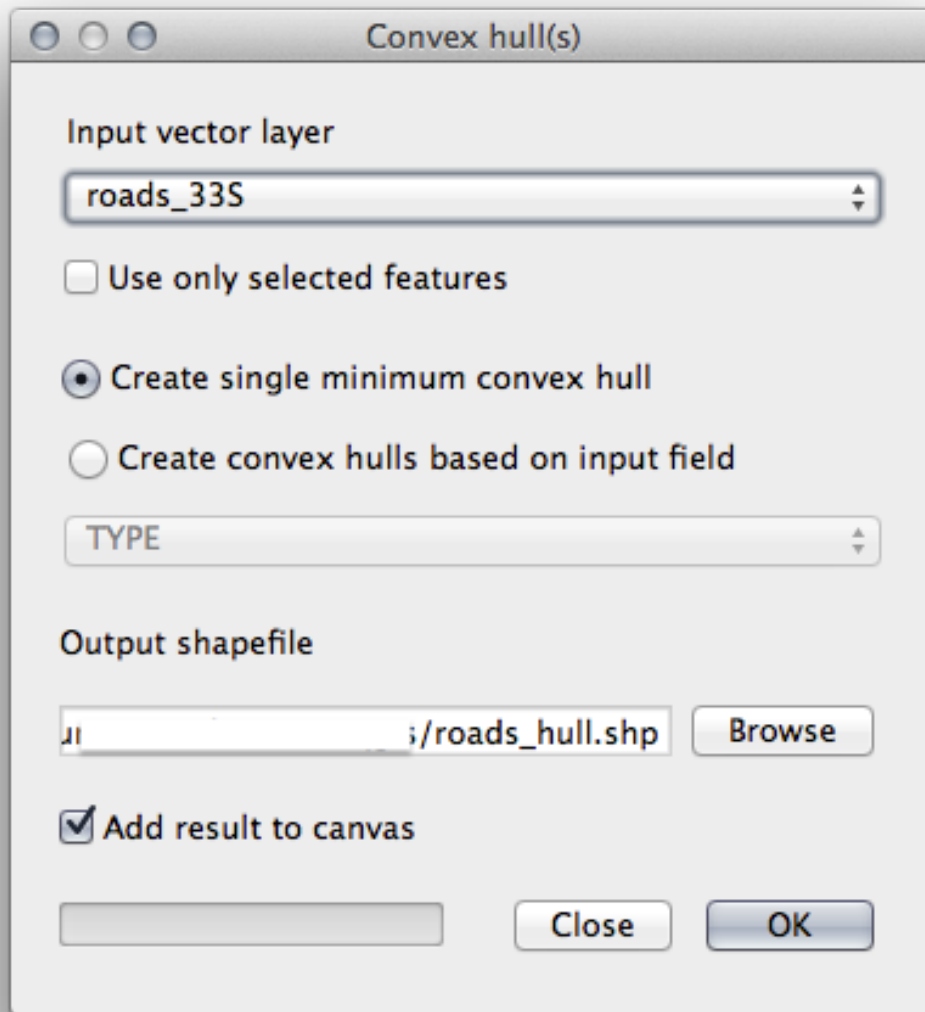
To do so, you'll need a polygon dataset defining the extents of the area you want to create the points in.

We'll use the area covered by streets.

- Create a new empty map.
- Add your *roads_34S* layer, as well as the *srtm_41_19.tif* raster (elevation data) found in *exercise_data/raster/SRTM/*.

Nota: You might find that your SRTM DEM layer has a different CRS to that of the roads layer. If so, you can reproject either the roads or DEM layer using techniques learnt earlier in this module.

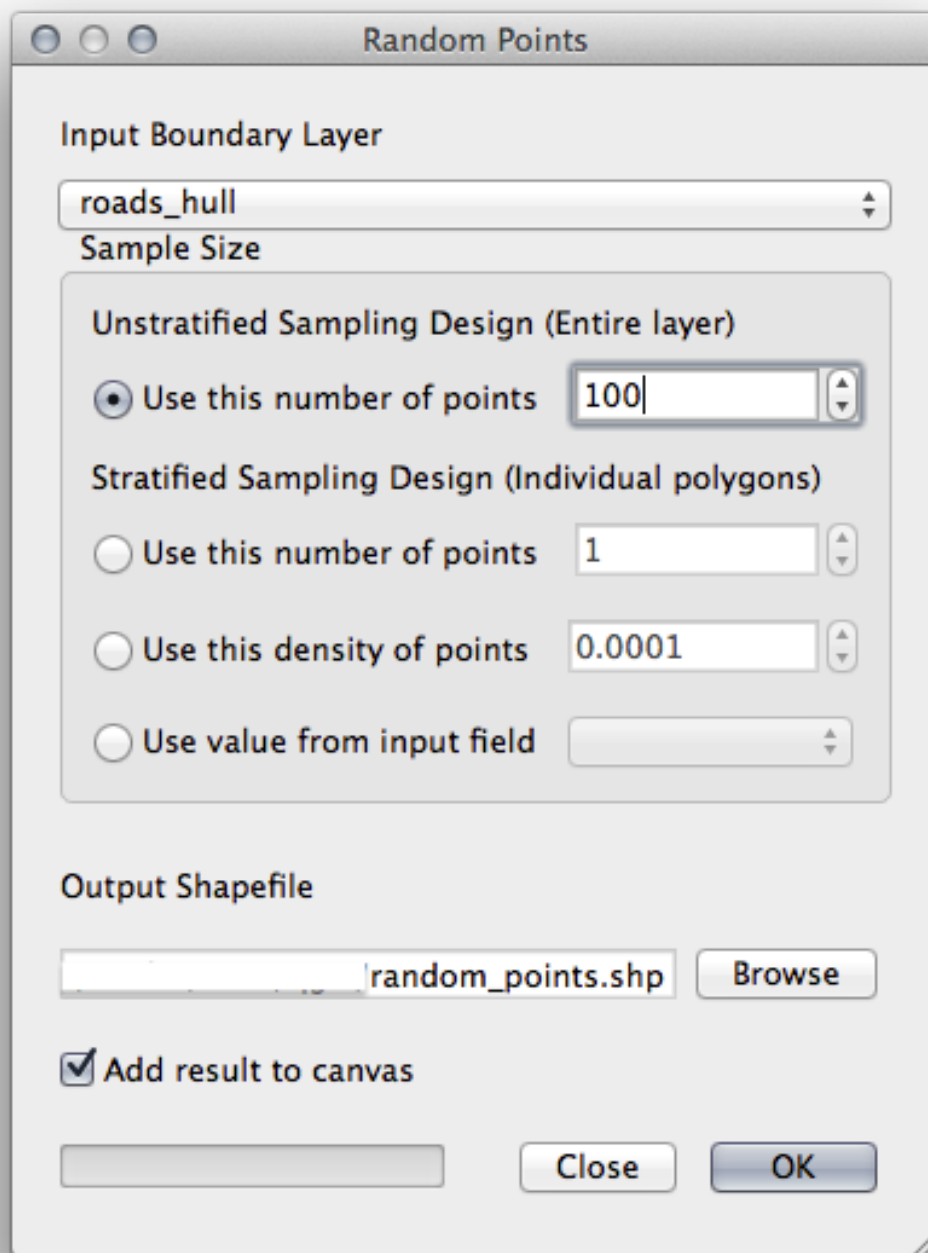
- Use the *Convex hull(s)* tool (available under *Vector* → *Geoprocessing Tools*) to generate an area enclosing all the roads:



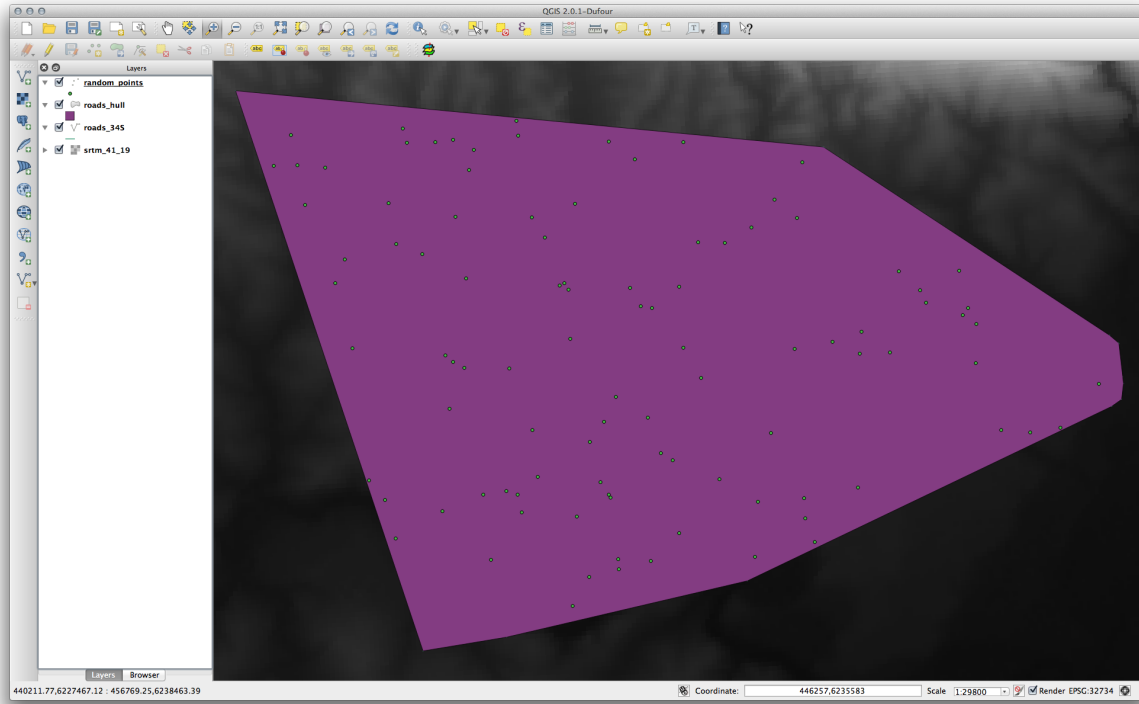
- Save the output under `exercise_data/spatial_statistics/` as `roads_hull.shp`.
- Check *Add result to canvas* option to add the output to the TOC (*Layers list*).

Creating random points

- Create random points in this area using the tool at *Vector* → *Research Tools* → *Random points*:

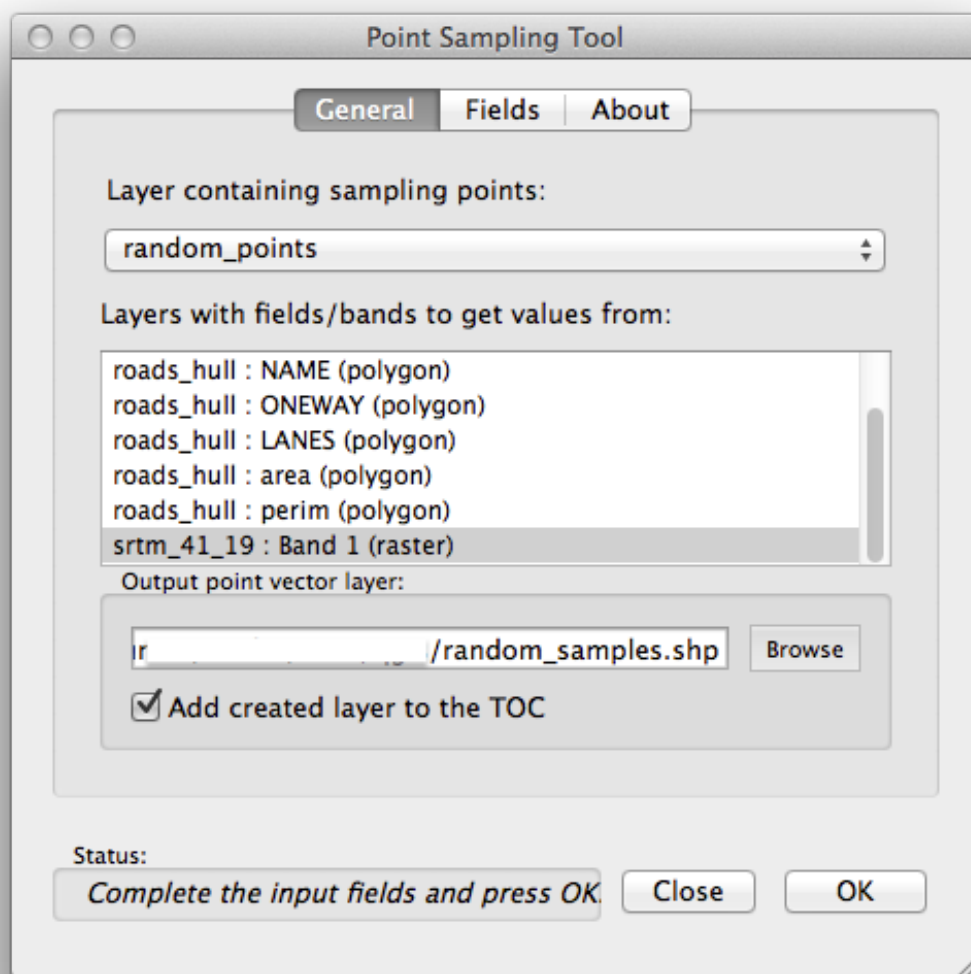


- Save the output under `exercise_data/spatial_statistics/` as `random_points.shp`.
- Check *Add result to canvas* option to add the output to the TOC (*Layers list*).



Sampling the data

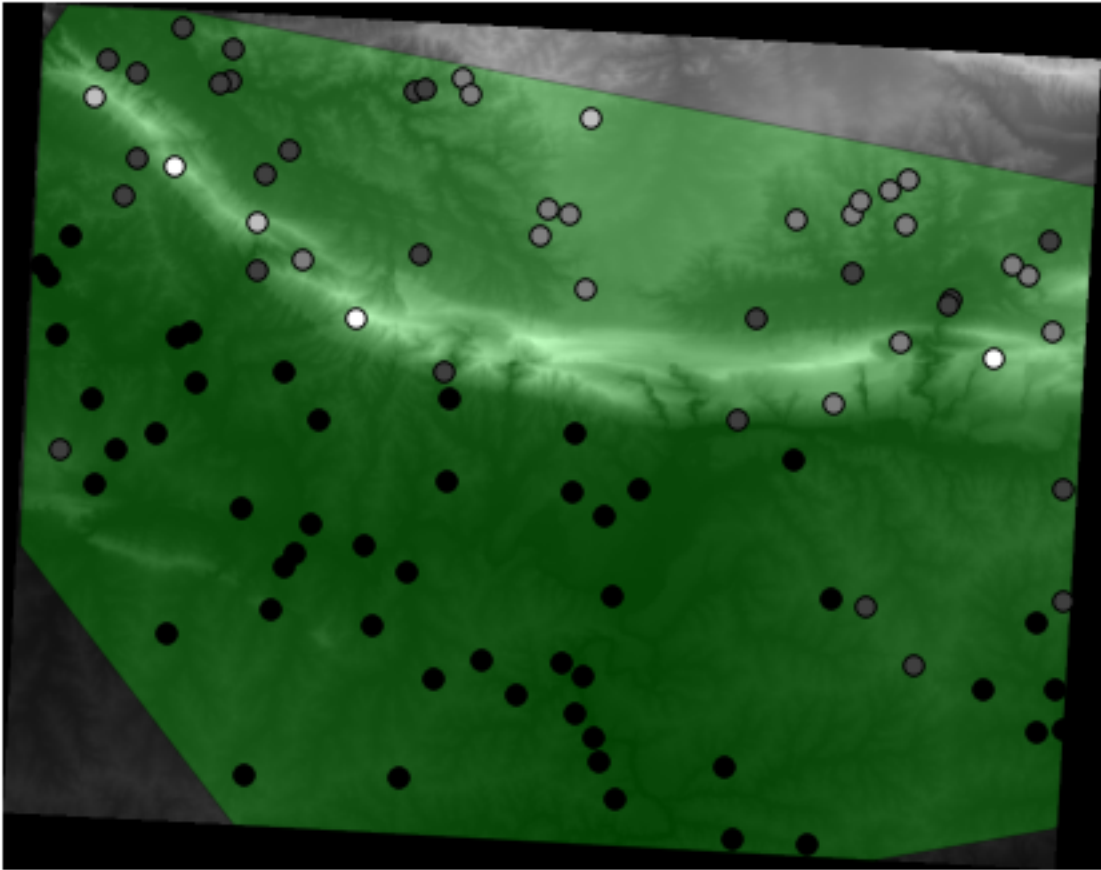
- To create a sample dataset from the raster, you'll need to use the *Point sampling tool* plugin.
- Refer ahead to the module on plugins if necessary.
- Search for the phrase `point sampling` in the *Plugin → Manage and Install Plugins...* and you will find the plugin.
- As soon as it has been activated with the *Plugin Manager*, you will find the tool under *Plugins → Analyses → Point sampling tool*:



- Select *random_points* as the layer containing sampling points, and the SRTM raster as the band to get values from.
- Make sure that “Add created layer to the TOC” is checked.
- Save the output under `exercise_data/spatial_statistics/` as `random_samples.shp`.

Now you can check the sampled data from the raster file in the attributes table of the *random_samples* layer, they will be in a column named `srtm_41_19.tif`.

A possible sample layer is shown here:

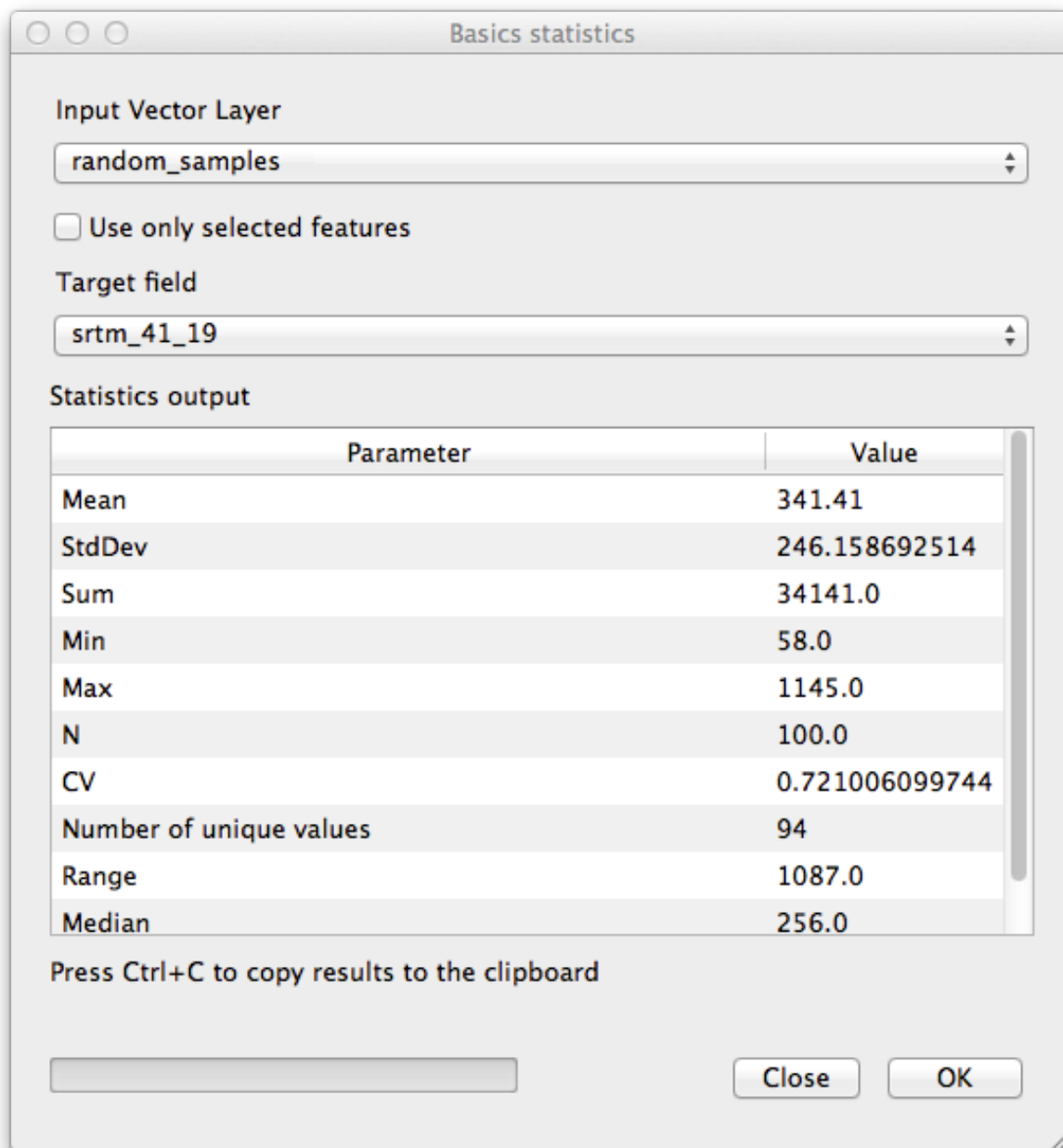


The sample points are classified by their value such that darker points are at a lower altitude. You'll be using this sample layer for the rest of the statistical exercises.

7.4.2 Follow Along: Basic Statistics

Now get the basic statistics for this layer.

- Click on the *Vector* → *Analysis Tools* → *Basic statistics* menu entry.
- In the dialog that appears, specify the *random_samples* layer as the source.
- Make sure that the *Target field* is set to *srtm_41_19.tif* which is the field you will calculate statistics for.
- Click *OK*. You'll get results like this:



Nota: You can copy and paste the results into a spreadsheet. The data uses a (colon :) separator.

	A	B
1	Mean	343.9
2	StdDev	254.4824748
3	Sum	34390
4	Min	34
5	Max	1226
6	N	100
7	CV	0.739989749
8	Number of unique values	91
9	Range	1192
10	Median	269

- Close the plugin dialog when done.

To understand the statistics above, refer to this definition list:

Mean The mean (average) value is simply the sum of the values divided by the amount of values.

StdDev The standard deviation. Gives an indication of how closely the values are clustered around the mean. The smaller the standard deviation, the closer values tend to be to the mean.

Sum All the values added together.

Min The minimum value.

Max The maximum value.

N The amount of samples/values.

CV The *spatial covariance* of the dataset.

Number of unique values The number of values that are unique across this dataset. If there are 90 unique values in a dataset with N=100, then the 10 remaining values are the same as one or more of each other.

Range The difference between the minimum and maximum values.

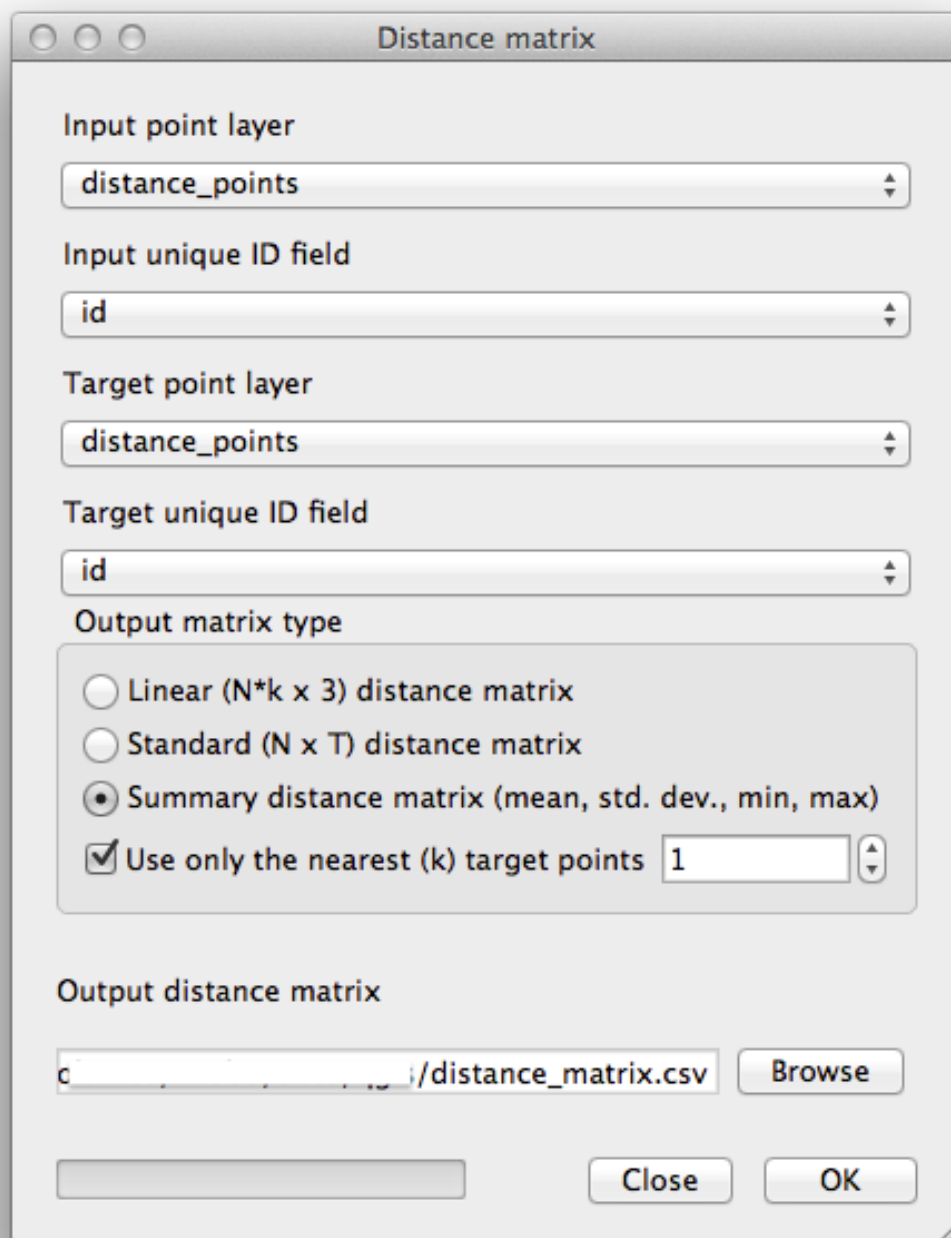
Median If you arrange all the values from least to greatest, the middle value (or the average of the two middle values, if N is an even number) is the median of the values.

7.4.3 Follow Along: Compute a Distance Matrix

- Create a new point layer in the same projection as the other datasets (WGS 84 / UTM 34S).
- Enter edit mode and digitize three points somewhere among the other points.
- Alternatively, use the same random point generation method as before, but specify only three points.
- Save your new layer as `distance_points.shp`.

To generate a distance matrix using these points:

- Open the tool *Vector* → *Analysis Tools* → *Distance matrix*.
- Select the *distance_points* layer as the input layer, and the *random_samples* layer as the target layer.
- Set it up like this:



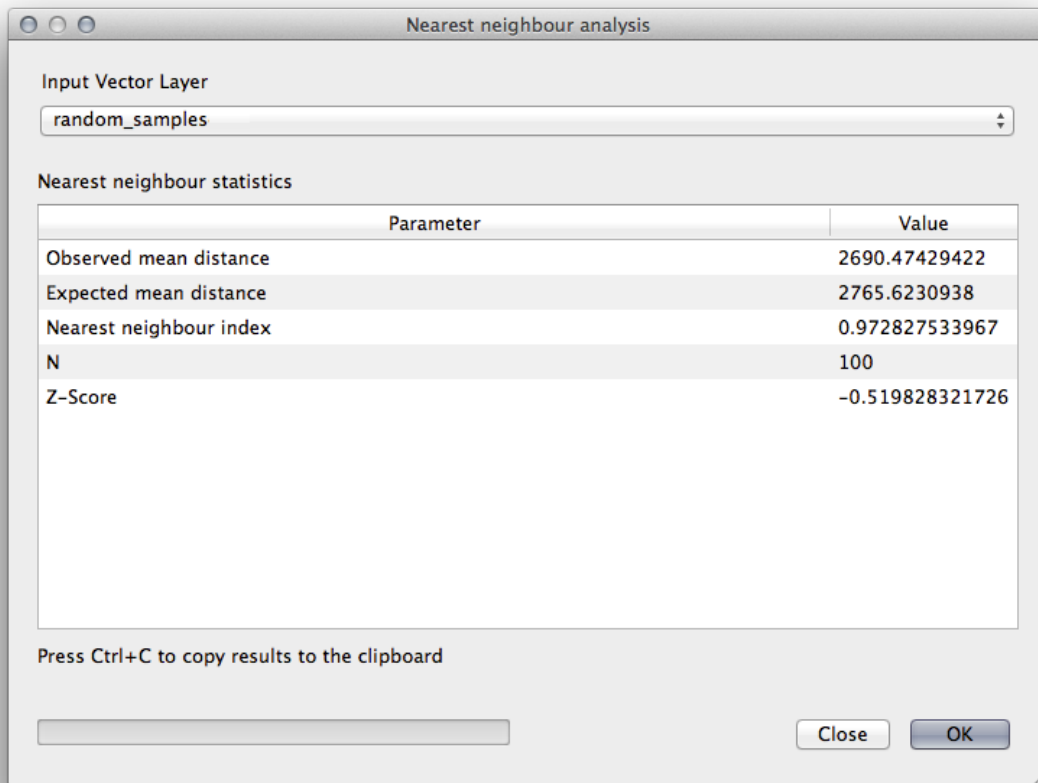
- Save the result as `distance_matrix.csv`.
- Click *OK* to generate the distance matrix.
- Open it in a spreadsheet program to see the results. Here is an example:

InputID	MEAN	STDDEV	MIN	MAX
3	0.195448627921	0	0.195448627921	0.195448627921
2	0.174928758638	0	0.174928758638	0.174928758638
1	0.174928758638	0	0.174928758638	0.174928758638

7.4.4 Follow Along: Nearest Neighbor Analysis

To do a nearest neighbor analysis:

- Click on the menu item *Vector* → *Analysis Tools* → *Nearest neighbor analysis*.
- In the dialog that appears, select the *random_samples* layer and click *OK*.
- The results will appear in the dialog’s text window, for example:



Nota: You can copy and paste the results into a spreadsheet. The data uses a (colon :) separator.

7.4.5 Follow Along: Mean Coordinates

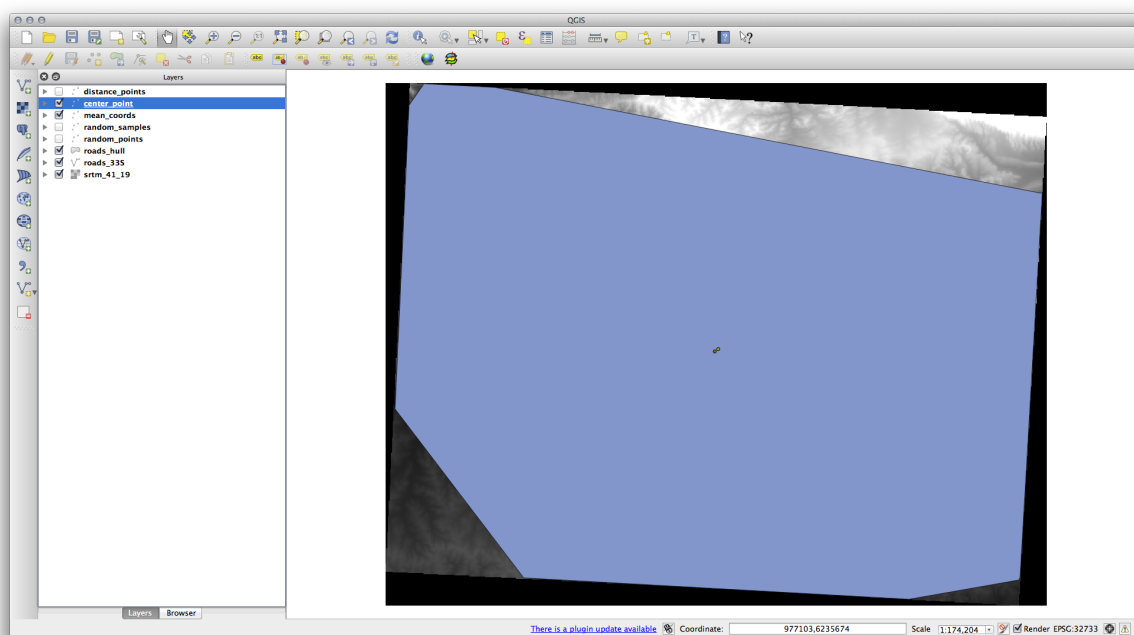
To get the mean coordinates of a dataset:

- Click on the *Vector* → *Analysis Tools* → *Mean coordinate(s)* menu item.
- In the dialog that appears, specify *random_samples* as the input layer, but leave the optional choices unchanged.
- Specify the output layer as *mean_coords.shp*.
- Click *OK*.
- Add the layer to the *Layers list* when prompted.

Let's compare this to the central coordinate of the polygon that was used to create the random sample.

- Click on the *Vector* → *Geometry Tools* → *Polygon centroids* menu item.
- In the dialog that appears, select *roads_hull* as the input layer.
- Save the result as *center_point*.
- Add it to the *Layers list* when prompted.

As you can see from the example below, the mean coordinates and the center of the study area (in orange) don't necessarily coincide:

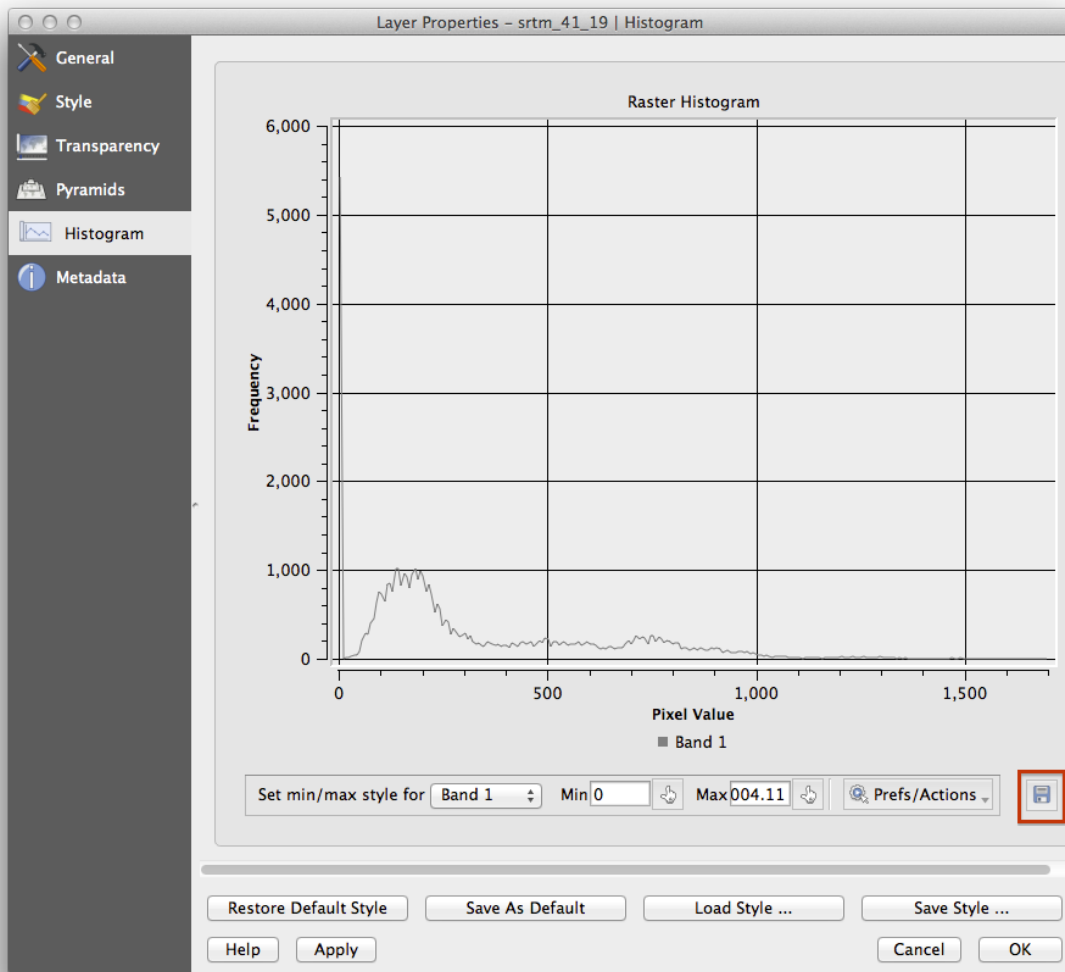


7.4.6 Follow Along: Image Histograms

The histogram of a dataset shows the distribution of its values. The simplest way to demonstrate this in QGIS is via the image histogram, available in the *Layer Properties* dialog of any image layer.

- In your *Layers list*, right-click on the SRTM DEM layer.
- Select *Properties*.
- Choose the tab *Histogram*. You may need to click on the *Compute Histogram* button to generate the graphic. You will see a graph describing the frequency of values in the image.

- You can export it as an image:



- Select the *Metadata* tab, you can see more detailed information inside the *Properties* box.

The mean value is 332.8, and the maximum value is 1699! But those values don't show up on the histogram. Why not? It's because there are so few of them, compared to the abundance of pixels with values below the mean. That's also why the histogram extends so far to the right, even though there is no visible red line marking the frequency of values higher than about 250.

Therefore, keep in mind that a histogram shows you the distribution of values, and not all values are necessarily visible on the graph.

- (You may now close *Layer Properties*.)

7.4.7 Follow Along: Spatial Interpolation

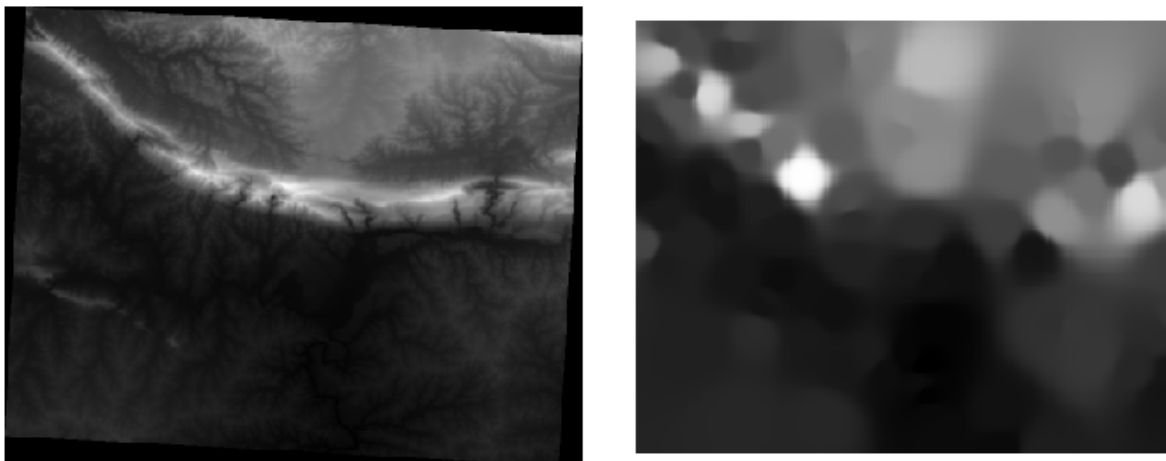
Let's say you have a collection of sample points from which you would like to extrapolate data. For example, you might have access to the *random_samples* dataset we created earlier, and would like to have some idea of what the terrain looks like.

To start, launch the *Grid (Interpolation)* tool by clicking on the *Raster* → *Analysis* → *Grid (Interpolation)* menu item.

- In the *Input file* field, select *random_samples*.

- Check the *Z Field* box, and select the field `srtm_41_19`.
- Set the *Output file* location to `exercise_data/spatial_statistics/interpolation.tif`.
- Check the *Algorithm* box and select *Inverse distance to a power*.
- Set the *Power* to `5.0` and the *Smoothing* to `2.0`. Leave the other values as-is.
- Check the *Load into canvas when finished* box and click *OK*.
- When it's done, click *OK* on the dialog that says `Process completed`, click *OK* on the dialog showing feedback information (if it has appeared), and click *Close* on the *Grid (Interpolation)* dialog.

Here's a comparison of the original dataset (left) to the one constructed from our sample points (right). Yours may look different due to the random nature of the location of the sample points.

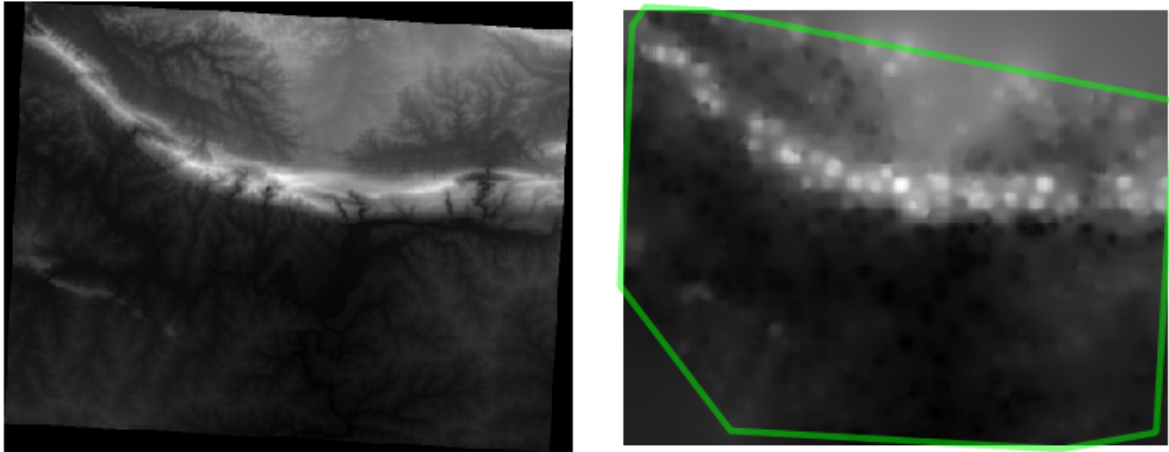


As you can see, 100 sample points aren't really enough to get a detailed impression of the terrain. It gives a very general idea, but it can be misleading as well. For example, in the image above, it is not clear that there is a high, unbroken mountain running from east to west; rather, the image seems to show a valley, with high peaks to the west. Just using visual inspection, we can see that the sample dataset is not representative of the terrain.

7.4.8 Try Yourself

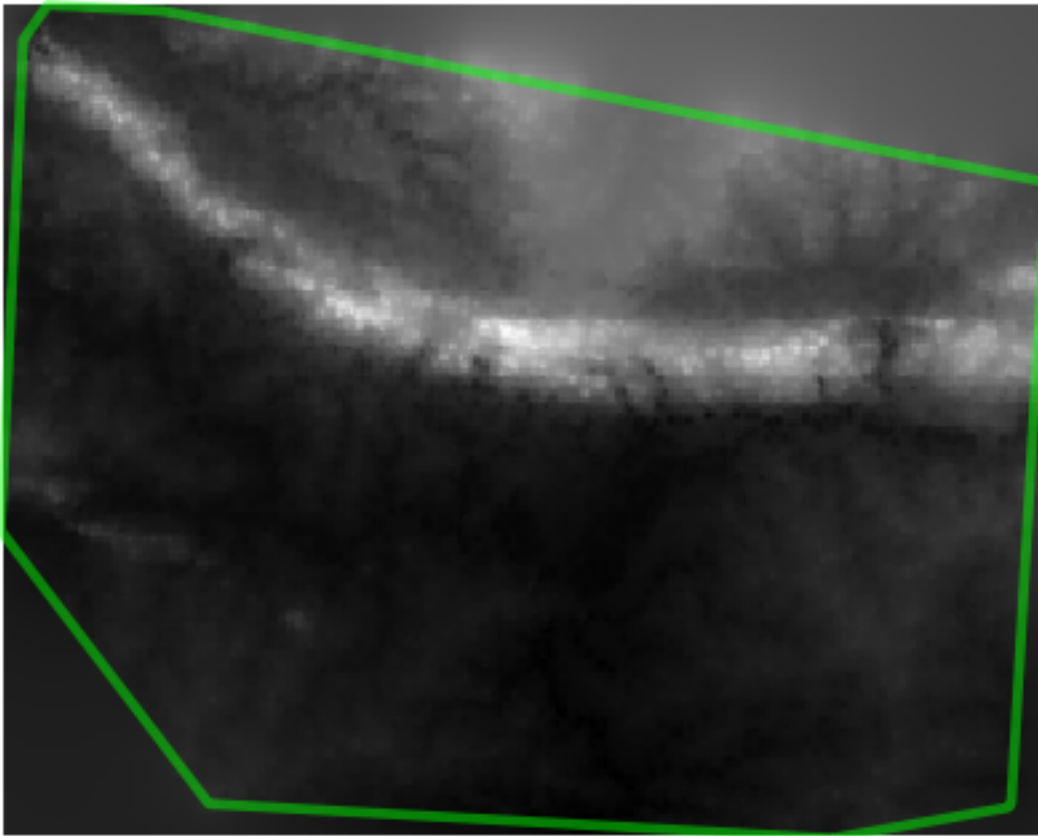
- Use the processes shown above to create a new set of 1000 random points.
- Use these points to sample the original DEM.
- Use the *Grid (Interpolation)* tool on this new dataset as above.
- Set the output filename to `interpolation_1000.tif`, with *Power* and *Smoothing* set to `5.0` and `2.0`, respectively.

The results (depending on the positioning of your random points) will look more or less like this:



The border shows the *roads_hull* layer (which represents the boundary of the random sample points) to explain the sudden lack of detail beyond its edges. This is a much better representation of the terrain, due to the much greater density of sample points.

Here is an example of what it looks like with 10 000 sample points:

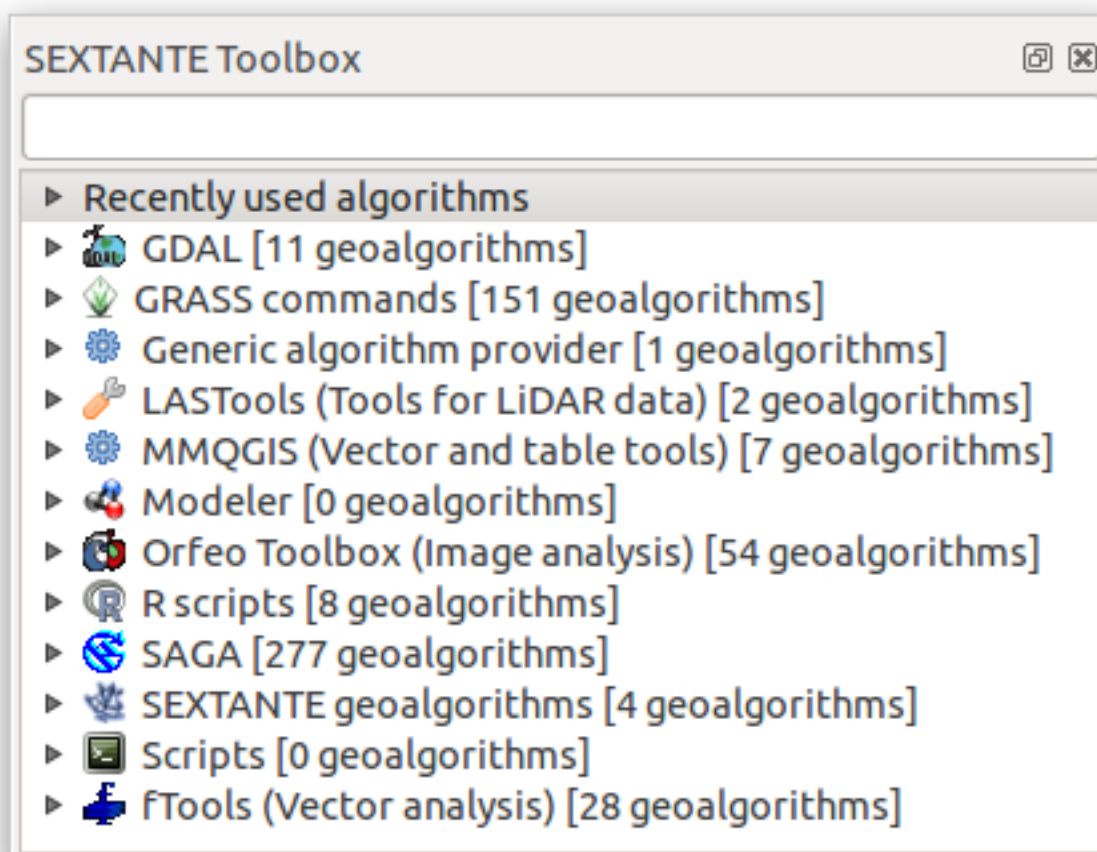


Nota: It's not recommended that you try doing this with 10 000 sample points if you are not working on a fast computer, as the size of the sample dataset requires a lot of processing time.

7.4.9 Follow Along: Additional Spatial Analysis Tools

Originally a separate project and then accessible as a plugin, the SEXTANTE software has been added to QGIS as a core function from version 2.0. You can find it as a new QGIS menu with its new name *Processing* from where you can access a rich toolbox of spatial analysis tools allows you to access various plugin tools from within a single interface.

- Activate this set of tools by enabling the *Processing* → *Toolbox* menu entry. The toolbox looks like this:



You will probably see it docked in QGIS to the right of the map. Note that the tools listed here are links to the actual tools. Some of them are SEXTANTE's own algorithms and others are links to tools that are accessed from external applications such as GRASS, SAGA or the Orfeo Toolbox. This external applications are installed with QGIS so you are already able to make use of them. In case you need to change the configuration of the Processing tools or, for example, you need to update to a new version of one of the external applications, you can access its setting from *Processing* → *Options and configurations*.

7.4.10 Follow Along: Spatial Point Pattern Analysis

For a simple indication of the spatial distribution of points in the *random_samples* dataset, we can make use of SAGA's *Spatial Point Pattern Analysis* tool via the *Processing Toolbox* you just opened.

- In the *Processing Toolbox*, search for this tool *Spatial Point Pattern Analysis*.
- Double-click on it to open its dialog.

Installing SAGA

Nota: If SAGA is not installed on your system, the plugin's dialog will inform you that the dependency is missing. If this is not the case, you can skip these steps.

On Windows

Included in your course materials you will find the SAGA installer for Windows.

- Start the program and follow its instructions to install SAGA on your Windows system. Take note of the path you are installing it under!

Once you have installed SAGA, you'll need to configure SEXTANTE to find the path it was installed under.

- Click on the menu entry *Analysis* → *SAGA options and configuration*.
- In the dialog that appears, expand the *SAGA* item and look for *SAGA folder*. Its value will be blank.
- In this space, insert the path where you installed SAGA.

On Ubuntu

- Search for *SAGA GIS* in the *Software Center*, or enter the phrase `sudo apt-get install saga-gis` in your terminal. (You may first need to add a SAGA repository to your sources.)
- QGIS will find SAGA automatically, although you may need to restart QGIS if it doesn't work straight away.

On Mac

Homebrew users can install SAGA with this command:

- `brew install saga-core`

If you do not use Homebrew, please follow the instructions here:

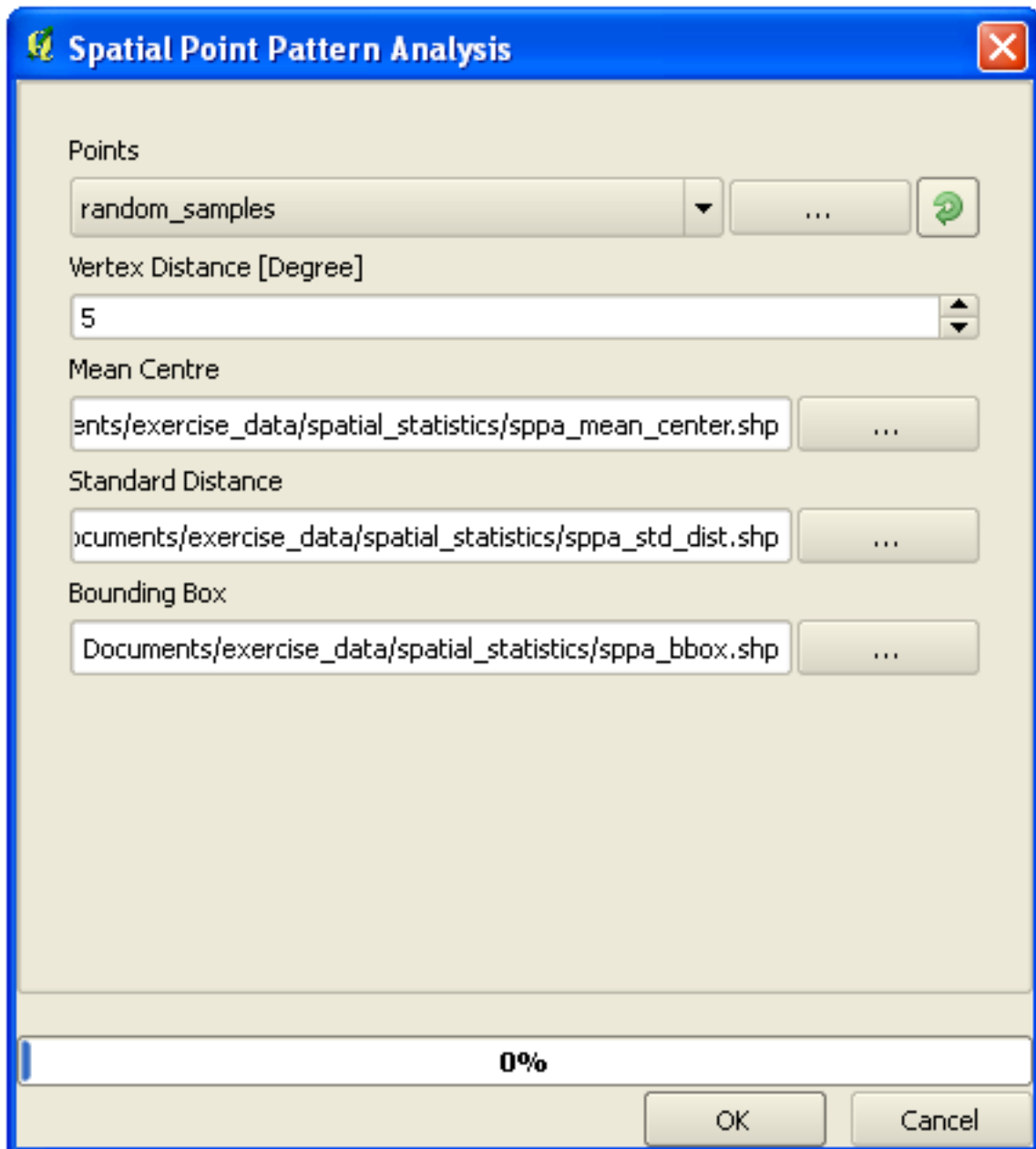
<http://sourceforge.net/apps/trac/saga-gis/wiki/Compiling%20SAGA%20on%20Mac%20OS%20X>

After installing

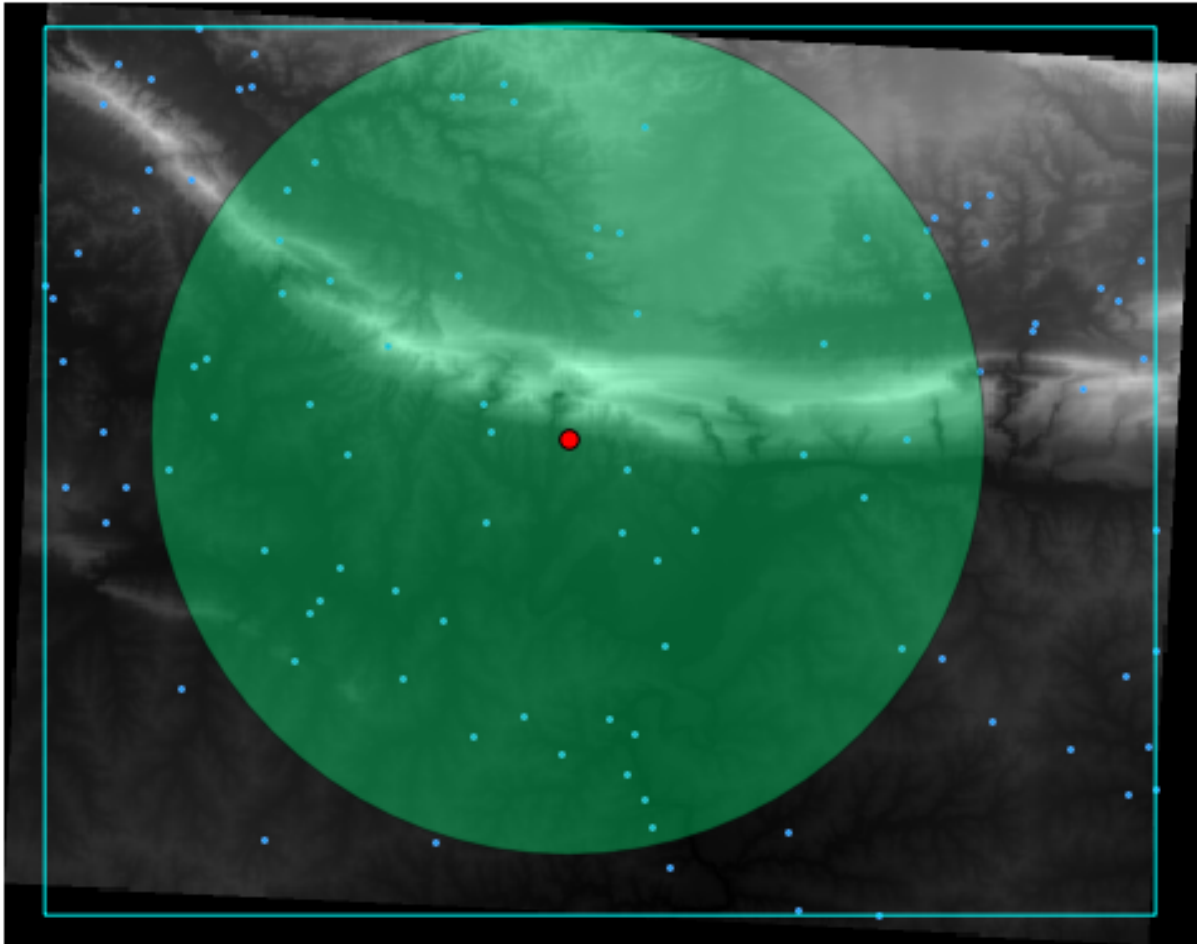
Now that you have installed and configured SAGA, its functions will become accessible to you.

Using SAGA

- Open the SAGA dialog.
- SAGA produces three outputs, and so will require three output paths.
- Save these three outputs under `exercise_data/spatial_statistics/`, using whatever file names you find appropriate.



The output will look like this (the symbology was changed for this example):



The red dot is the mean center; the large circle is the standard distance, which gives an indication of how closely the points are distributed around the mean center; and the rectangle is the bounding box, describing the smallest possible rectangle which will still enclose all the points.

7.4.11 Follow Along: Minimum Distance Analysis

Often, the output of an algorithm will not be a shapefile, but rather a table summarizing the statistical properties of a dataset. One of these is the *Minimum Distance Analysis* tool.

- Find this tool in the *Processing Toolbox* as *Minimum Distance Analysis*.

It does not require any other input besides specifying the vector point dataset to be analyzed.

- Choose the *random_points* dataset.
- Click *OK*. On completion, a DBF table will appear in the *Layers list*.
- Select it, then open its attribute table. Although the figures may vary, your results will be in this format:

	NAME ▾	VALUE
0	Mean Average	2823.45817848
1	Minimum	424.0860061
2	Maximum	9773.35250512
3	Standard Deviation	1662.40681133
4	Duplicates	0

7.4.12 In Conclusion

QGIS allows many possibilities for analyzing the spatial statistical properties of datasets.

7.4.13 What's Next?

Now that we've covered vector analysis, why not see what can be done with rasters? That's what we'll do in the next module!

Module: Rasters

We've used rasters for digitizing before, but raster data can also be used directly. In this module, you'll see how it's done in QGIS.

8.1 Lesson: Working with Raster Data

Raster data is quite different from vector data. Vector data has discrete features constructed out of vertices, and perhaps connected with lines and/or areas. Raster data, however, is like any image. Although it may portray various properties of objects in the real world, these objects don't exist as separate objects; rather, they are represented using pixels of various different color values.

During this module you're going to use raster data to supplement your existing GIS analysis.

The goal for this lesson: To learn how to work with raster data in the QGIS environment.

8.1.1 Follow Along: Loading Raster Data

- Open your `analysis.qgs` map (which you should have created and saved during the previous module).
- Deactivate all the layers except the `solution` and `important_roads` layers.
- Click on the *Load Raster Layer* button:



The *Load Raster Layer* dialog will open. The data for this project is in `exercise_data/raster`.

- Either load them all in separately, or hold down `ctrl` and click on all four of them in turn, then open them at the same time.

The first thing you'll notice is that nothing seems to be happening in your map. Are the rasters not loading? Well, there they are in the *Layers list*, so obviously they did load. The problem is that they're not in the same projection. Luckily, we've already seen what to do in this situation.

- Select *Project* → *Project Properties* in the menu:
- Select *CRS* tab in the menu:
- Enable “on the fly” reprojection.
- Set it to the same projection as the rest of your data (`WGS 84 / UTM zone 33S`).
- Click **[OK]**.

The rasters should fit nicely:



There we have it - four aerial photographs covering our whole study area.

8.1.2 Follow Along: Create a Virtual Raster


Now as you can see from this, your solution layer lies across all four photographs. What this means is that you're going to have to work with four rasters all the time. That's not ideal; it would be better to have one file for one (composite) image, right?

Luckily, QGIS allows you to do exactly this, and without needing to actually create a new raster file, which could take up a lot of space. Instead, you can create a *Virtual Raster*. This is also often called a *Catalog*, which explains its function. It's not really a new raster. Rather, it's a way to organize your existing rasters into one catalog: one file for easy access.

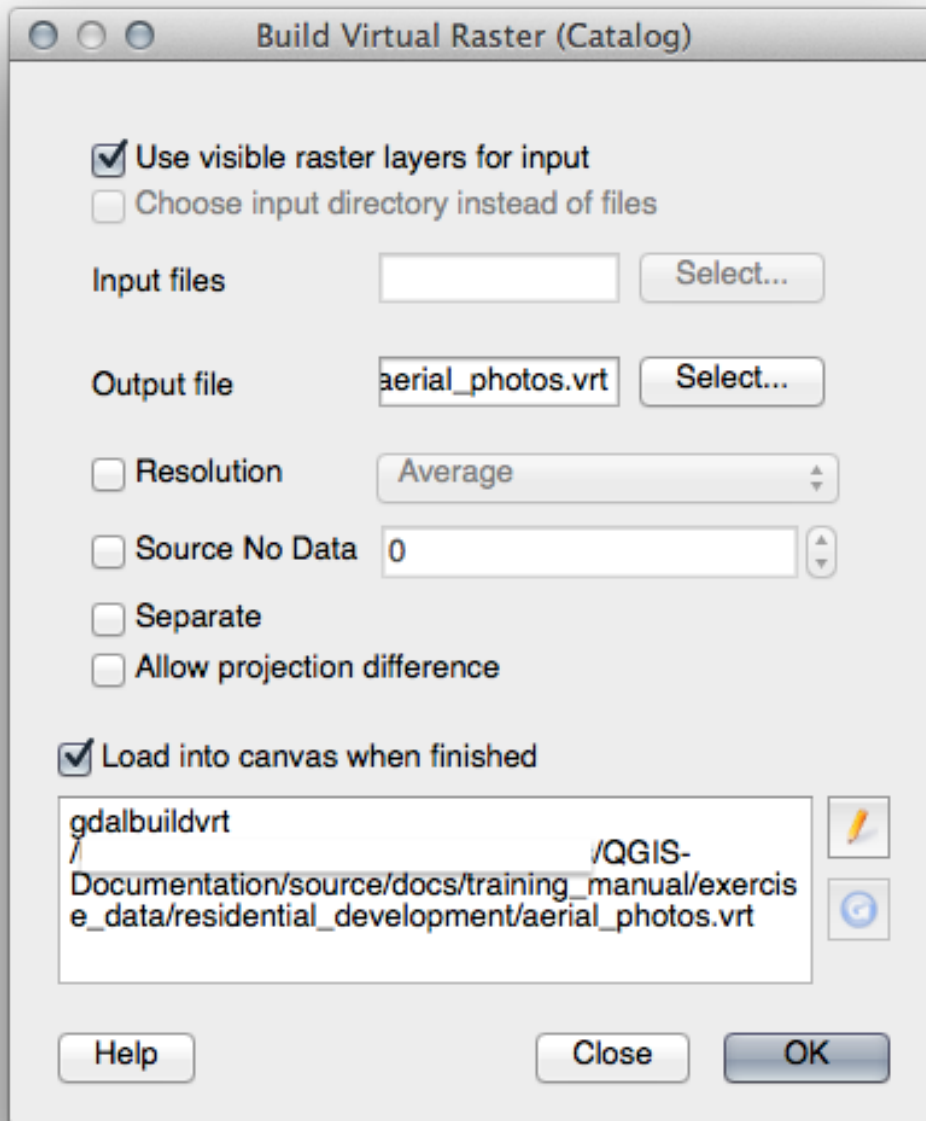
To make a catalog:

- Click on the menu item *Raster* → *Miscellaneous* → *Build Virtual Raster (Catalog)*.
- In the dialog that appears, check the box next to *Use visible raster layers for input*.
- Enter `exercise_data/residential_development` as the output location.
- Enter `aerial_photos.vrt` as the file name.
- Check the *Load into canvas when finished* button.

Notice the text field below. What this dialog is actually doing is that it's writing that text for you. It's a long command that QGIS is going to run.

Nota:  Keep in mind that the command text is editable, so you can customize the command further if preferred. Search online for the initial command (in this case, `gdalbuildvrt`) for help on the syntax.

- Click *OK* to run the command.



It may take a while to complete. When it's done, it will tell you so with a message box.

- Click *OK* to chase the message away.
- Click *Close* on the *Build Virtual Raster (Catalog)* dialog. (Don't click *OK* again, otherwise it's going to start running that command again.)

- You can now remove the original four rasters from the *Layers list*.
- If necessary, click and drag the new *aerial_photos* raster catalog layer to the bottom of the *Layers list* so that the other activated layers become visible.

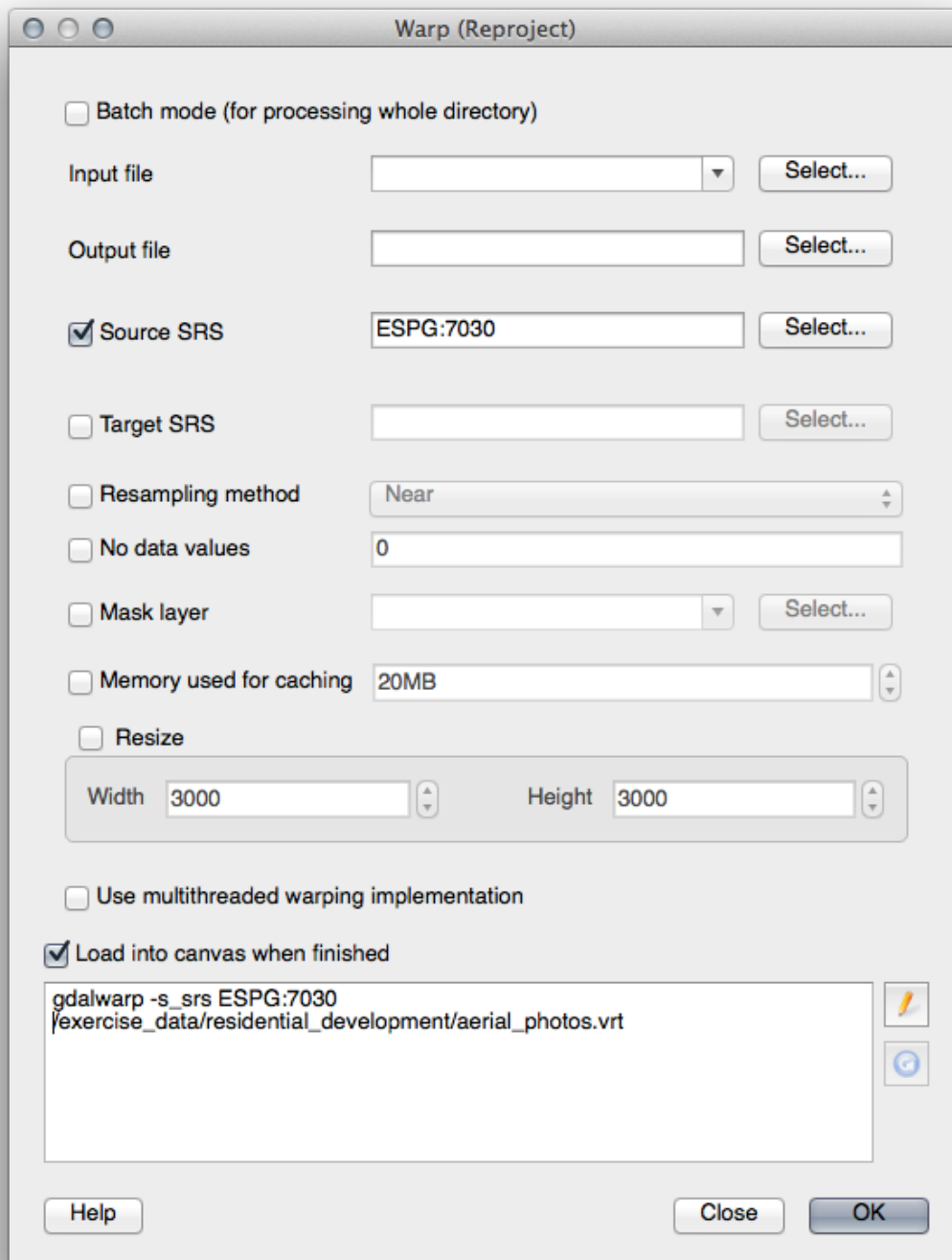
8.1.3 Transforming Raster Data

The above methods allow you to virtually merge datasets using a catalog, and to reproject them “on the fly”. However, if you are setting up data that you’ll be using for quite a while, it may be more efficient to create new rasters that are already merged and reprojected. This improves performance while using the rasters in a map, but it may take some time to set up initially.

Reprojecting rasters

- Click on the menu item *Raster* → *Projections* → *Warp (Reproject)*.

Note that this tool features a handy batch option for reprojecting the contents of whole directories. You can also reproject virtual rasters (catalogs), as well as enabling a multithreaded processing mode.

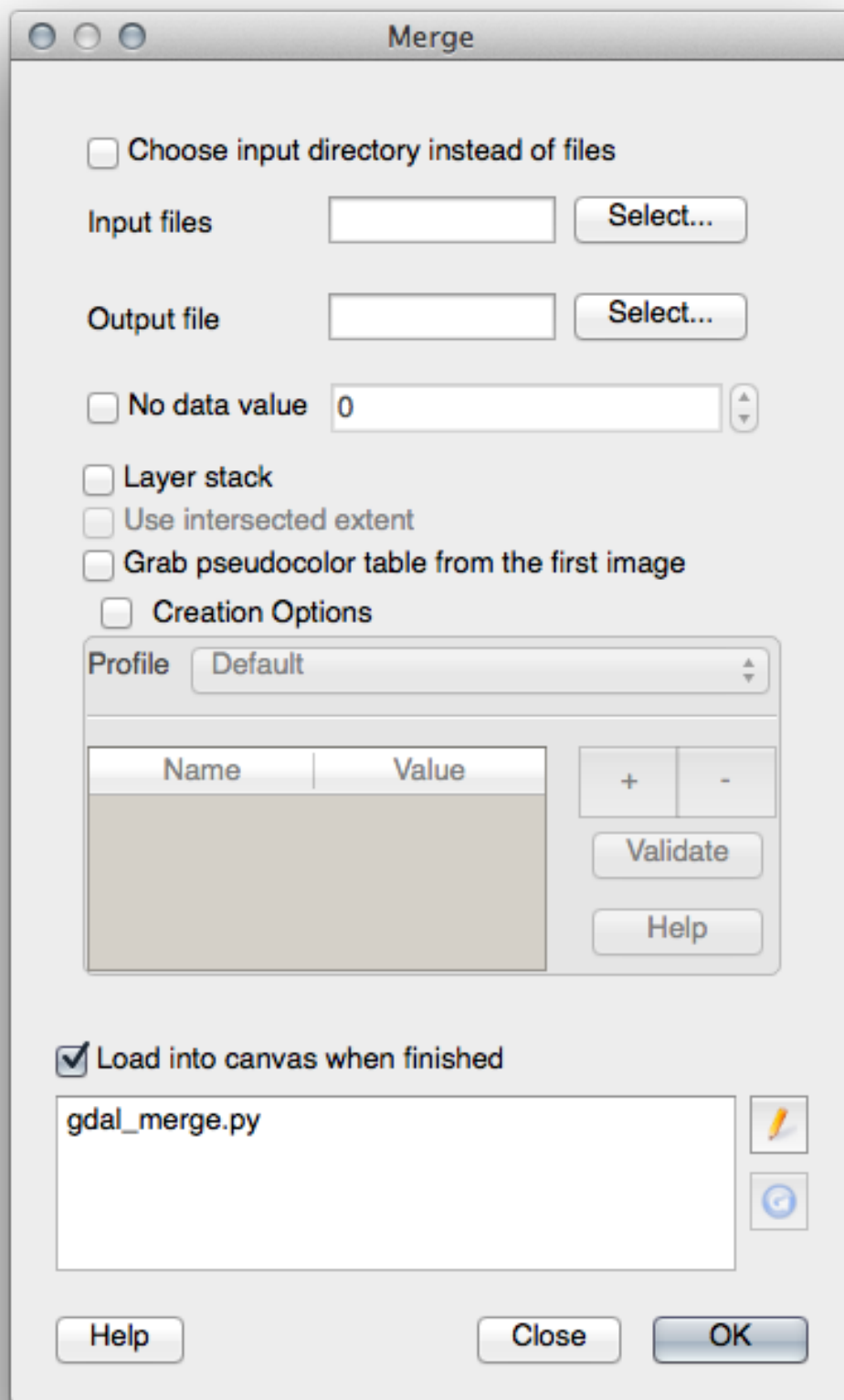


Merging rasters

- Click on the menu item *Raster* → *Miscellaneous* → *Merge*.

You can choose to process entire directories instead of single files, giving you a very useful built-in batch processing capability. You can specify a virtual raster as input file, too, and all of the rasters that it consists of will be processed.

You can also add your own command line options using the *Creation Options* checkbox and list. This only applies if you have knowledge of the GDAL library's operation.



8.1.4 In Conclusion

QGIS makes it easy to include raster data into your existing projects.

8.1.5 What's Next?

Next, we'll use raster data that isn't aerial imagery, and see how symbolization is useful in the case of rasters as well.

8.2 Lesson: Changing Raster Symbology

Non tutti i raster sono fotografie aeree. Ci sono molte altre forme di dati raster e in questi casi è essenziale rappresentare i dati correttamente per renderli significativi e utili.

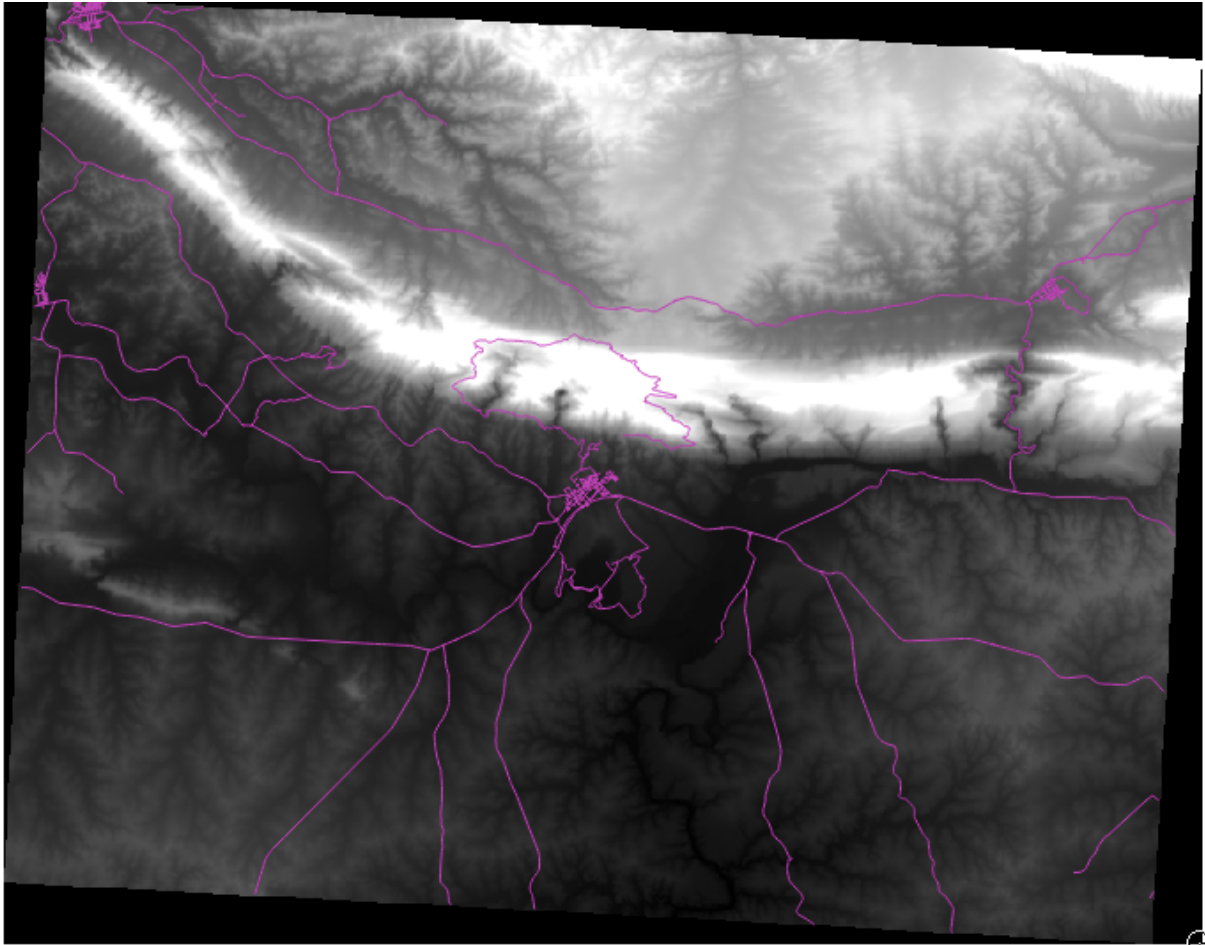
Obiettivo: modificare la simbologia del raster.

8.2.1 |base| Try Yourself

- Start with the current map which you should have created during the previous exercise: `analysis.qgs`.
- Use the *Add Raster Layer* button to load the new raster dataset.
- Load the dataset `srtm_41_19.tif`, found under the directory `exercise_data/raster/SRTM/`.
- Once it appears in the *Layers list*, rename it to `DEM`.
- Zoom to the extent of this layer by right-clicking on it in the Layer List and selecting *Zoom to Layer Extent*.

L'insieme di dati è un *Modello digitale di elevazione (DEM)*. E' una mappa di elevazione ((altitudine) del terreno che permette, per esempio, la visione di valli e montagne.

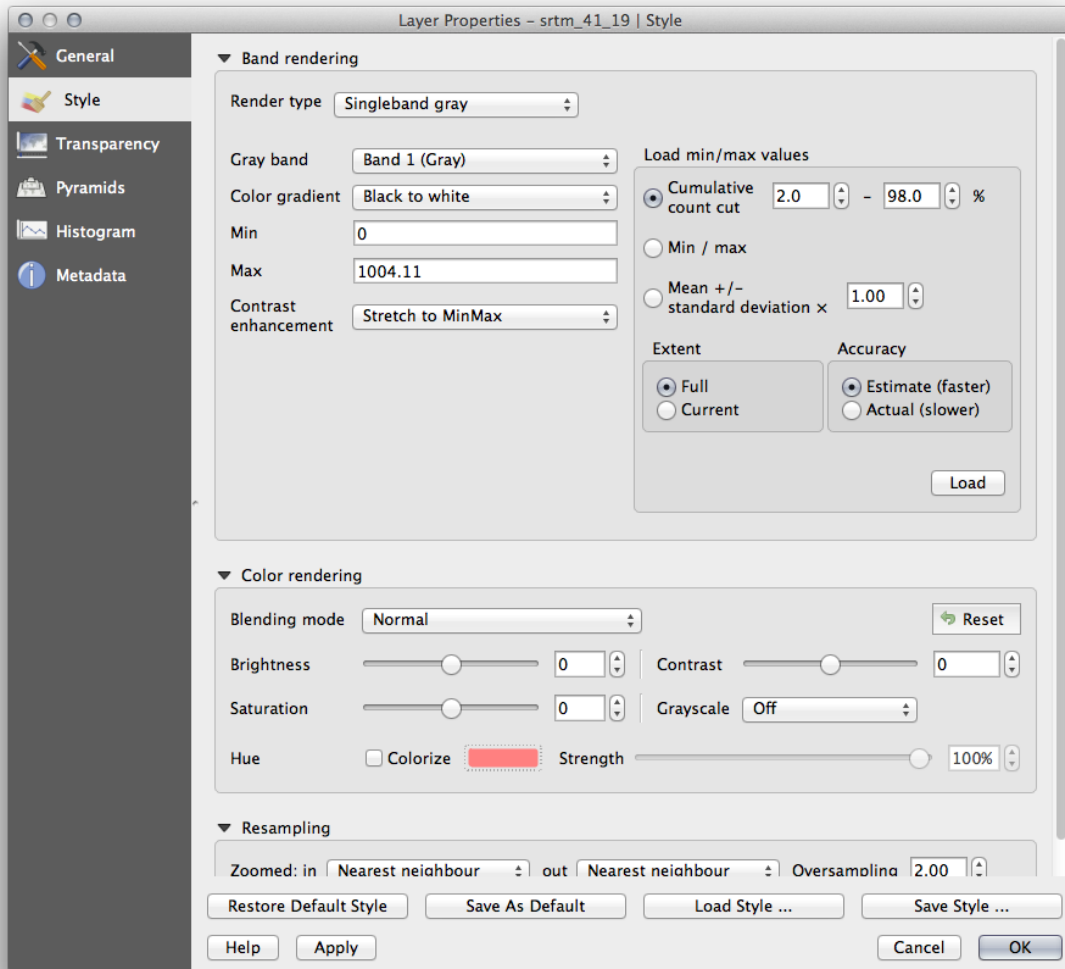
Once it's loaded, you'll notice that it's a basic stretched grayscale representation of the DEM. It's seen here with the vector layers on top:



QGIS ha applicato automaticamente uno stiraento dell'immagine per la visualizzazione, su cui imparerai più avanti.

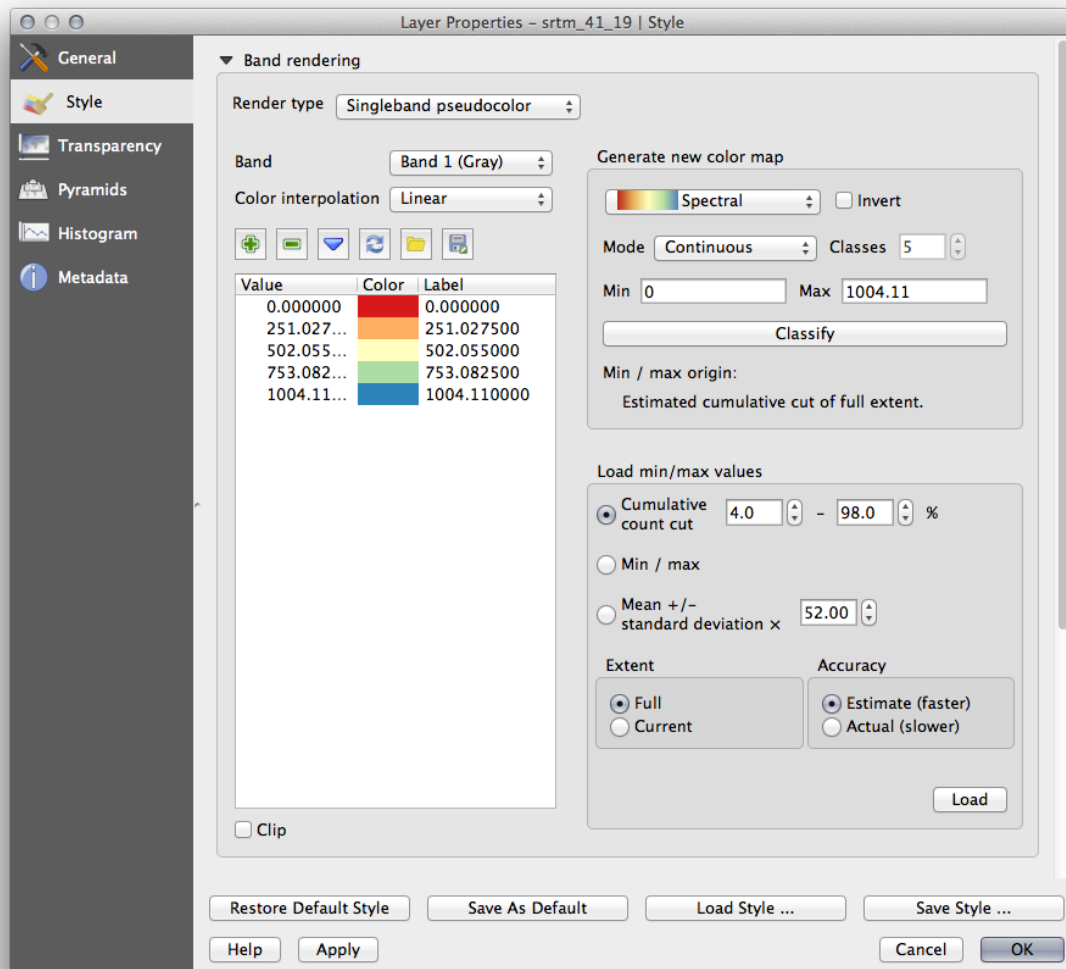
8.2.2 Modificare la simbologia raster

- Open the *Layer Properties* dialog for the *SRTM* layer by right-clicking on the layer in the Layer tree and selecting *Properties* option.
- Switch to the *Style* tab.

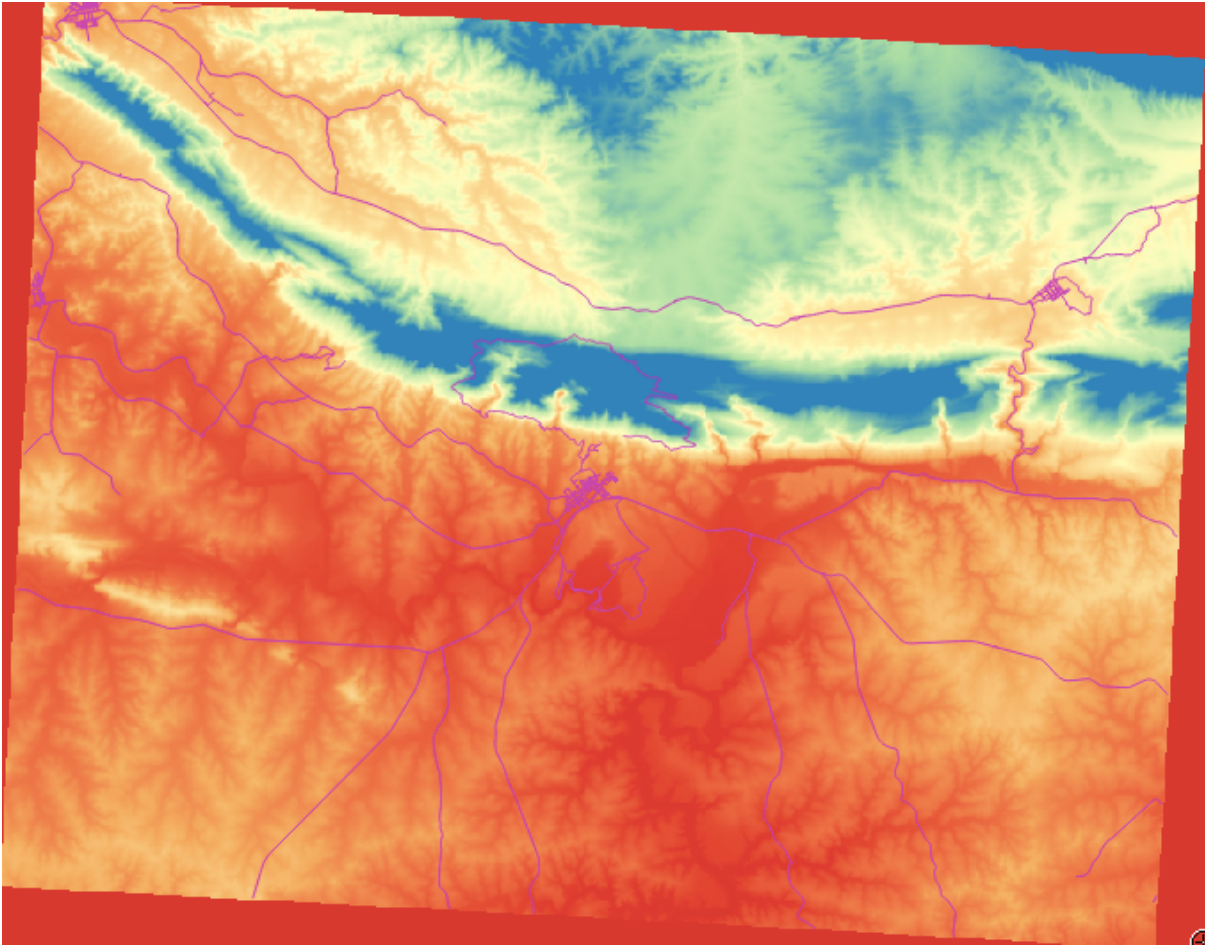


These are the current settings that QGIS applied for us by default. Its just one way to look at a DEM, so lets explore some others.

- Change the *Render type* to *Singleband pseudocolor*, and use the default options presented.
- Click the *Classify* button to generate a new color classification, and click *OK* to apply this classification to the DEM.



Vedrai questo:



This is an interesting way of looking at the DEM, but maybe we don't want to symbolize it using these colors.

- Open *Layer Properties* dialog again.
- Switch the *Render Type* back to *Singleband gray*.
- Click *OK* to apply this setting to the raster.

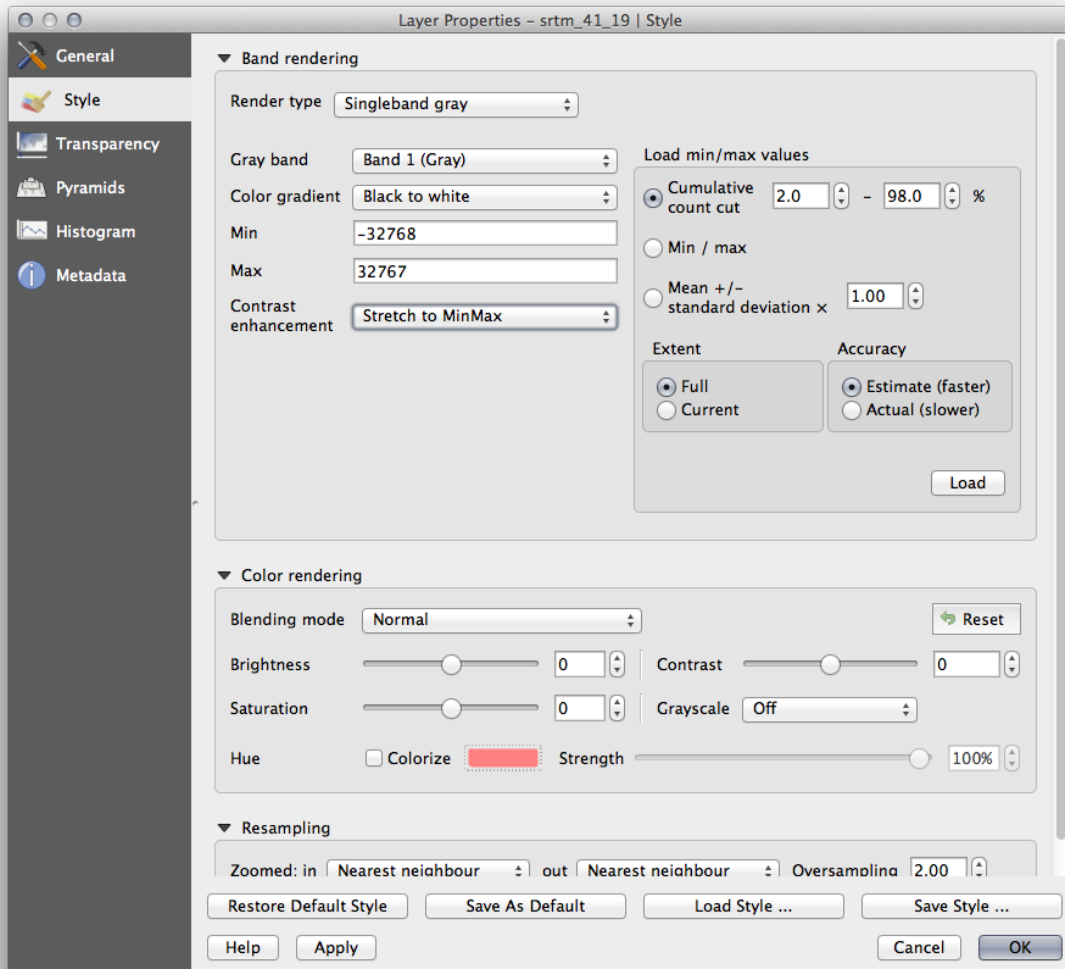
You will now see a totally gray rectangle that isn't very useful at all.



This is because we have lost the default settings which “stretch” the color values to show them contrast.

Let’s tell QGIS to again “stretch” the color values based on the range of data in the DEM. This will make QGIS use all of the available colors (in *Grayscale*, this is black, white and all shades of gray in between).

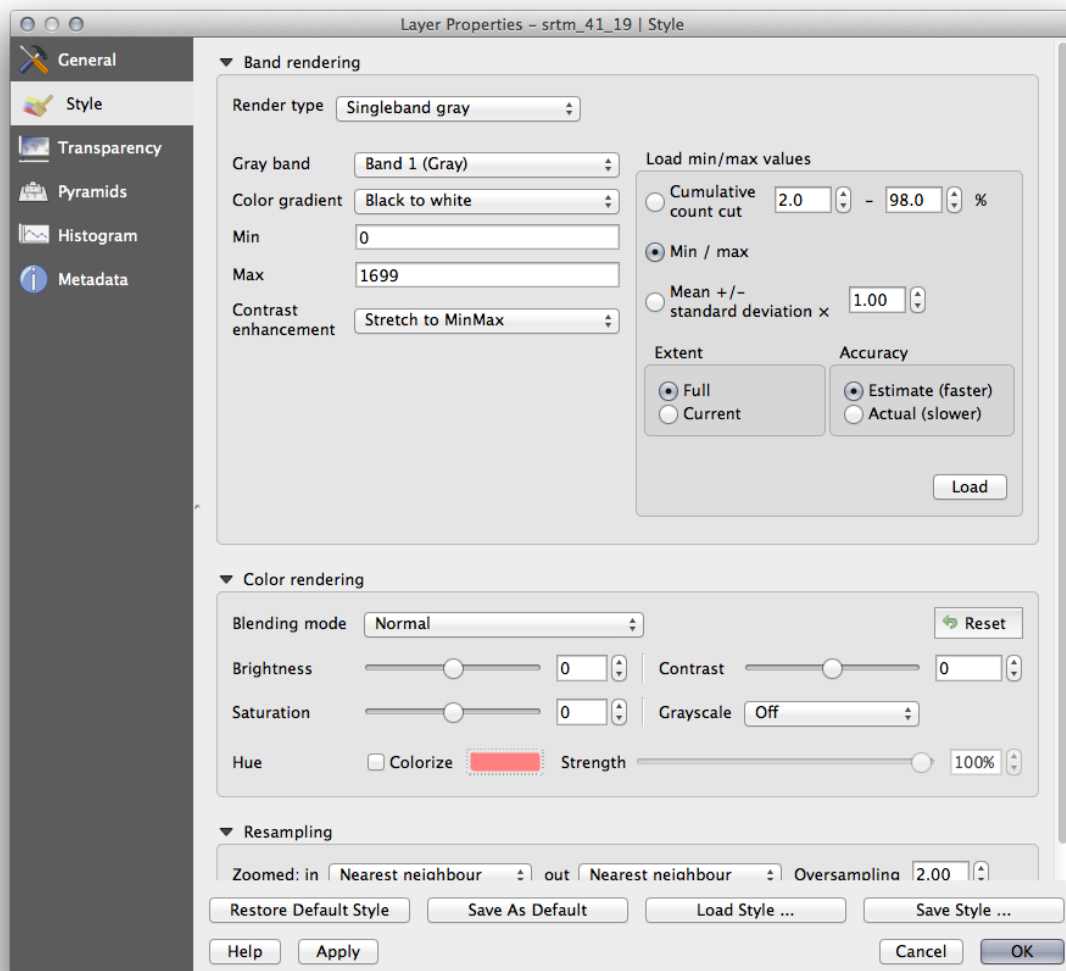
- Specify the *Min* and *Max* values as shown below.
- Set the value *Contrast enhancement* to *Stretch To MinMax*:



But what are the minimum and maximum values that should be used for the stretch? The ones that are currently under *Min* and *Max* values are the same values that just gave us a gray rectangle before. Instead, we should be using the minimum and maximum values that are actually in the image, right? Fortunately, you can determine those values easily by loading the minimum and maximum values of the raster.

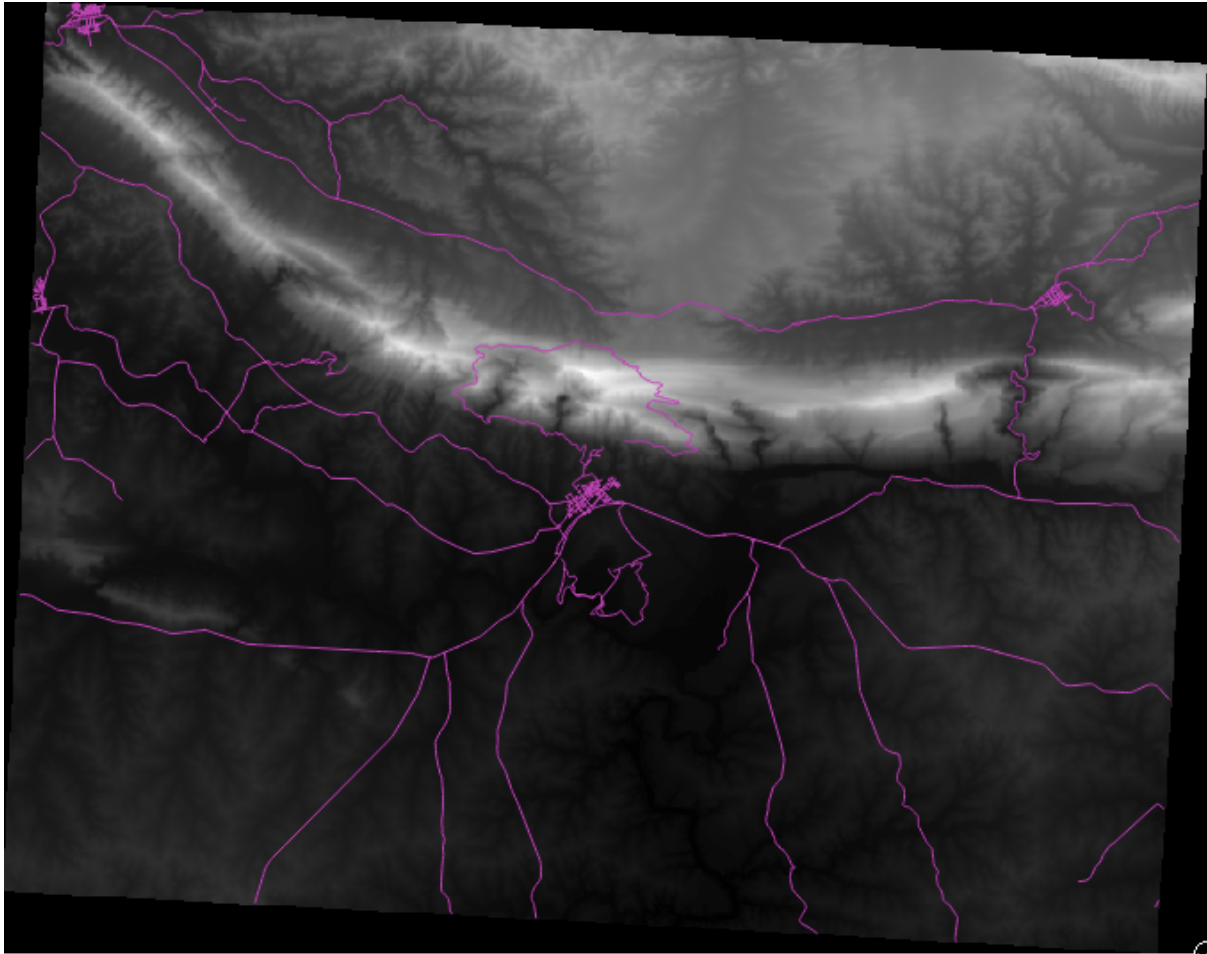
- Under *Load min / max values*, select *Min / Max* option.
- Click the *Load* button:

Notice how the *Custom min / max values* have changed to reflect the actual values in our DEM:



- Click *OK* to apply these settings to the image.

You'll now see that the values of the raster are again properly displayed, with the darker colors representing valleys and the lighter ones, mountains:



But isn't there a better or easier way?

Yes, there is. Now that you understand what needs to be done, you'll be glad to know that there's a tool for doing all of this easily.

- Remove the current DEM from the *Layers list*.
- Load the raster in again, renaming it to DEM as before. It's a gray rectangle again...
- Enable the tool you'll need by enabling *View → Toolbars → Raster*. These icons will appear in the interface:



The third button from the left *Local Histogram Stretch* will automatically stretch the minimum and maximum values to give you the best contrast in the local area that you're zoomed into. It's useful for large datasets. The button on the left *Local Cumulative Cut Stretch ...* will stretch the minimum and maximum values to constant values across the whole image.

- Click the fourth button from the left (*Stretch Histogram to Full Dataset*). You'll see the data is now correctly represented as before.

You can try the other buttons in this toolbar and see how they alter the stretch of the image when zoomed in to local areas or when fully zoomed out.

8.2.3 In Conclusion

These are only the basic functions to get you started with raster symbology. QGIS also allows you many other options, such as symbolizing a layer using standard deviations, or representing different bands with different colors in a multispectral image.

8.2.4 Reference

The SRTM dataset was obtained from <http://srtm.csi.cgiar.org/>

8.2.5 What's Next?

Now that we can see our data displayed properly, let's investigate how we can analyze it further.

8.3 Lesson: Terrain Analysis

Certain types of rasters allow you to gain more insight into the terrain that they represent. Digital Elevation Models (DEMs) are particularly useful in this regard. In this lesson you will use terrain analysis tools to find out more about the study area for the proposed residential development from earlier.

The goal for this lesson: To use terrain analysis tools to derive more information about the terrain.

8.3.1 Follow Along: Calculating a Hillshade

The DEM you have on your map right now does show you the elevation of the terrain, but it can sometimes seem a little abstract. It contains all the 3D information about the terrain that you need, but it doesn't look like a 3D object. To get a better look at the terrain, it is possible to calculate a *hillshade*, which is a raster that maps the terrain using light and shadow to create a 3D-looking image.

To work with DEMs, you should use QGIS' all-in-one *DEM (Terrain models)* analysis tool.

- Click on the menu item *Raster* → *Analysis* → *DEM (Terrain models)*.
- In the dialog that appears, ensure that the *Input file* is the *DEM* layer.
- Set the *Output file* to `hillshade.tif` in the directory `exercise_data/residential_development`.
- Also make sure that the *Mode* option has *Hillshade* selected.
- Check the box next to *Load into canvas when finished*.
- You may leave all the other options unchanged.
- Click *OK* to generate the hillshade.
- When it tells you that processing is completed, click *OK* on the message to get rid of it.
- Click *Close* on the main *DEM (Terrain models)* dialog.

You will now have a new layer called *hillshade* that looks like this:

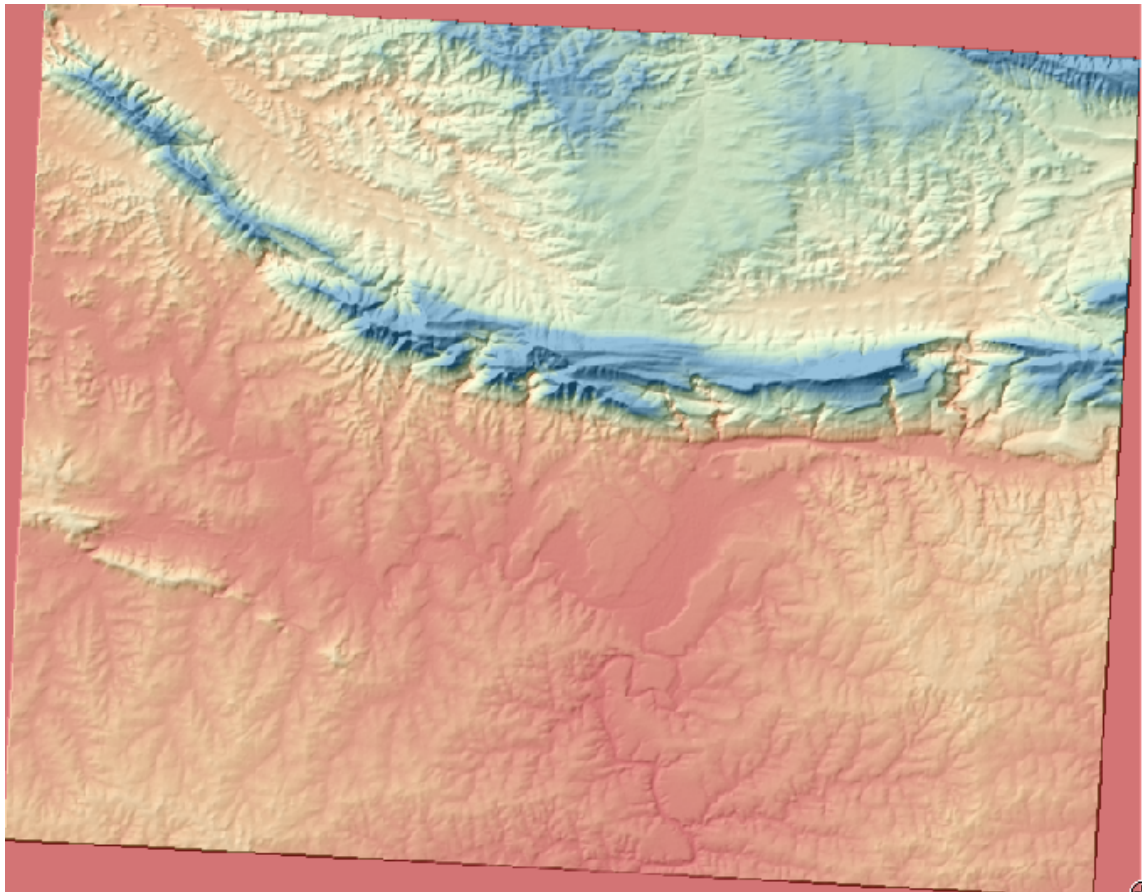


That looks nice and 3D, but can we improve on this? On its own, the hillshade looks like a plaster cast. Can't we use it together with our other, more colorful rasters somehow? Of course we can, by using the hillshade as an overlay.

8.3.2 Follow Along: Using a Hillshade as an Overlay

A hillshade can provide very useful information about the sunlight at a given time of day. But it can also be used for aesthetic purposes, to make the map look better. The key to this is setting the hillshade to be mostly transparent.

- Change the symbology of the original *DEM* to use the *Pseudocolor* scheme as in the previous exercise.
- Hide all the layers except the *DEM* and *hillshade* layers.
- Click and drag the *DEM* to be beneath the *hillshade* layer in the *Layers list*.
- Set the *hillshade* layer to be transparent by opening its *Layer Properties* and go to the *Transparency* tab.
- Set the *Global transparency* to 50%:
- Click *OK* on the *Layer Properties* dialog. You'll get a result like this:



- Switch the *hillshade* layer off and back on in the *Layers list* to see the difference it makes.

Using a hillshade in this way, it's possible to enhance the topography of the landscape. If the effect doesn't seem strong enough to you, you can change the transparency of the *hillshade* layer; but of course, the brighter the hillshade becomes, the dimmer the colors behind it will be. You will need to find a balance that works for you.

Remember to save your map when you are done.

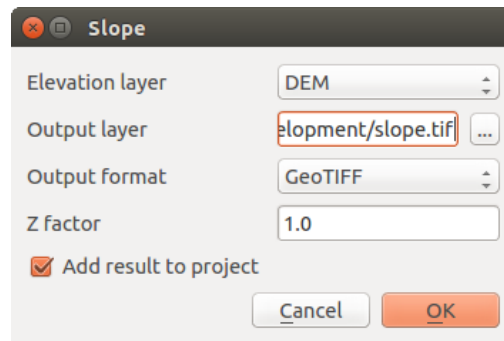
Nota: For the next two exercises, please use a new map. Load only the DEM raster dataset into it (`exercise_data/raster/SRTM/srtm_41_19.tif`). This is to simplify matters while you're working with the raster analysis tools. Save the map as `exercise_data/raster_analysis.qgs`.

8.3.3 Follow Along: Calculating the Slope

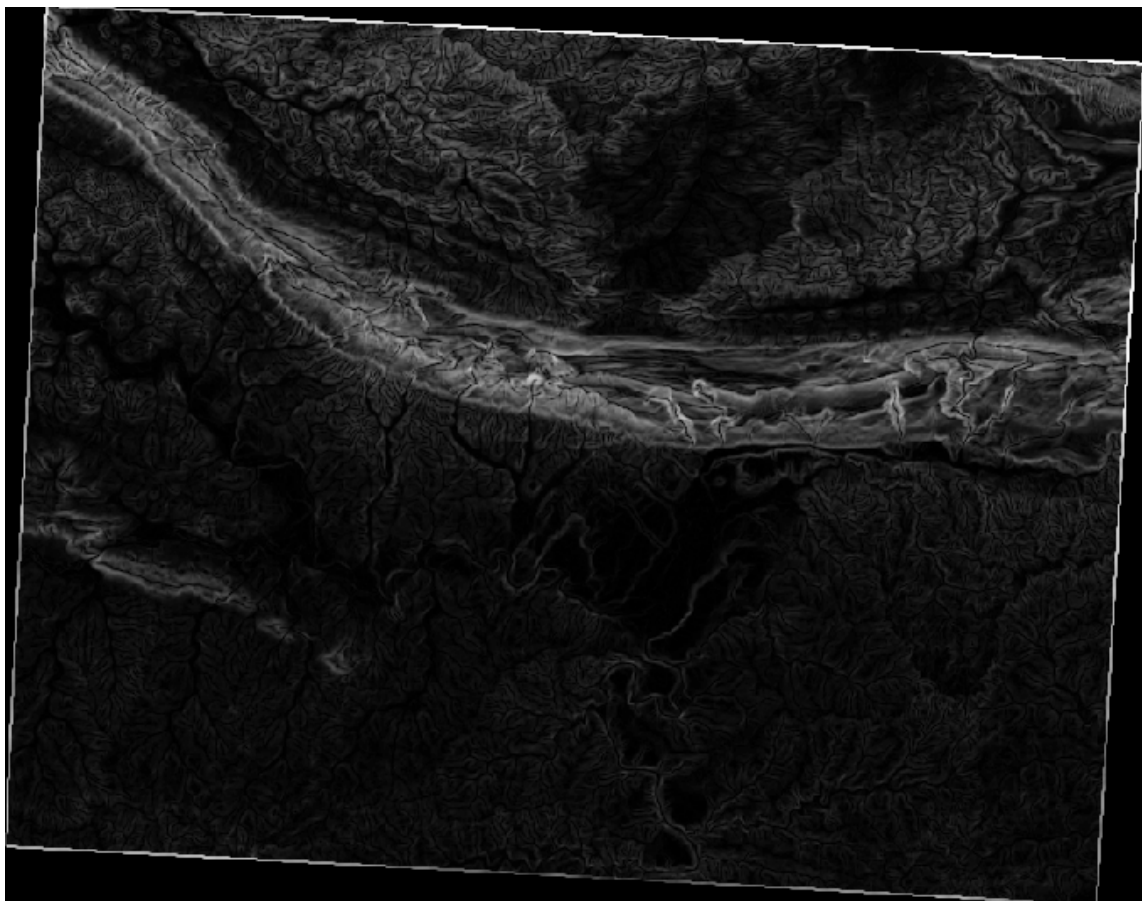
Another useful thing to know about the terrain is how steep it is. If, for example, you want to build houses on the land there, then you need land that is relatively flat.

To do this, you need to use the *Slope* mode of the *DEM (Terrain models)* tool.

- Open the tool as before.
- Select the *Mode* option *Slope*:



- Set the save location to `exercise_data/residential_development/slope.tif`
- Enable the *Load into canvas...* checkbox.
- Click *OK* and close the dialogs when processing is complete, and click *Close* to close the dialog. You'll see a new raster loaded into your map.
- With the new raster selected in the *Layers list*, click the *Stretch Histogram to Full Dataset* button. Now you'll see the slope of the terrain, with black pixels being flat terrain and white pixels, steep terrain:



8.3.4 Try Yourself calculating the aspect

The *aspect* of terrain refers to the direction it's facing in. Since this study is taking place in the Southern Hemisphere, properties should ideally be built on a north-facing slope so that they can remain in the sunlight.

- Use the *Aspect* mode of the *DEM (Terrain models)* tool to calculate the aspect of the terrain.

Check your results

8.3.5 Follow Along: Using the Raster Calculator

Think back to the estate agent problem, which we last addressed in the *Vector Analysis* lesson. Let's imagine that the buyers now wish to purchase a building and build a smaller cottage on the property. In the Southern Hemisphere, we know that an ideal plot for development needs to have areas on it that are north-facing, and with a slope of less than five degrees. But if the slope is less than 2 degrees, then the aspect doesn't matter.

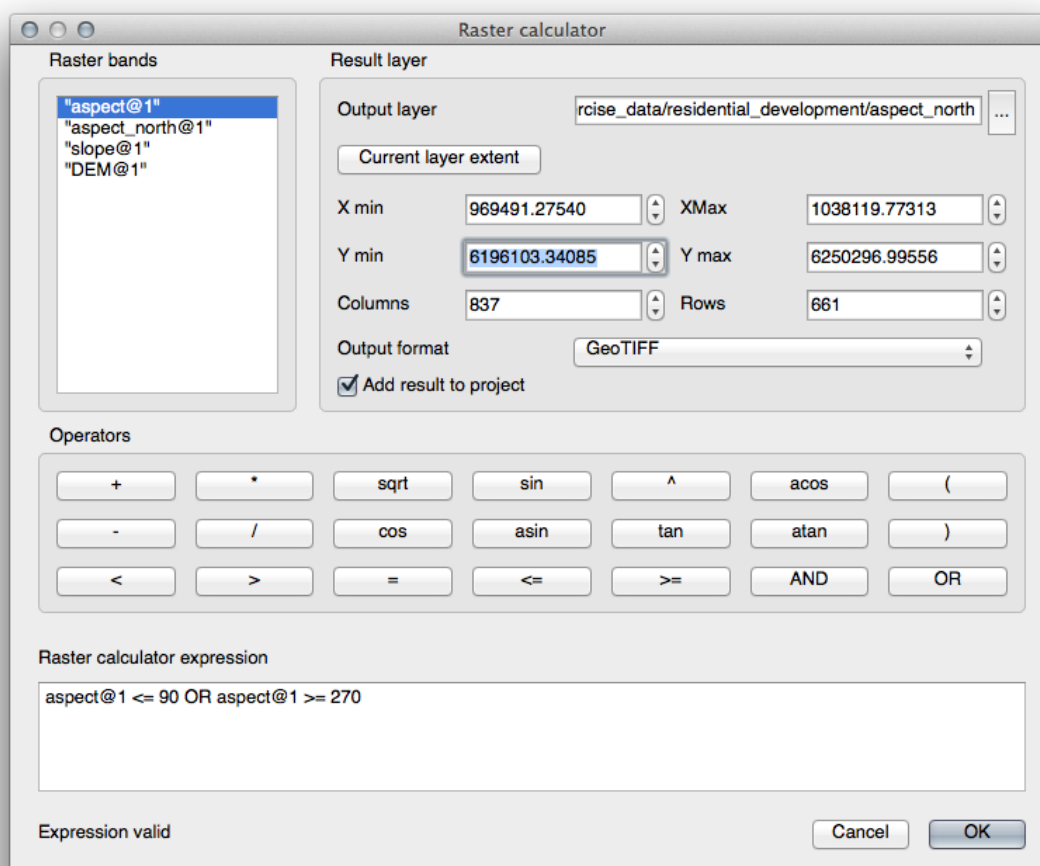
Fortunately, you already have rasters showing you the slope as well as the aspect, but you have no way of knowing where both conditions are satisfied at once. How could this analysis be done?

The answer lies with the *Raster calculator*.

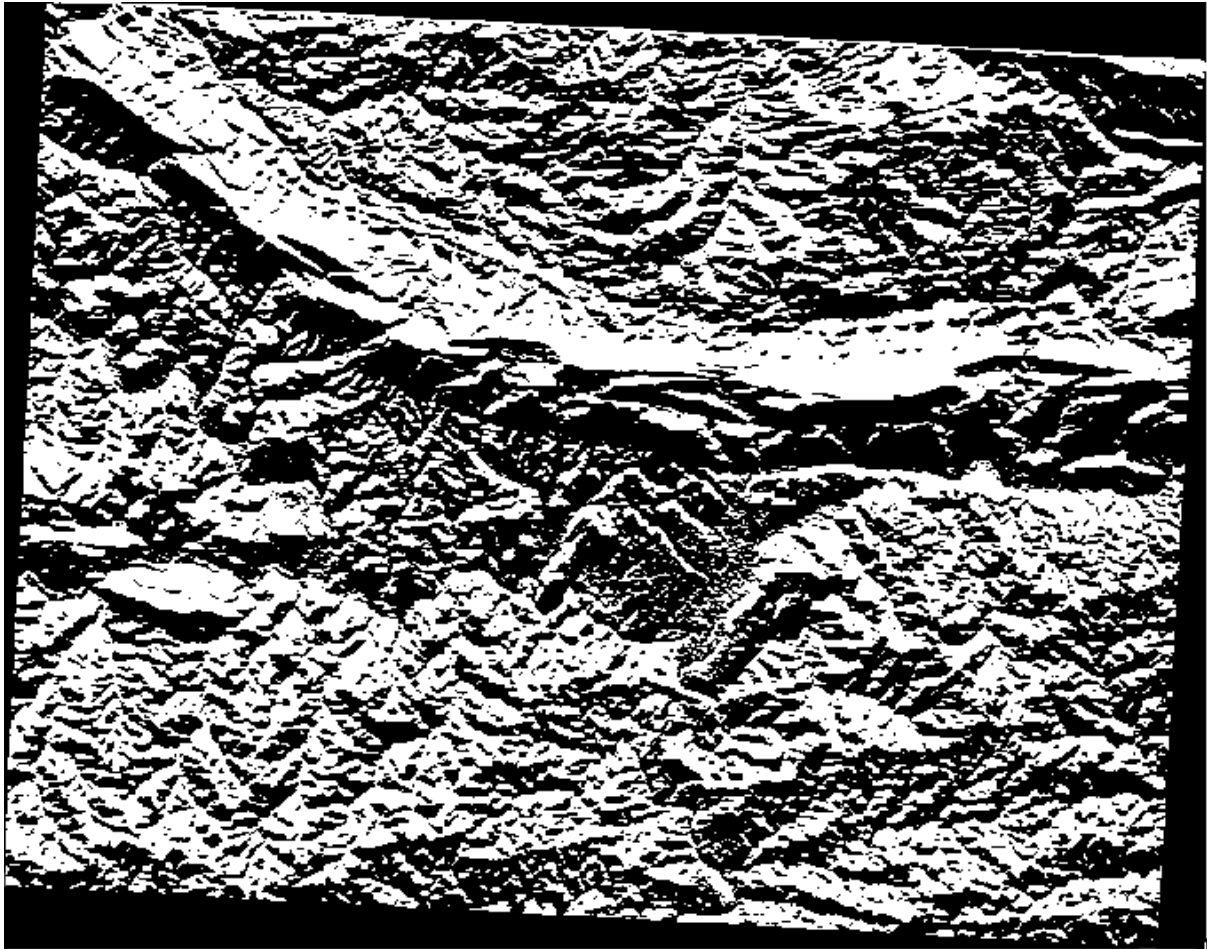
- Click on *Raster > Raster calculator...* to start this tool.
- To make use of the *aspect* dataset, double-click on the item *aspect@1* in the *Raster bands* list on the left. It will appear in the *Raster calculator expression* text field below.

North is at 0 (zero) degrees, so for the terrain to face north, its aspect needs to be greater than 270 degrees and less than 90 degrees.

- In the *Raster calculator expression* field, enter this expression:
`aspect@1 <= 90 OR aspect@1 >= 270`
- Set the output file to `aspect_north.tif` in the directory `exercise_data/residential_development/`.
- Ensure that the box *Add result to project* is checked.
- Click *OK* to begin processing.



Your result will be this:



8.3.6 Try Yourself

Now that you've done the aspect, create two separate new analyses of the *DEM* layer.

- The first will be to identify all areas where the slope is less than or equal to 2 degrees.
- The second is similar, but the slope should be less than or equal to 5 degrees.
- Save them under `exercise_data/residential_development/` as `slope_lte2.tif` and `slope_lte5.tif`.

Check your results

8.3.7 Follow Along: Combining Raster Analysis Results

Now you have three new analysis rasters of the *DEM* layer:

- *aspect_north*: the terrain faces north
- *slope_lte2*: the slope is at or below 2 degrees
- *slope_lte5*: the slope is at or below 5 degrees

Where the conditions of these layers are met, they are equal to 1. Elsewhere, they are equal to 0. Therefore, if you multiply one of these rasters by another one, you will get the areas where both of them are equal to 1.

The conditions to be met are: at or below 5 degrees of slope, the terrain must face north; but at or below 2 degrees of slope, the direction that the terrain faces in does not matter.

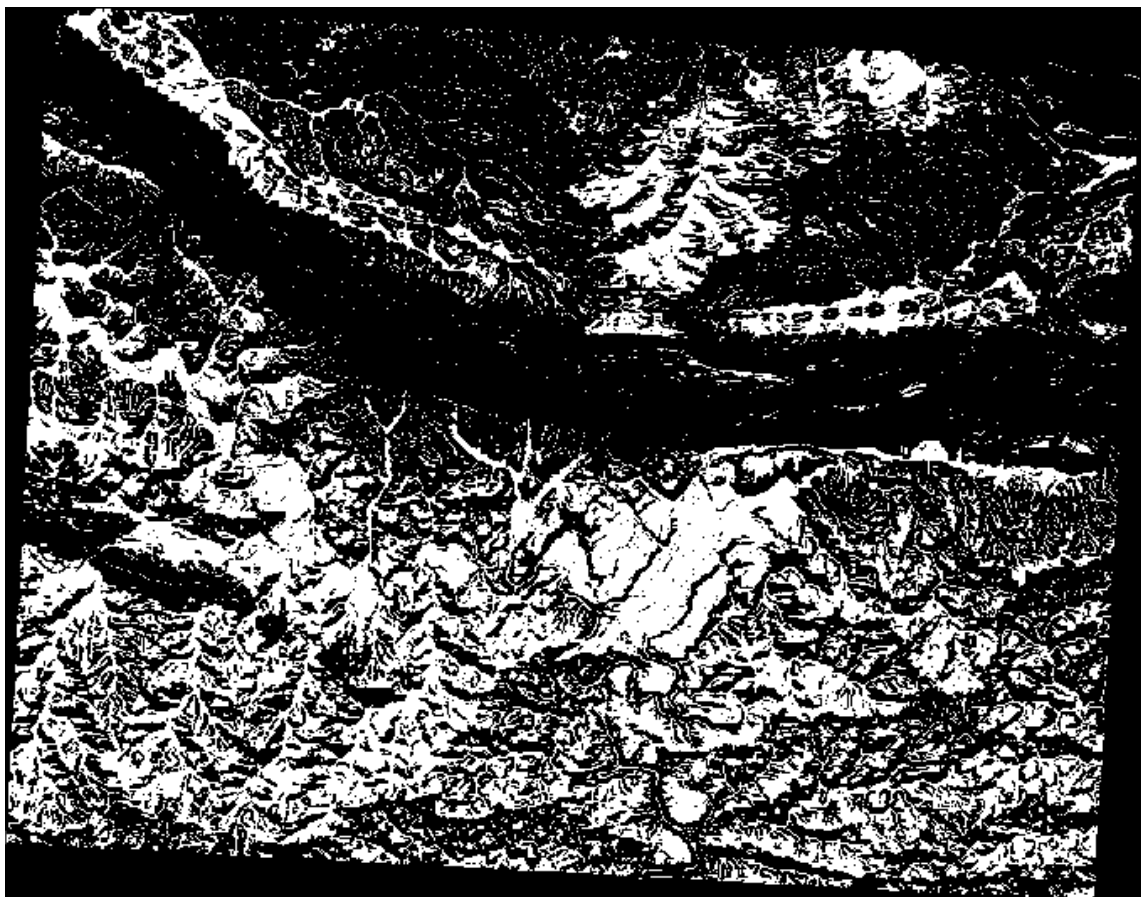
Therefore, you need to find areas where the slope is at or below 5 degrees AND the terrain is facing north; OR the slope is at or below 2 degrees. Such terrain would be suitable for development.

To calculate the areas that satisfy these criteria:

- Open your *Raster calculator* again.
- Use the *Raster bands* list, the *Operators* buttons, and your keyboard to build this expression in the *Raster calculator expression* text area:

```
( aspect_north@1 = 1 AND slope_lte5@1 = 1 ) OR slope_lte2@1 = 1
```

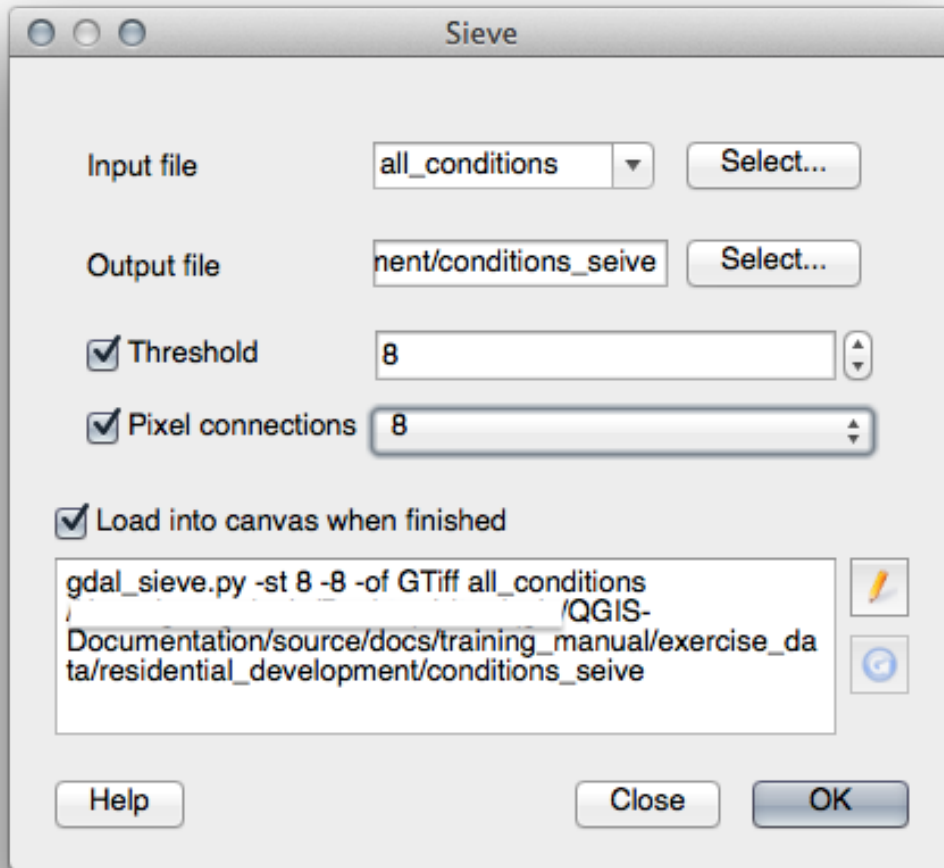
- Save the output under `exercise_data/residential_development/all_conditions.tif`.
- Click *OK* on the *Raster calculator*. Your results:



8.3.8 Follow Along: Simplifying the Raster

As you can see from the image above, the combined analysis has left us with many, very small areas where the conditions are met. But these aren't really useful for our analysis, since they're too small to build anything on. Let's get rid of all these tiny unusable areas.

- Open the *Sieve* tool (*Raster* → *Analysis* → *Sieve*).
- Set the *Input file* to `all_conditions`, and the *Output file* to `all_conditions_sieve.tif` (under `exercise_data/residential_development/`).
- Set both the *Threshold* and *Pixel connections* values to 8, then run the tool.

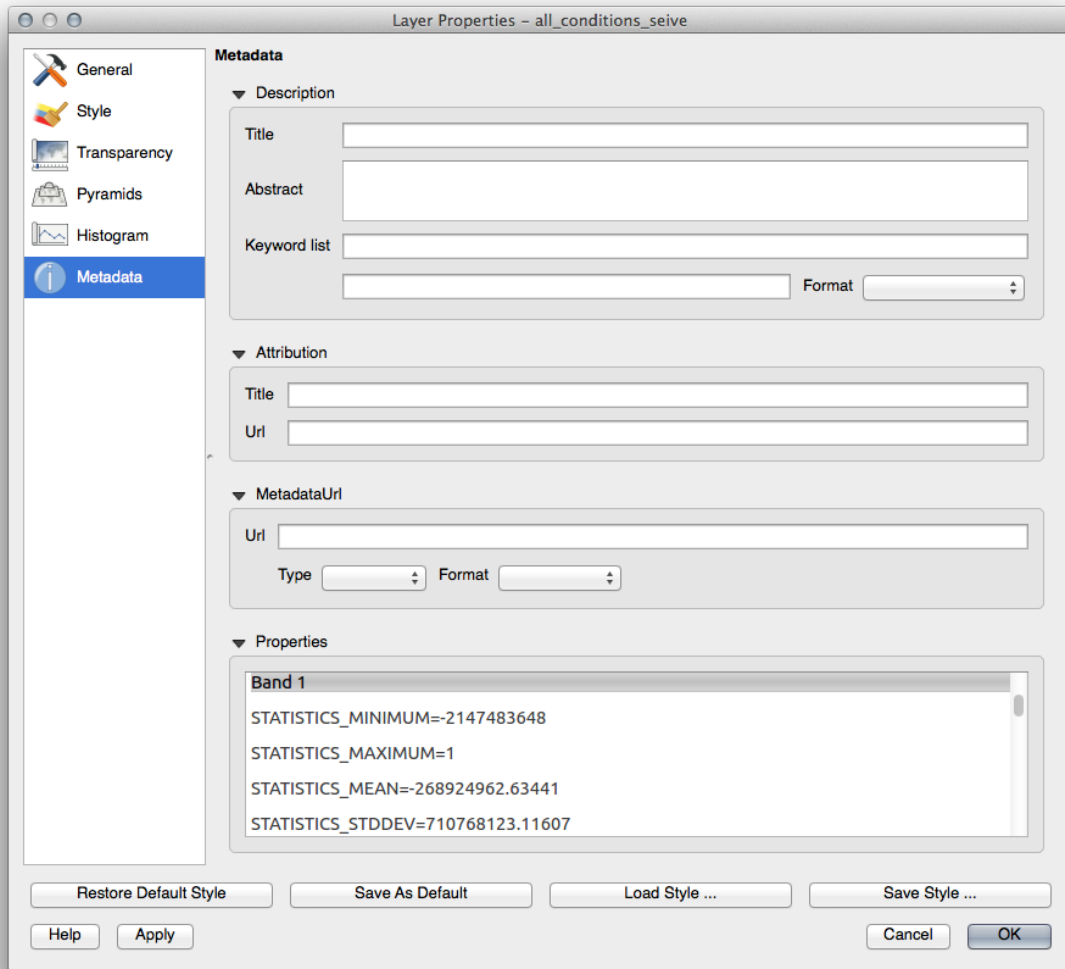


Once processing is done, the new layer will load into the canvas. But when you try to use the histogram stretch tool to view the data, this happens:



What's going on? The answer lies in the new raster file's metadata.

- View the metadata under the *Metadata* tab of the *Layer Properties* dialog. Look in the *Properties* section at the bottom.



Whereas this raster, like the one it's derived from, should only feature the values 1 and 0, it has the `STATISTICS_MINIMUM` value of a very large negative number. Investigation of the data shows that this number acts as a null value. Since we're only after areas that weren't filtered out, let's set these null values to zero.

- Open the *Raster Calculator* again, and build this expression:

```
(all_conditions_sieve@1 <= 0) = 0
```

This will maintain all existing zero values, while also setting the negative numbers to zero; which will leave all the areas with value 1 intact.

- Save the output under `exercise_data/residential_development/all_conditions_simple.tif`.

Your output looks like this:



This is what was expected: a simplified version of the earlier results. Remember that if the results you get from a tool aren't what you expected, viewing the metadata (and vector attributes, if applicable) can prove essential to solving the problem.

8.3.9 In Conclusion

You've seen how to derive all kinds of analysis products from a DEM. These include hillshade, slope and aspect calculations. You've also seen how to use the raster calculator to further analyze and combine these results.

8.3.10 What's Next?

Now you have two analyses: the vector analysis which shows you the potentially suitable plots, and the raster analysis that shows you the potentially suitable terrain. How can these be combined to arrive at a final result for this problem? That's the topic for the next lesson, starting in the next module.

Module: Completing the Analysis

You now have two halves of an analysis: a vector and a raster part. In this module, you'll see how to combine them. You will conclude the analysis and present the final results.

9.1 Lesson: Raster to Vector Conversion

Converting between raster and vector formats allows you to make use of both raster and vector data when solving a GIS problem, as well as using the various analysis methods unique to these two forms of geographic data. This increases the flexibility you have when considering data sources and processing methods for solving a GIS problem.

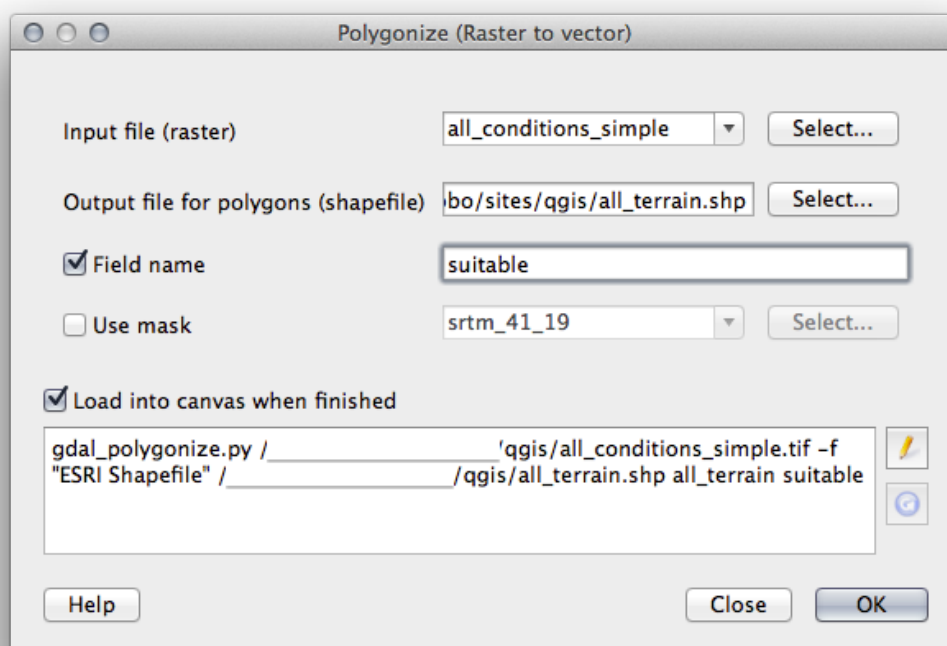
To combine a raster and vector analysis, you need to convert the one type of data to the other. Let's convert the raster result of the previous lesson to a vector.

The goal for this lesson: To get the raster result into a vector that can be used to complete the analysis.

9.1.1 Follow Along: The *Raster to Vector* Tool

Start with the map from the last module, `raster_analysis.qgs`. There you should have the `all_conditions_simple.tif` calculated during the previous exercises.

- Click on *Raster* → *Conversion* → *Polygonize (Raster to Vector)*. The tool dialog will appear.
- Set it up like this:



- Change the field name (describing the values of the raster) to `suitable`.
- Save the shapefile under `exercise_data/residential_development` as `all_terrain.shp`.

Now you have a vector file which contains all the values of the raster, but the only areas you're interested in are those that are `suitable`; i.e., those polygons where the value of `suitable` is 1. You can change the style of this layer if you want to have a clearer visualization of it.

9.1.2 Try Yourself

Refer back to the module on vector analysis.

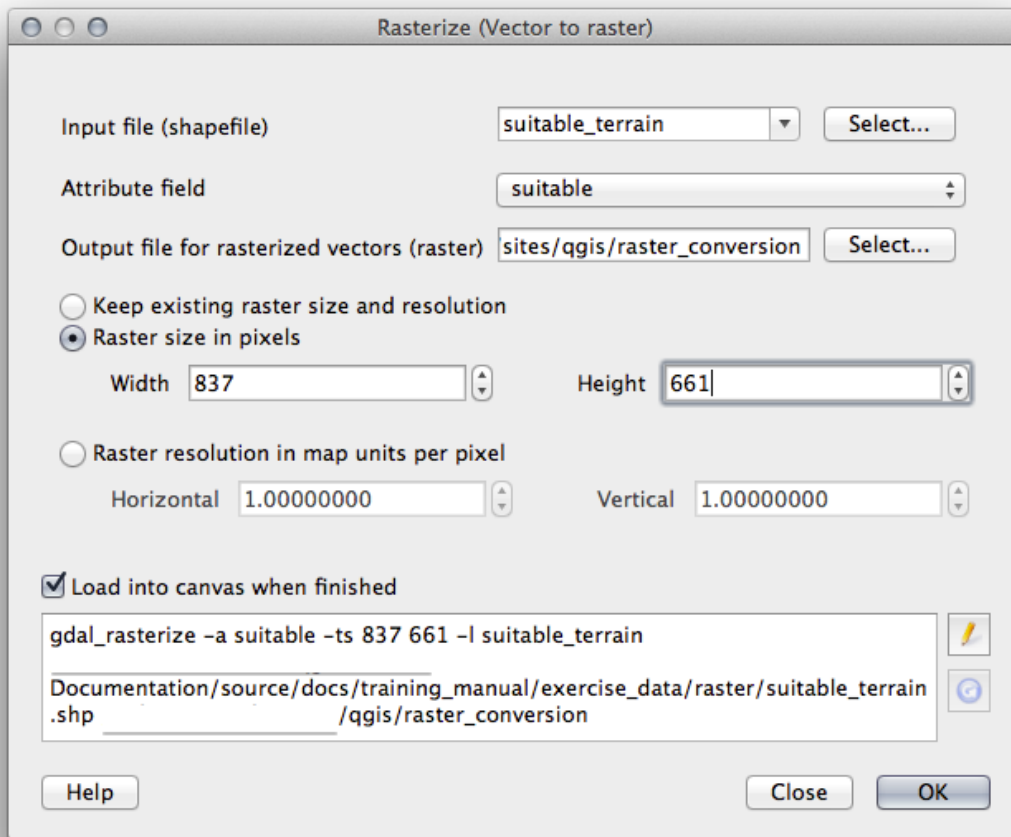
- Create a new vector file that contains only the polygons where `suitable` has the value of 1.
- Save the new file as `exercise_data/residential_development/` as `suitable_terrain.shp`.

Check your results

9.1.3 Follow Along: The *Vector to Raster* Tool

Although unnecessary for our current problem, it's useful to know about the opposite conversion from the one performed above. Convert to raster the `suitable_terrain.shp` vector file you just created in previous step.

- Click on *Raster* → *Conversion* → *Rasterize (Vector to Raster)* to start this tool, then set it up as in the screenshot below:



- *Input file* is `all_terrain`;
- *Output file...* is `exercise_data/residential_development/raster_conversion.tif`;
- *Width* and *Height* are 837 and 661, respectively.

Nota: The size of the output image is specified here to be the same as the original raster which was vectorized. To view the dimensions of an image, open its metadata (*Metadata* tab in the *Layer Properties*).

- Click *OK* on the dialog to begin the conversion process.
- When it is complete, gauge its success by comparing the new raster with the original one. They should match up exactly, pixel for pixel.

9.1.4 In Conclusion

Converting between raster and vector formats allows you to widen the applicability of data, and need not lead to data degradation.

9.1.5 What's Next?

Now that we have the results of the terrain analysis available in vector format, they can be used to solve the problem of which buildings we should consider for the residential development.

9.2 Lesson: Combining the Analyses

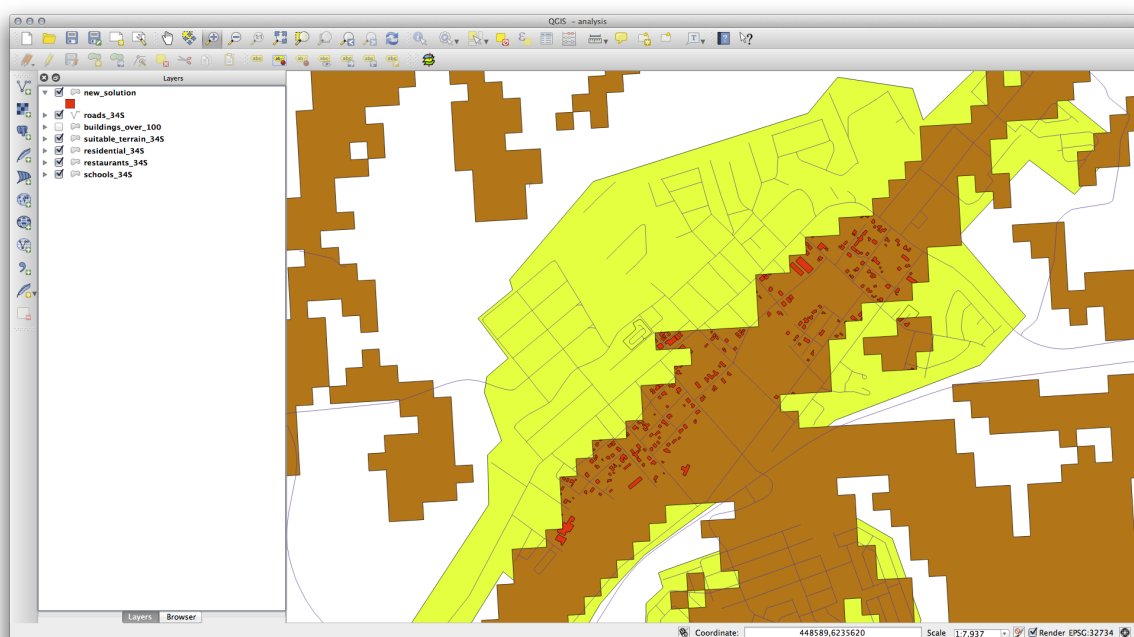
Using the vectorized results of the raster analysis will allow you to select only those buildings on suitable terrain.

The goal for this lesson: To use the vectorized terrain results to select suitable plots.

9.2.1 Try Yourself

- Save your current map (`raster_analysis.qgs`).
- Open the map in which you created during the vector analysis earlier (you should have saved the file as `analysis.qgs`).
- In the *Layers list*, enable these layers:
 - *hillshade*,
 - *solution* (or *buildings_over_100*)
- In addition to these layers, which should already be loaded in the map from when you worked on it before, also add the `suitable_terrain.shp` dataset.
- If you are missing some layers, you should find them in `exercise_data/residential_development/`
- Use the *Intersect* tool (*Vector* → *Geoprocessing Tools*) to create a new vector layer called `new_solution.shp` which contains only those buildings which intersect the `suitable_terrain` layer.

You should now have a layer showing certain buildings as your solution, for example:



Nota: If you find that the *Intersect* tool does not produce any results, check the CRS settings of each of your layers. The CRS must be the same for both the layers you are comparing. You may need to reproject one layer by saving the layer as a new shapefile with the required CRS. In our example, the `suitable_terrain` layer was reprojected to WGS 84 / UTM 34S and named `suitable_terrain_34S`.

9.2.2 Try Yourself Inspecting the Results

Look at each of the buildings in your *new_solution* layer. Compare them with the *suitable_terrain* layer by changing the symbology for the *new_solution* layer so that it has outlines only. What do you notice about some of the buildings? Are they all suitable just because they intersect with the *suitable_terrain* layer? Why or why not? Which ones would you deem to be unsuitable?

Check your results

9.2.3 Try Yourself Refining the Analysis

You can see from the results that some buildings which were included were not really suitable, so we can now refine the analysis.

We want to ensure that our analysis returns only those buildings which fall entirely within the *suitable_terrain* layer. How would you achieve this? Use one or more Vector Analysis tools and remember that our buildings are all over 100m squared in size.

Check your results

9.2.4 In Conclusion

You have now answered the original research question, and can offer an opinion (with reasons, backed by analysis) for a recommendation regarding which property to develop.

9.2.5 What's Next?

Next you will present these results as part of your second assignment.

9.3 Compito

Using the Map Composer, make a new map representing the results of your analysis. Include these layers:

- *places* (con le etichette),
- *hillshade*,
- *solution* (oppure *new_solution*),
- *roads* e
- oppure *aerial_photos* o *DEM*.

Scrivi un breve testo esplicativo di accompagnamento. Includi in tale testo i criteri utilizzati per valutare una casa per l'acquisto e il successivo sviluppo, così come la spiegazione delle tue raccomandazioni su quali edifici sono adatti.

9.4 Lesson: Supplementary Exercise

In this lesson, you will be guided through a complete GIS analysis in QGIS.

Nota: Lesson developed by Linfiniti and S Motala (Cape Peninsula University of Technology)

9.4.1 Problem Statement

You are tasked with finding areas in and around the Cape Peninsula that are a suitable habitat for a rare fynbos plant species. The extent of your area of investigation in the Cape Peninsula is: south of Melkbosstrand, west of Strand. Botanists have provided you with the following preferences exhibited by the species in question:

- It grows on east facing slopes.
- It grows on slopes with a gradient between 15% and 60%.
- It grows in areas that have a total annual rainfall of > 1200 mm.
- It will only be found at least 250 m away from any human settlement.
- The area of vegetation in which it occurs should be at least 6000m² in area.

As a volunteer for Cape Nature, you have agreed to search for the plant on the closest suitable piece of land to your house. Use your GIS skills to determine where you should go to look.

9.4.2 Solution Outline

In order to solve this problem, you will have to download data from https://www.dropbox.com/s/q5evvkizuunrcs0/more_analysis.zip?dl=0 and place it under `exercise_data/more_analysis` folder. You will use it to find the candidate area that is closest to your house. If you don't live in Cape Town (where this problem is based) you can choose any house in the Cape Town region. The solution will involve:

- analysing the DEM to find the east facing slopes and the slopes with the correct gradients;
- analysing the rainfall raster to find the areas with the correct amount of rainfall;
- analysing the Zoning vector layer to find areas that are away from human settlement and are of the correct size.

9.4.3 Setting up the Map

- Click on the “CRS status” button in the extreme lower right corner of the screen. Under the *CRS* tab of the screen that appears, you will see the box *Coordinate reference systems of the world*.
- In this box, navigate to *Projected Coordinate Systems* → *Universal Transverse Mercator (UTM)*.
- Select the entry *WGS 84 / UTM zone 33S* (with the EPSG code 32733).
- Click *OK*. The map is now in the UTM33S coordinate reference system.
- Save the map by clicking on the *Save Project As* toolbar button, or use the *File* → *Save Project As...* menu item.
- Save the map in a directory called `Rasterprac` that you should create somewhere on your computer. You will save whatever layers you create in this directory as well.

9.4.4 Loading Data into the Map

In order to process the data, you will need to load the necessary layers (street names, zones, rainfall, DEM) into the map canvas.

For vectors ...

- Click on the *Add Vector Layer* button, or use the *Layer* → *Add Vector Layer...* menu item.
- In the dialog that appears, ensure that the *File* radio button is selected.
- Click on the *Browse* button.

- In the dialog that appears, open the *exercise_data/more_analysis/streets* directory.
- Select the file *Street_Names_UTM33S.shp*.
- Click *Open*.

The dialog closes and shows the original dialog, with the file path specified in the text field next to the *Browse* button. This allows you to ensure that the correct file is selected. It is also possible to enter the file path in this field manually, should you wish to do so.

- Click *Open*. The vector layer will load in your map. Its color is automatically assigned. It will be changed later.
- Rename the layer to *Streets*.
- Right-click on it in the *Layers list* (by default, the pane along the left-hand side of the screen).
- Click *Rename* in the dialog that appears and rename it, pressing the *Enter* key when done.
- Repeat the vector adding process, but this time select the *Generalised_Zoning_Dissolve_UTM33S.shp* file in the *Zoning* directory.
- Rename it to *Zoning*.

For rasters ...

- Click on the *Add Raster Layer* button, or use the *Layer → Add Raster Layer...* menu item.
- Navigate to the appropriate file, select it, and click *Open*.
- Do this for each of the two raster files. The files you want are *DEM/reproject/DEM* and *Rainfall/reprojected/rainfall.tif*.
- Rename the rainfall raster to *Rainfall* (with an initial capital). Initially when you load them, the images will be gray rectangles. Don't worry, this will be changed later.
- Save the map.

In order to properly see what's going on, the symbology for the layers needs to be changed.

9.4.5 Changing the symbology of vector layers

- In the *Layers list*, right-click on the *Streets* layer.
- Select *Properties* from the menu that appears.
- Switch to the *Style* tab in the dialog that appears.
- Click on the button labelled *Change*, with a square showing the current color of the *Streets* layer.
- Select a new color in the dialog that appears.
- Click *OK*.
- Click *OK* again in the *Layer Properties* dialog. This will change the color of the *Streets* layer.
- Follow a similar process for the *Zoning* layer and choose an appropriate color for it.

9.4.6 Changing the symbology of raster layers

Raster layer symbology is somewhat different.

- Open the *Properties* dialog for the *Rainfall* raster.
- Switch to the *Style* tab. You'll notice that this style dialog is very different from the version used for vector layers.
- Ensure that the button *Use standard deviation* is selected.

- Change the value in the associated box to 2.00 (it should be set to 0.00 by default).
- Under the heading *Contrast enhancement*, change the value of the *Current* dropdown list to *Stretch to MinMax*.
- Click *OK*. The “Rainfall” raster, if visible, should change colors, allowing you to see different brightness values for each pixel.
- Repeat this process for the DEM, but set the standard deviations used for stretching to 4.00.

9.4.7 Changing the layer order

- In the *Layers list*, click and drag layers up and down to change the order they appear in on the map.
- Newer versions of QGIS may have a *Control rendering order* checkbox beneath the *Layers list*. Ensure that it is checked.

Now that all the data is loaded and properly visible, the analysis can begin. It is best if the clipping operation is done first. This is so that no processing power is wasted on computing values in areas that aren’t going to be used anyway.

9.4.8 Find the Correct Districts

- Load the vector layer `admin_boundaries/Western_Cape_UTM33S.shp` into your map.
- Rename it to `Districts`.
- Right-click on the *Districts* layer in the *Layers list*.
- In the menu that appears, select the *Query...* menu item. The *Query Builder* dialog appears.

You will now build a query to select only the following list of districts:

- Bellville,
- Cape,
- Goodwood,
- Kuils River,
- Mitchells Plain,
- Simons Town, and
- Wynberg.
- In the *Fields* list, double-click on the `NAME_2` field. It appears in the *SQL where clause* text field below.
- Click the `=` button; an `=` sign is added to the SQL query.
- Click the *All* button below the (currently empty) *Values* list. After a short delay, this will populate the *Values* list with the values of the selected field (`NAME_2`).
- Double-click the value *Bellville* in the *Values* list. As before, this will be added to the SQL query.

In order to select more than one district, you’ll need to use the `OR` boolean operator.

- Click the *OR* button and it will be added to the SQL query.
- Using a process similar to the above, add the following to the existing SQL query:

```
"NAME_2" = 'Cape'
```

- Add another `OR` operator, then work your way through the list of districts above in a similar fashion.
- The final query should be

```
"NAME_2" = 'Bellville' OR "NAME_2" = 'Cape' OR "NAME_2" = 'Goodwood' OR
"NAME_2" = 'Kuils River' OR "NAME_2" = 'Mitchells Plain' OR "NAME_2" =
'Simons Town' OR "NAME_2" = 'Wynberg'
```

- Click *OK*. The districts shown in your map are now limited to those in the list above.

9.4.9 Clip the Rasters

Now that you have an area of interest, you can clip the rasters to this area.

- Ensure that the only layers that are visible are the *DEM*, *Rainfall* and *Districts* layers.
- *Districts* must be on top so that they are visible.
- Open the clipping dialog by selecting the menu item *Raster* → *Extraction* → *Clipper*.
- In the *Input file (raster)* dropdown list, select the *DEM* layer.
- Specify an output location in the *Output file* text field by clicking the *Select...* button.
- Navigate to your *Rasterprac* directory.
- Enter a file name.
- Save the file. Leave the *No data value* checkbox unchecked.
- Use the *Extent* clipping mode by ensuring the correct radio button is selected.
- Click and drag an area in the canvas, so that the area which includes the districts is selected.
- Check the *Load into canvas when finished* box.
- Click *OK*.
- After the clipping operation is completed, **DO NOT CLOSE** the *Clipper* dialog. (Doing so would cause you to lose the clipping area that you have already defined.)
- Select the *Rainfall* raster in the *Input file (raster)* dropdown list and choose a different output file name.
- Do not change any other options. Do not alter the existing clipping area which you drew previously. Leave everything the same and click *OK*.
- After the second clipping operation has completed, you may close the *Clipper* dialog.
- Save the map.

9.4.10 Clean up the map

- Remove the original *Rainfall* and *DEM* layers from the *Layers list*:
- Right-click on these layers and select *Remove*.
 - This will not remove the data from your storage device, it will merely take it out of your map.
- Deactivate the labels on the *Streets* layer:
 - Click the *Labeling* button.
 - Uncheck the *Label this layer with* box.
 - Click *OK*.
- Show all the *Streets* again:
 - Right-click on the layer in the *Layers list*.
 - Select *Query*.
- In the *Query* dialog that appears, click the *Clear* button, then click *OK*.

- Wait while the data is loaded. All the streets will now be visible.
- Change the raster symbology as before (see *Changing the symbology of raster layers*).
- Save the map.
- You can now hide the vector layers by unchecking the box next to them in the *Layers list*. This will make the map render faster and will save you some time.

In order to create the hillshade, you will need to use a plugin that was written for this purpose.

9.4.11 Activating the *Raster Terrain Analysis* plugin

This plugin is included by default in QGIS 1.8. However, it may not be immediately visible. To check if it is accessible on your system:

- Click on the menu item *Plugins → Manage Plugins...*
- Ensure that the box next to *Raster Terrain Analysis plugin* is selected.
- Click *OK*.

You will now have access to this plugin via the *Raster → Terrain analysis* menu item.

Remember that plugins may sometimes depend on certain Python modules being installed on your system. Should a plugin refuse to work while complaining of missing dependencies, please ask your tutor or lecturer for assistance.

9.4.12 Create the hillshade

- In the *Layers list*, ensure that the *DEM* is the active layer (i.e., it is highlighted by having been clicked on).
- Click on the *Raster → Terrain analysis → Hillshade* menu item to open the *Hillshade* dialog.
- Specify an appropriate location for the output layer and call it *hillshade*.
- Check the *Add result to project* box.
- Click *OK*.
- Wait for it to finish processing.

The new *hillshade* layer has appeared in your *Layers list*.

- Right-click on the *hillshade* layer in your *Layers list* and bring up the *Properties* dialog.
- Click on the *Transparency* tab and set the transparency slider to 80%.
- Click *OK* on the dialog.
- Note the effect when the transparent hillshade is superimposed over the clipped DEM.

9.4.13 Slope

- Click on the menu item *Raster → Terrain analysis*.
- Select the *Slope* analysis type, with the clipped DEM as the input layer.
- Specify an appropriate file name and location for output purposes.
- Check the *Add result to project* box.
- Click *OK*.

The slope image has been calculated and added to the map. However, as usual it is just a gray rectangle. To properly see what's going on, change the symbology as follows.

- Open the layer *Properties* dialog (as usual, via the right-click menu of the layer).

- Click on the *Style* tab.
- Where it says *Grayscale* (in the *Color map* dropdown menu), change it to *Pseudocolor*.
- Ensure that the *Use standard deviation* radio button is selected.

9.4.14 Aspect

- Use the same approach as for calculating the slope, but select *Aspect* in the initial dialog box.

Remember to save the map periodically.

9.4.15 Reclassifying rasters

- Click the menu item *Raster* → *Raster calculator*.
- Specify your `Rasterprac` directory as the location for the output layer.
- Ensure that the *Add result to project* box is selected.

In the *Raster bands* list on the left, you will see all the raster layers in your *Layers list*. If your Slope layer is called *slope*, it will be listed as *slope@1*.

The slope needs to be between 15 and 60 degrees. Everything less than 15 or greater than 60 must therefore be excluded.

- Using the list items and buttons in the interface, build the following expression:

```
((slope@1 < 15) OR (slope@1 > 60)) = 0
```

- Set the *Output layer* field to an appropriate location and file name.
- Click *OK*.

Now find the correct aspect (east-facing: between 45 and 135 degrees) using the same approach.

- Build the following expression:

```
((aspect@1 < 45) OR (aspect@1 > 135)) = 0
```

- Find the correct rainfall (greater than 1200mm) the same way. Build the following expression:

```
(rainfall@1 < 1200) = 0
```

Having reclassified all the rasters, you will now see them displayed as gray rectangles in your map (assuming that they have been added to the map correctly). To properly display raster data with only two classes (1 and 0, meaning true or false), you will need to change their symbology.

9.4.16 Setting the style for the reclassified layers

- Open the *Style* tab in the layer's *Properties* dialog as usual.
- Under the heading *Load min / max values from band*, select the *Actual (slower)* radio button.
- Click the *Load* button.

The *Custom min / max values* fields should now populate with 0 and 1, respectively. (If they do not, then there was a mistake with your reclassification of the data, and you will need to go over that part again.)

- Under the heading *Contrast enhancement*, set the *Current* dropdown list to *Stretch To MinMax*.
- Click *OK*.
- Do this for all three reclassified rasters, and remember to save your work!

The only criterion that remains is that the area must be 250m away from urban areas. We will satisfy this requirement by ensuring that the areas we compute are 250m or more from the edge of a rural area. Hence, we need to find all rural areas first.

9.4.17 Finding rural areas

- Hide all layers in the *Layers list*.
- Unhide the *Zoning* vector layer.
- Right-click on it and bring up the *Query* dialog.
- Build the following query:

```
"Gen_Zoning" = 'Rural'
```

See the earlier instructions for building the *Streets* query if you get stuck.

- When you're done, close the *Query* dialog.

You should see a collection of polygons from the *Zoning* layer. You will need to save these to a new layer file.

- On the right-click menu for *Zoning*, select *Save as...*
- Save your layer under the *Zoning* directory.
- Name the output file `rural.shp`.
- Click *OK*.
- Add the layer to your map.
- Click the menu item *Vector* → *Geoprocessing Tools* → *Dissolve*.
- Select the *rural* layer as your input vector layer, while leaving the *Use only selected features* box unchecked.
- Under *Dissolve field*, select — *Dissolve all* —.
- Save your layer under the *Zoning* directory.
- Click *OK*. A dialog will appear asking whether you want to add the new layer to the TOC (“Table of Contents”, referring to the *Layers list*).
- Click *Yes*.
- Close the *Dissolve* dialog.
- Remove the *rural* and *Zoning* layers.
- Save the map.

Now you need to exclude the areas that are within 250m from the edge of the rural areas. Do this by creating a negative buffer, as explained below.

9.4.18 Creating a negative buffer

- Click the menu item *Vector* → *Geoprocessing Tools* → *Buffer(s)*.
- In the dialog that appears, select the *rural_dissolve* layer as your input vector layer (*Use only selected features* should not be checked).
- Select the *Buffer distance* button and enter the value `-250` into the associated field; the negative value means that the buffer must be an internal buffer.
- Check the *Dissolve buffer results* box.
- Set the output file to the same directory as the other rural vector files.
- Name the output file `rural_buffer.shp`.

- Click *Save*.
- Click *OK* and wait for the processing to complete.
- Select *Yes* on the dialog that appears.
- Close the *Buffer* dialog.
- Remove the *rural_dissolve* layer.
- Save the map.

In order to incorporate the rural zones into the same analysis with the three existing rasters, it will need to be rasterized as well. But in order for the rasters to be compatible for analysis, they will need to be the same size. Therefore, before you can rasterize, you'll need to clip the vector to the same area as the three rasters. A vector can only be clipped by another vector, so you will first need to create a bounding box polygon the same size as the rasters.

9.4.19 Creating a bounding box vector

- Click on the menu item *Layer → New → New Shapefile Layer...*
- Under the *Type* heading, select the *Polygon* button.
- Click *Specify CRS* and set the coordinate reference system WGS 84 / UTM zone 33S : EPSG:32733.
- Click *OK*.
- Click *OK* on the *New Vector Layer* dialog as well.
- Save the vector in the *Zoning* directory.
- Name the output file *bbox.shp*.
- Hide all layers except the new *bbox* layer and one of the reclassified rasters.
- Ensure that the *bbox* layer is highlighted in the *Layers list*.
- Navigate to the *View > Toolbars* menu item and ensure that *Digitizing* is selected. You should then see a toolbar icon with a pencil or koki on it. This is the *Toggle editing* button.
- Click the *Toggle editing* button to enter *edit mode*. This allows you to edit a vector layer.
- Click the *Add feature* button, which should be nearby the *Toggle editing* button. It may be hidden behind a double arrow button; if so, click the double arrows to show the *Digitizing* toolbar's hidden buttons.
- With the *Add feature* tool activated, left-click on the corners of the raster. You may need to zoom in with the mouse wheel to ensure that it is accurate. To pan across the map in this mode, click and drag in the map with the middle mouse button or mouse wheel.
- For the fourth and final point, right-click to finalize the shape.
- Enter any arbitrary number for the shape ID.
- Click *OK*.
- Click the *Save edits* button.
- Click the *Toggle editing* button to stop your editing session.
- Save the map.

Now that you have a bounding box, you can use it to clip the rural buffer layer.

9.4.20 Clipping a vector layer

- Ensure that only the *bbox* and *rural_buffer* layers are visible, with the latter on top.
- Click the menu item *Vector > Geoprocessing Tools > Clip*.
- In the dialog that appears, set the input vector layer to *rural_buffer* and the clip layer to *bbox*, with both *Use only selected features* boxes unchecked.
- Put the output file under the *Zoning* directory.
- Name the output file `rural_clipped`.
- Click *OK*.
- When prompted to add the layer to the TOC, click *Yes*.
- Close the dialog.
- Compare the three vectors and see the results for yourself.
- Remove the *bbox* and *rural_buffer* layers, then save your map.

Now it's ready to be rasterized.

9.4.21 Rasterizing a vector layer

You'll need to specify a pixel size for a new raster that you create, so first you'll need to know the size of one of your existing rasters.

- Open the *Properties* dialog of any of the three existing rasters.
- Switch to the *Metadata* tab.
- Make a note of the X and Y values under the heading *Dimensions* in the Metadata table.
- Close the *Properties* dialog.
- Click on the *Raster → Conversion → Rasterize* menu item. You may receive a warning about a dataset being unsupported. Click it away and ignore it.
- Select *rural_clipped* as your input layer.
- Set an output file location inside the *Zoning* directory.
- Name the output file `rural_raster.tif`.
- Check the *New size* box and enter the X and Y values you made a note of earlier.
- Check the *Load into canvas* box.
- Click the pencil icon next to the text field which shows the command that will be run. At the end of the existing text, add a space and then the text `-burn 1`. This tells the Rasterize function to “burn” the existing vector into the new raster and give the areas covered by the vector the new value of 1 (as opposed to the rest of the image, which will automatically be 0).
- Click *OK*.
- The new raster should show up in your map once it has been computed.
- The new raster will look like a grey rectangle – you may change the display style as you did for the reclassified rasters.
- Save your map.

Now that you have all four criteria each in a separate raster, you need to combine them to see which areas satisfy all the criteria. To do so, the rasters will be multiplied with each other. When this happens, all overlapping pixels with a value of 1 will retain the value of 1, but if a pixel has the value of 0 in any of the four rasters, then it will be 0 in the result. In this way, the result will contain only the overlapping areas.

9.4.22 Combining rasters

- Click the *Raster* → *Raster calculator* menu item.
- Build the following expression (with the appropriate names for your layers, depending on what you called them):

```
[Rural raster] * [Reclassified aspect] * [Reclassified slope] *
[Reclassified rainfall]
```

- Set the output location to the `Rasterprac` directory.
- Name the output raster `cross_product.tif`.
- Ensure that the *Add result to project* box is checked.
- Click OK.
- Change the symbology of the new raster in the same way as you set the style for the other reclassified rasters. The new raster now properly displays the areas where all the criteria are satisfied.

To get the final result, you need to select the areas that are greater than 6000m^2 . However, computing these areas accurately is only possible for a vector layer, so you will need to vectorize the raster.

9.4.23 Vectorizing the raster

- Click on the menu item *Raster* → *Conversion* → *Polygonize*.
- Select the *cross_product* raster.
- Set the output location to `Rasterprac`.
- Name the file `candidate_areas.shp`.
- Ensure that *Load into canvas when finished* is checked.
- Click OK.
- Close the dialog when processing is complete.

All areas of the raster have been vectorized, so you need to select only the areas that have a value of 1.

- Open the *Query* dialog for the new vector.
- Build this query:


```
"DN" = 1
```
- Click *OK*.
- Create a new vector file from the results by saving the *candidate_areas* vector after the query is complete (and only the areas with a value of 1 are visible). Use the *Save as...* function in the layer's right-click menu for this.
- Save the file in the `Rasterprac` directory.
- Name the file `candidate_areas_only.shp`.
- Save your map.

9.4.24 Calculating the area for each polygon

- Open the new vector layer's right-click menu.
- Select *Open attribute table*.
- Click the *Toggle editing mode* button along the bottom of the table, or press `Ctrl+E`.
- Click the *Open field calculator* button along the bottom of the table, or press `Ctrl+I`.

- Under the *New field* heading in the dialog that appears, enter the field name `area`. The output field type should be an integer, and the field width should be 10.
- In *Field calculator expression*, type:

```
$area
```

This means that the field calculator will calculate the area of each polygon in the vector layer and will then populate a new integer column (called *area*) with the computed value.

- Click *OK*.
- Do the same thing for another new field called *id*. In *Field calculator expression*, type:

```
$id
```

This ensures that each polygon has a unique ID for identification purposes.

- Click *Toggle editing mode* again, and save your edits if prompted to do so.

9.4.25 Selecting areas of a given size

Now that the areas are known:

- Build a query (as usual) to select only the polygons larger than 6000m^2 . The query is:

```
"area" > 6000
```

- Save the selection as a new vector layer called *solution.shp*.

You now have your solution areas, from which you will pick the one nearest to your house.

9.4.26 Digitize your house

- Create a new vector layer as before, but this time, select the *Type* value as being a *Point*.
- Ensure that it is in the correct CRS!
- Name the new layer `house.shp`.
- Finish creating the new layer.
- Enter edit mode (while the new layer is selected).
- Click the point where your house or other current place of residence is, using the streets as a guide. You might have to open other layers to help you find your house. If you don't live anywhere nearby, just click somewhere among the streets where a house could conceivably be.
- Enter any arbitrary number for the shape ID.
- Click *OK*.
- Save your edits and exit edit mode.
- Save the map.

You will need to find the centroids (“centers of mass”) for the solution area polygons in order to decide which is closest to your house.

9.4.27 Calculate polygon centroids

- Click on the *Vector* → *Geometry Tools* → *Polygon centroids* menu item.
- Specify the input layer as *solution.shp*.
- Provide the output location as `Rasterprac`.

- Call the destination file `solution_centroids.shp`.
- Click *OK* and add the result to the TOC (*Layers list*), then close the dialog.
- Drag the new layer to the top of the layer order so that you can see it.

9.4.28 Calculate which centroid is closest to your house

- Click on the menu item *Vector* → *Analysis Tools* → *Distance matrix*.
- The input layer should be your house, and the target layer *solution_centroids*. Both of these should use the `id` field as their unique ID field.
- The output matrix type should be *linear*.
- Set an appropriate output location and name.
- Click *OK*.
- Open the file in a text editor (or import it into a spreadsheet). Note which target ID is associated with the shortest *Distance*. There may be more than one at the same distance.
- Build a query in QGIS to select only the solution areas closest to your house (selecting it using the `id` field).

This is the final answer to the research question.

For your submission, include the semi-transparent hillshade layer over an appealing raster of your choice (such as the *DEM* or the *slope* raster, for example). Also include the polygon of the closest solution area(s), as well as your house. Follow all the best practices for cartography in creating your output map.

Module: Plugin

I plugin permettono di estendere le funzionalità che QGIS offre. In questo modulo, ti sarà mostrato come attivare e utilizzare i plugin.

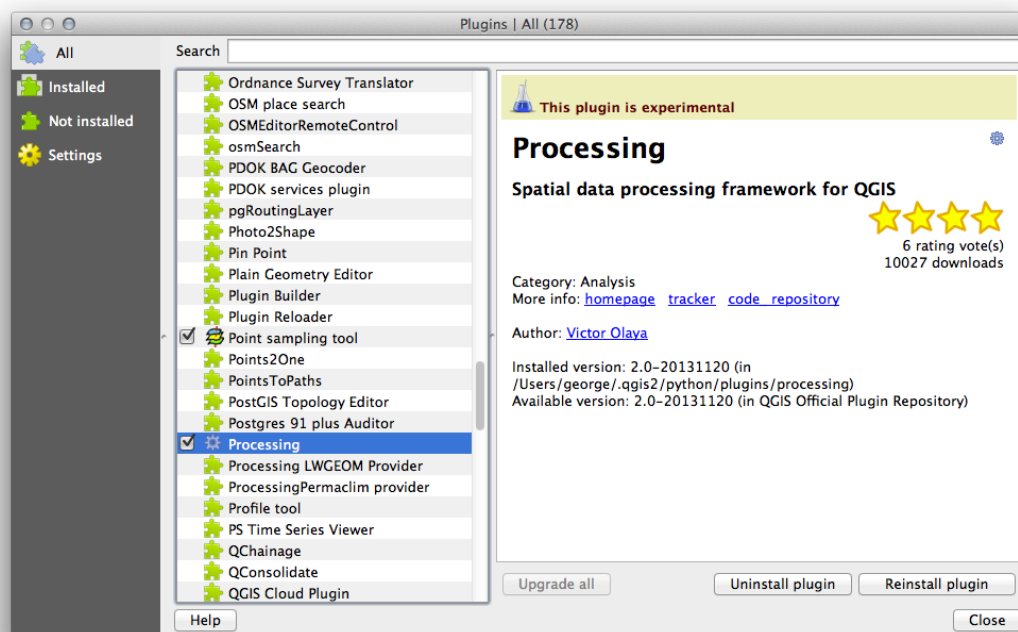
10.1 Lesson: Installing and Managing Plugins

To begin using plugins, you need to know how to download, install and activate them. To do this, you will learn how to use the *Plugin Installer* and *Plugin Manager*.

The goal for this lesson: To understand and use QGIS' plugin system.

10.1.1 Follow Along: Managing Plugins

- To open the *Plugin Manager*, click on the menu item *Plugins* → *Manage and Install Plugins*.
- In the dialog that opens, find the *Processing* plugin:



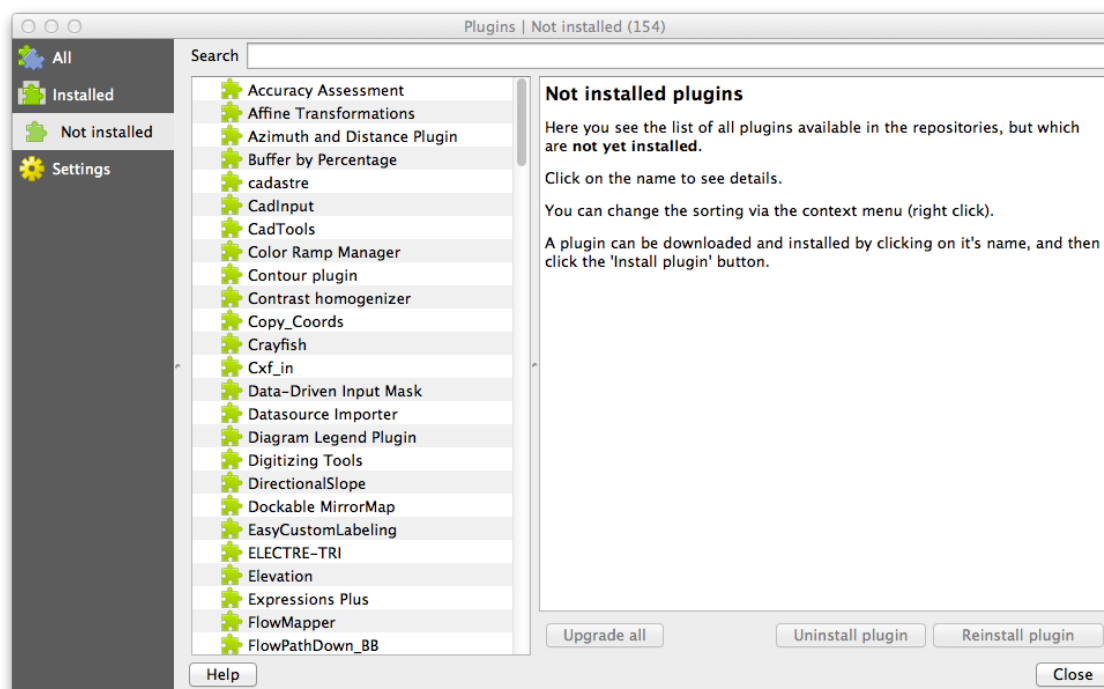
- Click in the box next to this plugin and uncheck it to uninstall it.

- Click *Close*.
- Looking at the menu, you will notice that the *Processing* menu is now gone. This means that many of the processing functions you have been using before have disappeared! This is because they are part of the *Processing* plugin, which needs to be activated for you to use them.
- Open the *Plugin Manager* again and reactivate the *Processing* plugin by clicking in the checkbox next to it and clicking *Close*..
- The *Processing* menu should be available again.

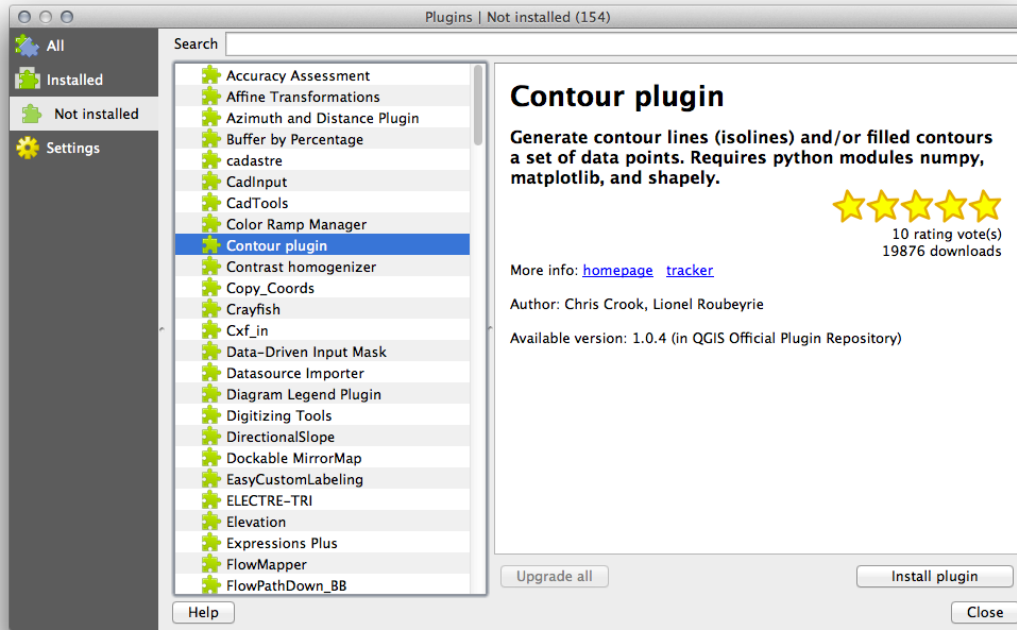
10.1.2 Follow Along: Installing New Plugins

The list of plugins that you can activate and deactivate draws from the plugins that you currently have installed.

- To install new plugins, select the *Not Installed* option in the *Plugin Manager* dialog. The plugins available for you to install will be listed here. This list will vary depending on your existing system setup.



- You can find information about each plugin by selecting it in the list of plugins displayed.



- A plugin can be installed by clicking the *Install Plugin* button below the plugin information panel.

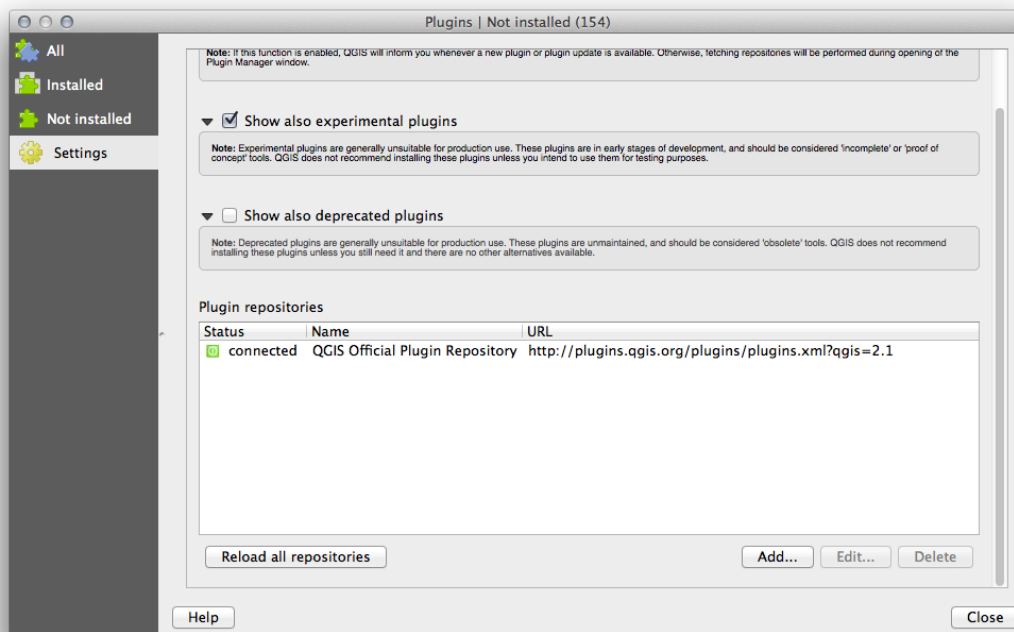
10.1.3 Follow Along: Configuring Additional Plugin Repositories

The plugins that are available to you for installation depend on which plugin *repositories* you are configured to use.

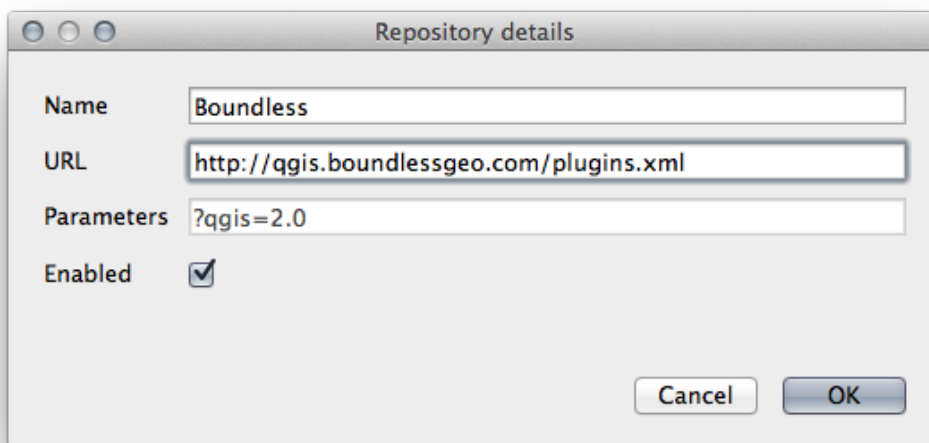
QGIS plugins are stored online in repositories. By default, only the official repositories are active, meaning that you can only access official plugins. These are usually the first plugins you want, because they have been tested thoroughly and are often included in QGIS by default.

It is possible, however, to try out more plugins than the default ones. First, you want to configure additional repositories. To do this:

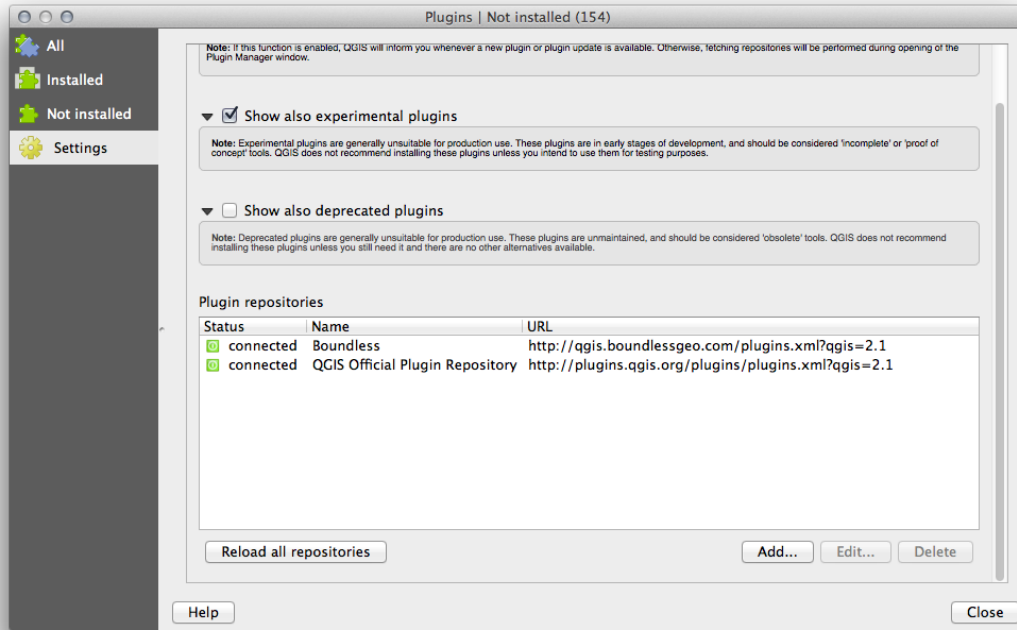
- Open the *Settings* tab in the *Plugin Manager* dialog:



- Click *Add* to find and add a new repository.
- Provide a Name and URL for the new repository you want to configure and make sure the *Enabled* checkbox is selected.



- You will now see the new plugin repo listed in the list of configured Plugin Repositories



- You can also select the option to display Experimental Plugins by selecting the *Show also experimental plugins* checkbox.
- If you now switch back to the *Get More* tab, you will see that additional plugins are now available for installation.
- To install a plugin, simply click on it in the list and then click the *Install plugin* button.

10.1.4 In Conclusion

Installing plugins in QGIS is simple and effective!

10.1.5 What's Next?

Next we'll introduce you to some useful plugins as examples.

10.2 Lesson: Useful QGIS Plugins

Now that you can install, enable and disable plugins, let's see how this can help you in practice by looking at some examples of useful plugins.

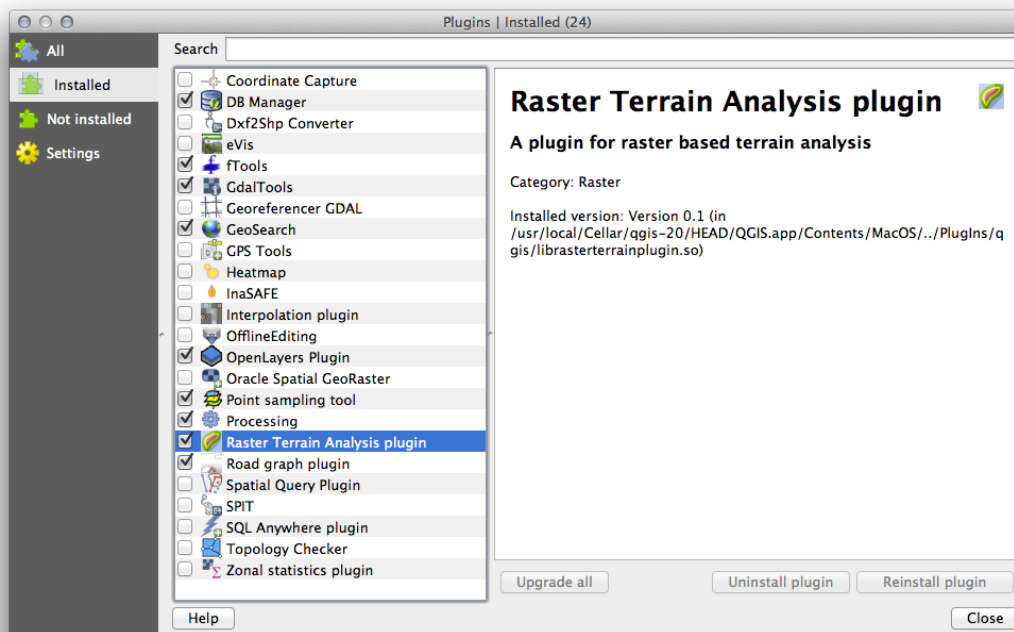
The goal for this lesson: To familiarize yourself with the plugin interface and get acquainted with some useful plugins.

10.2.1 Follow Along: The Raster Terrain Analysis Plugin

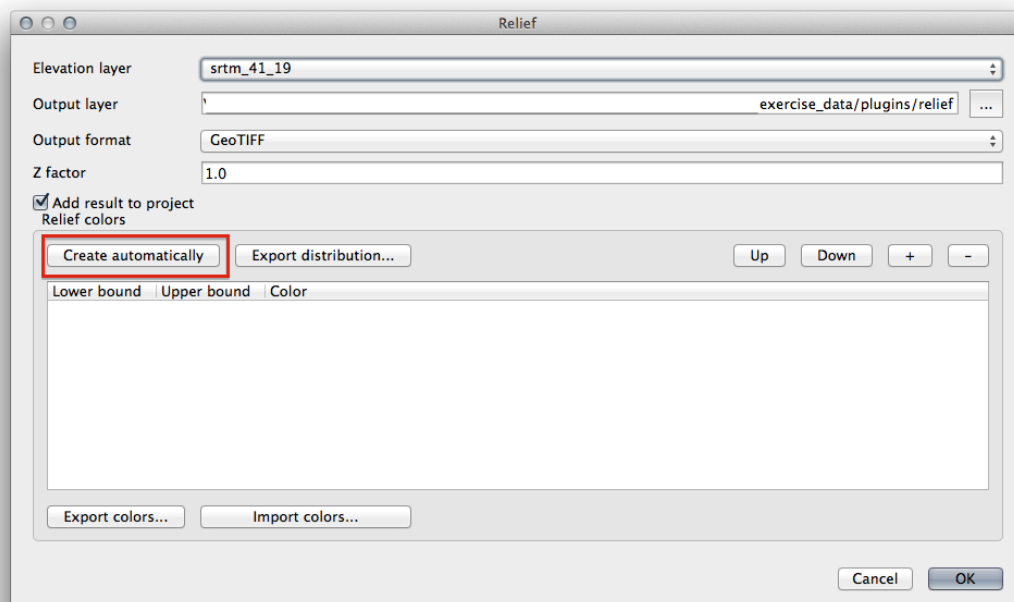
- Start a new map with only the *srtm_41_19.tif* raster dataset in it (look in *exercise_data/raster/SRTM*).

From the lesson on raster analysis, you're already familiar with raster analysis functions. You used GDAL tools (accessible via *Raster* → *Analysis*) for this. However, you should also know about the Raster Terrain Analysis plugin. This ships standard with newer versions of QGIS, and so you don't need to install it separately.

- Open the *Plugin Manager* and check that the Raster Terrain Analysis plugin is enabled:

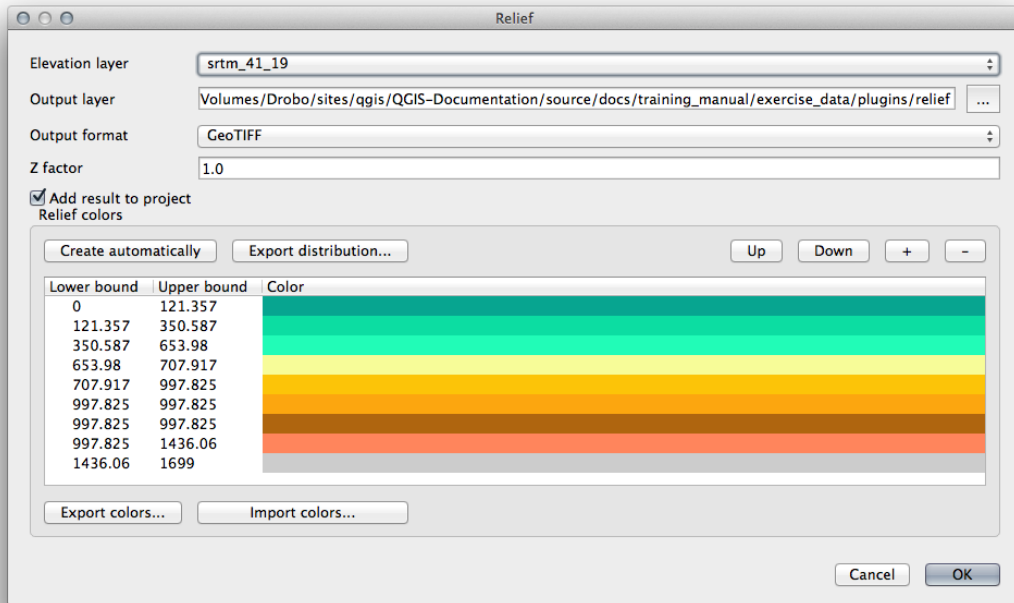


- Open the *Raster* menu. You should see a *Terrain analysis* submenu.
- Click on *Terrain analysis* → *Relief* and input the following options:



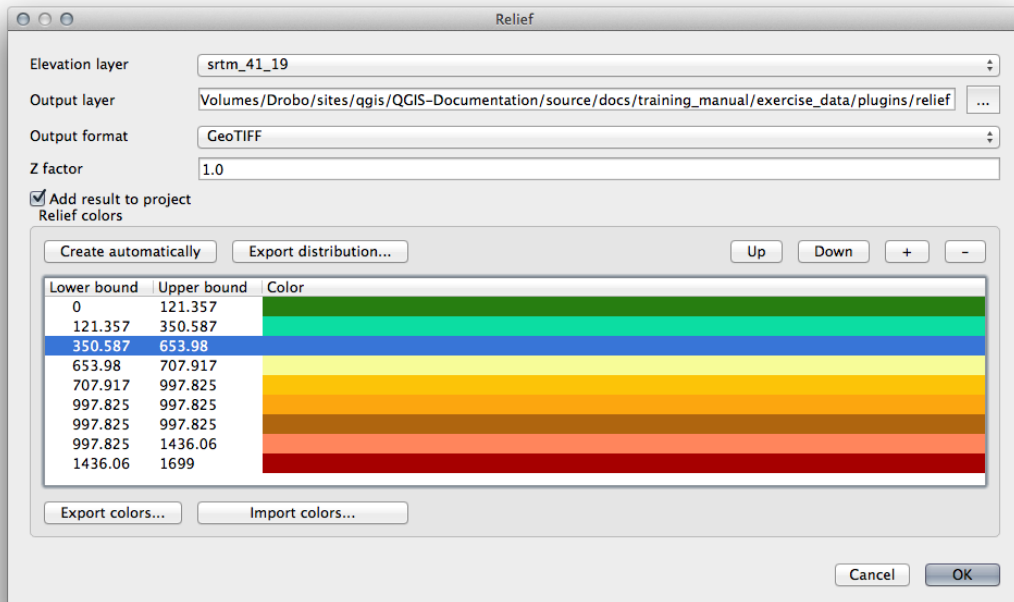
- Save the new file under `exercise_data/plugins/relief.tif` (create a new folder if necessary).
- Leave the *Output format* and *Z factor* unchanged.

- Make sure the *Add result to project* box is checked.
- Click the *Create automatically* button. The list below will be populated:

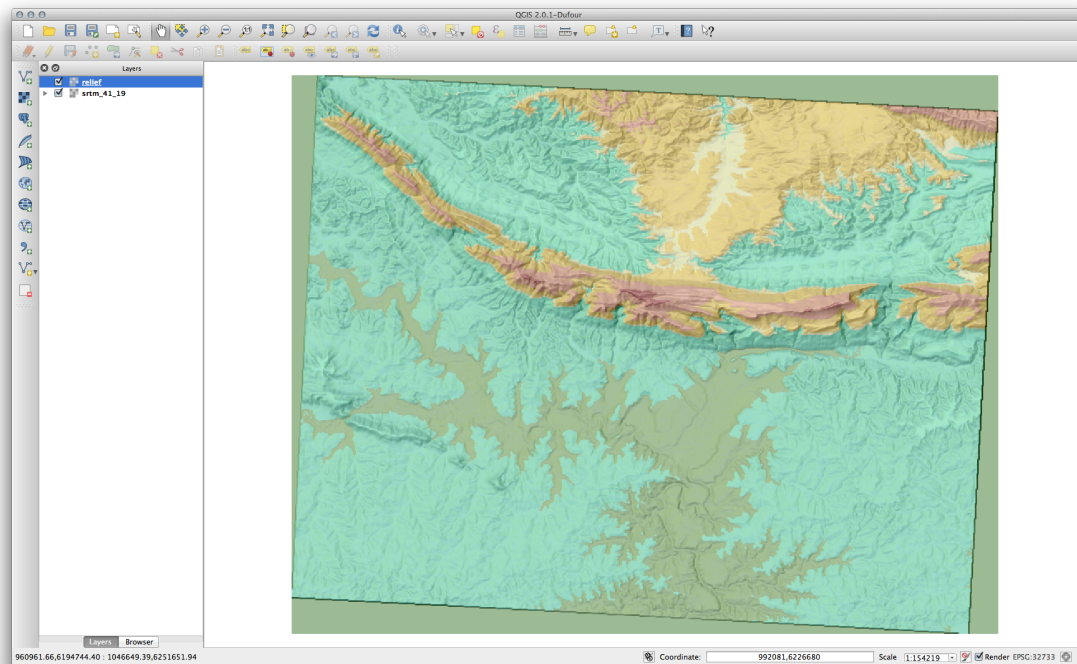


These are the colors that the plugin will use to create the relief.

- If you like, you can change these colors by double-clicking on each row's color bar. For example:



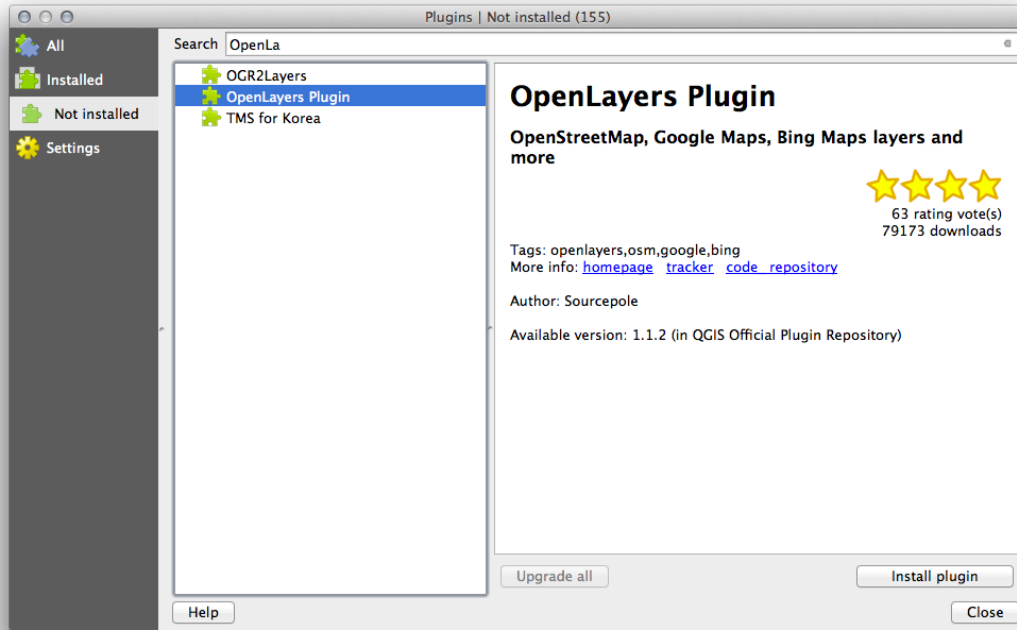
- Click *OK* and the relief will be created:



This achieves a similar effect to when you used the semi-transparent hillshade as an overlay over another raster layer. The advantage of this plugin is that it creates this effect using only one layer.

10.2.2 Follow Along: The OpenLayers Plugin

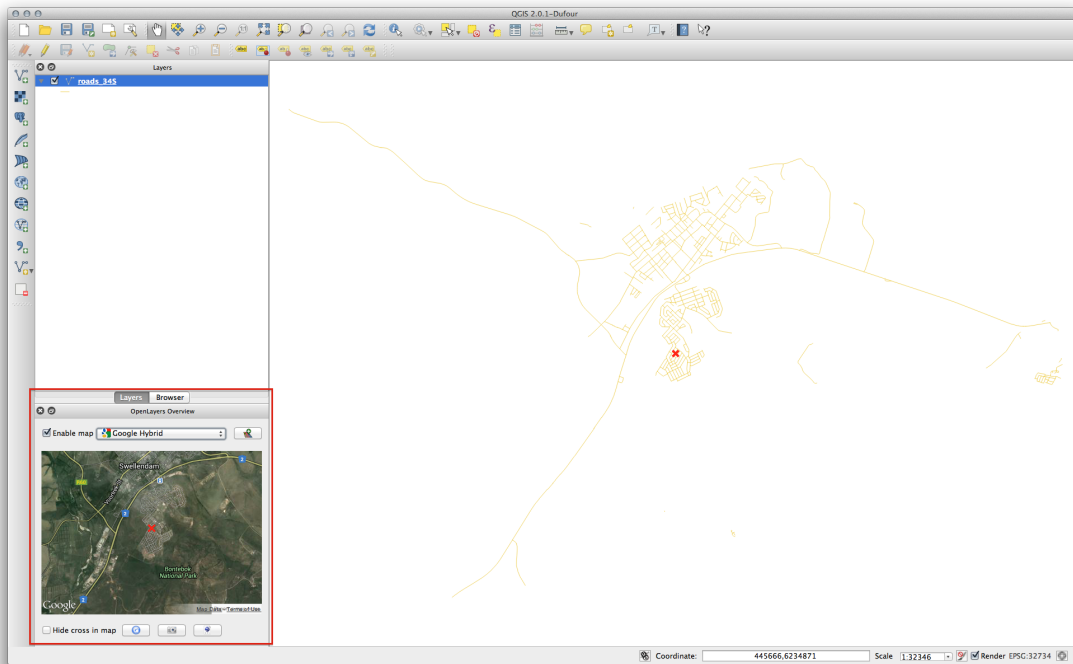
- Start a new map and add the *roads.shp* layer to it.
- Zoom in over the Swellendam area.
- Using the *Plugin Manager*, find a new plugin by entering the word *OpenLayers* in the *Filter* field.
- Select the *OpenLayers* plugin from the filtered list:



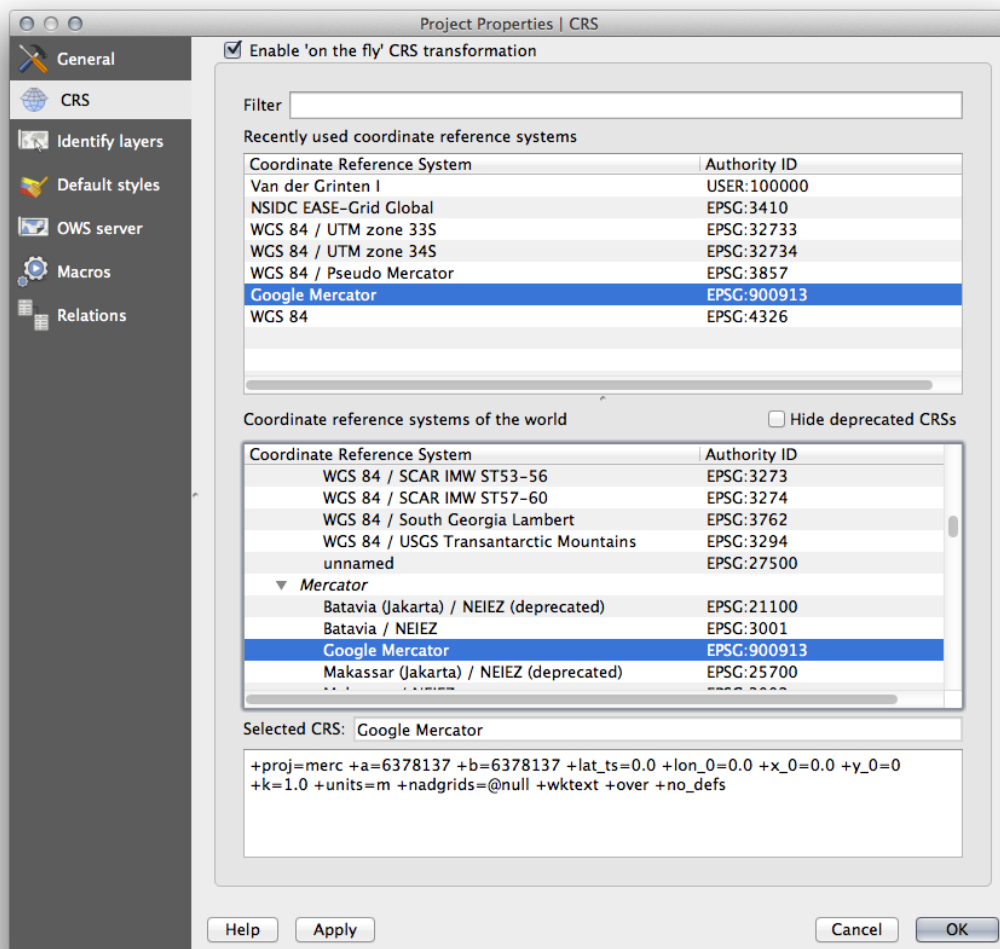
- Click the *Install plugin* button to install.
- When it's done, close the *Plugin Manager*.

Before using it, make sure that both your map and the plugin are configured properly:

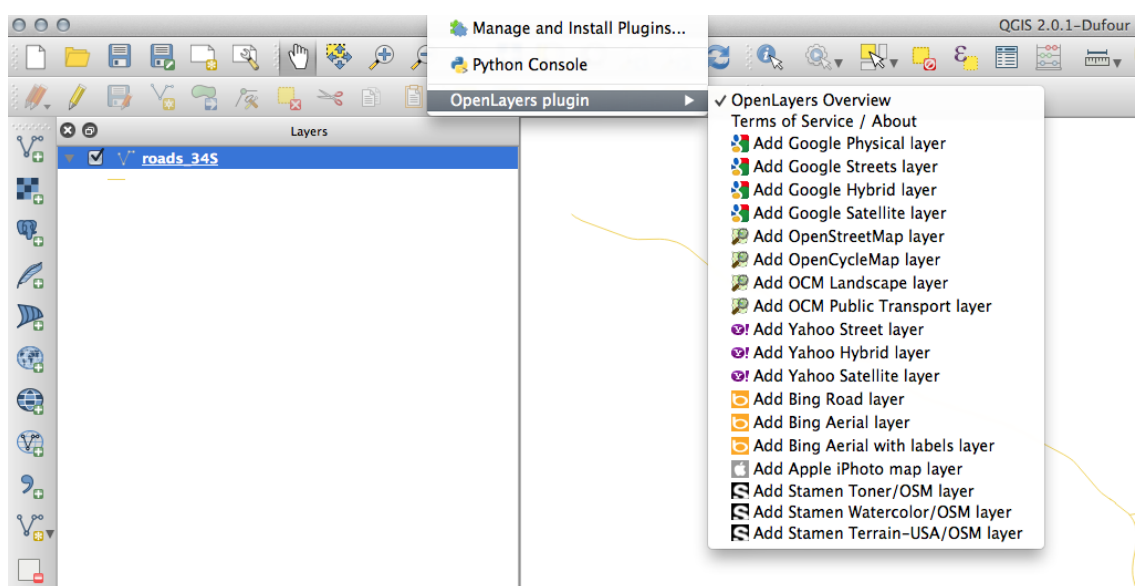
- Open the plugin's settings by clicking on *Web* → *OpenLayers plugin* → *OpenLayers Overview*.
- Use the panel to choose a map type you want. In this example, we'll use the "Hybrid" type map, but you can choose any others if you want.



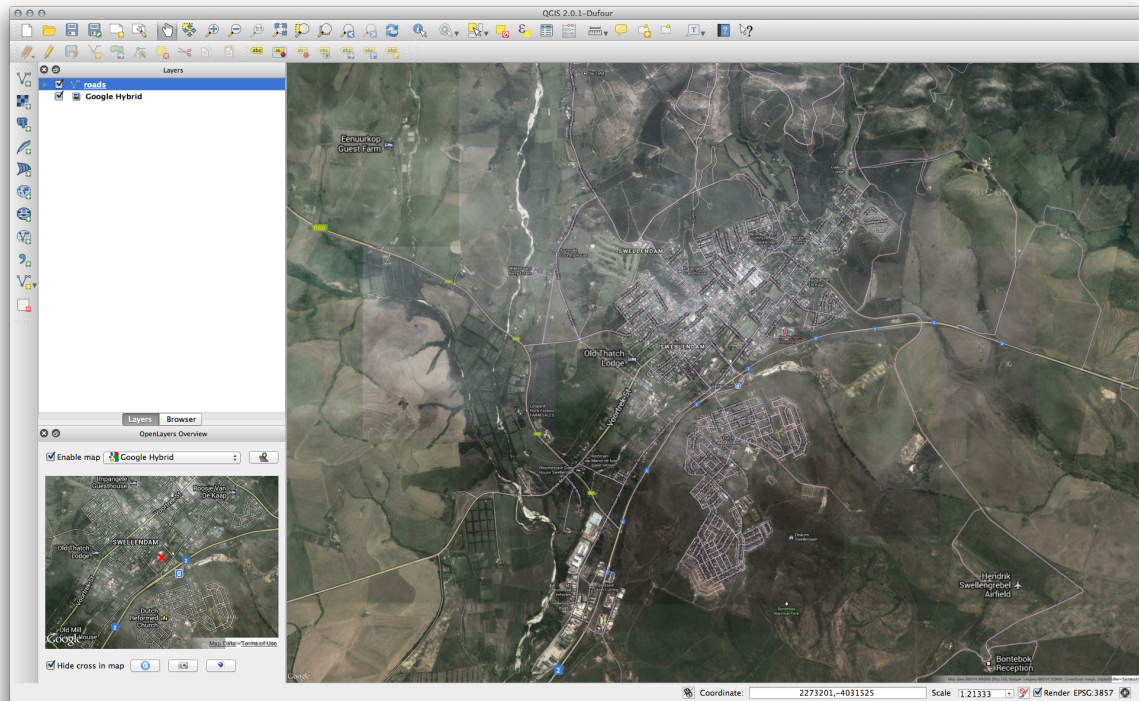
- Open the *Project Properties* Dialog by selecting *Project* → *Project Properties* from the menu.
- Enable "on the fly" projection and use the Google Mercator projection:



- Now use the plugin to give you a Google map of the area. You can click on *Web* → *OpenLayers Plugin* → *Add Google Hybrid Layer* to add it:



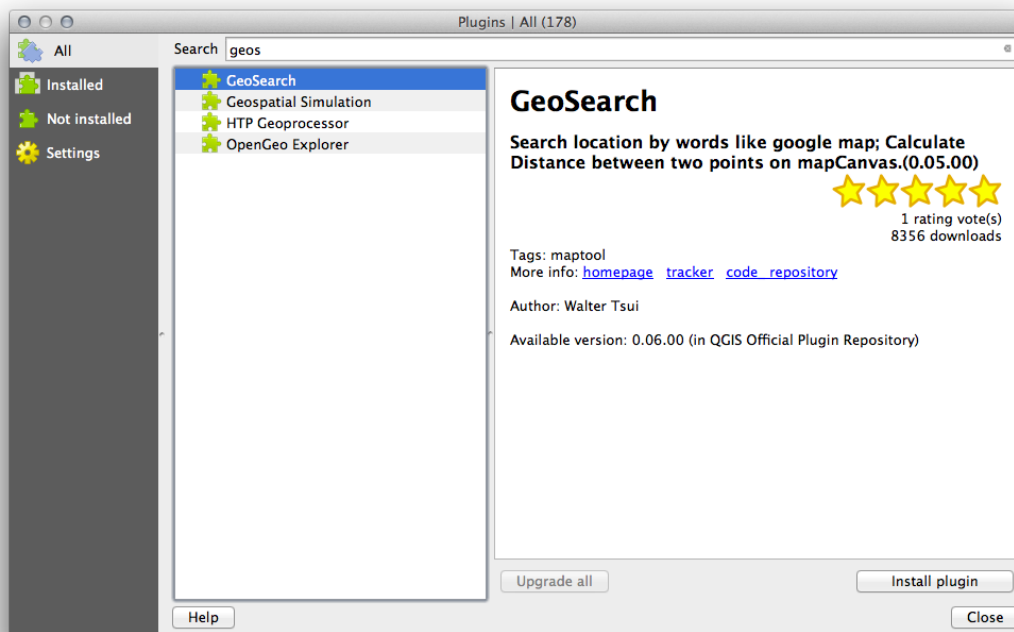
This will load a new raster image in from Google that you can use as a backdrop, or to help you find out where you are on the map. Here is such a layer, with our own vector road layer as overlay:



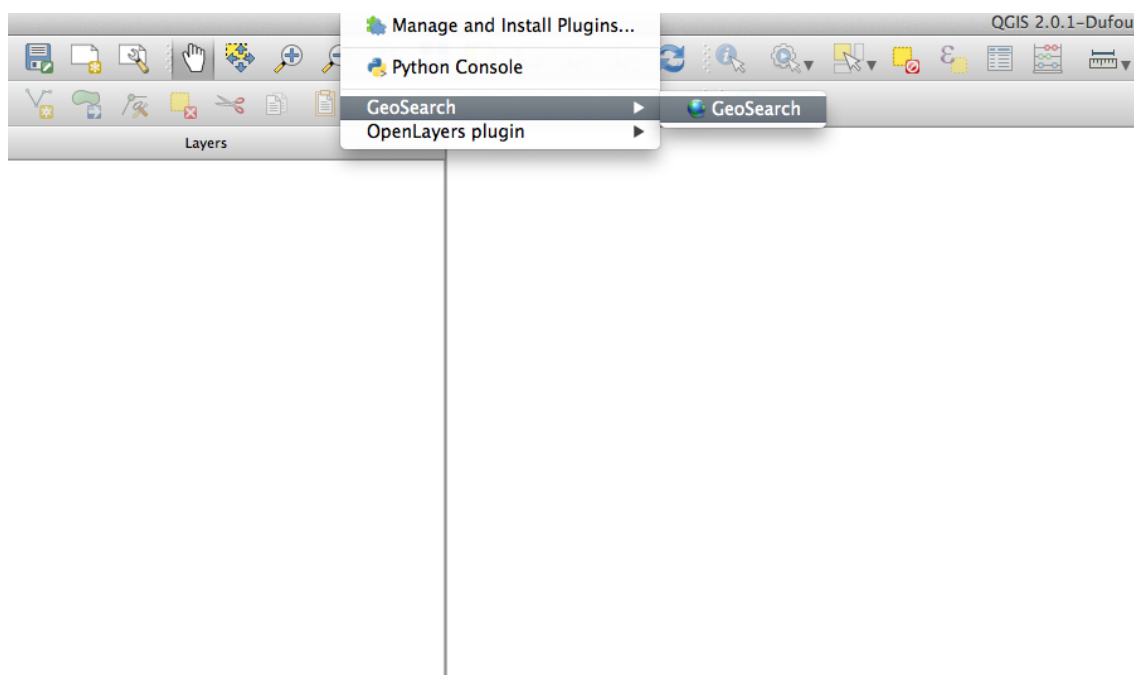
Nota: You may need to drag your roads layer above the Google layer to make it visible above the background layer. It may also be necessary to zoom to the extent of the roads layer to re-center the map.

10.2.3 Follow Along: The GeoSearch Plugin

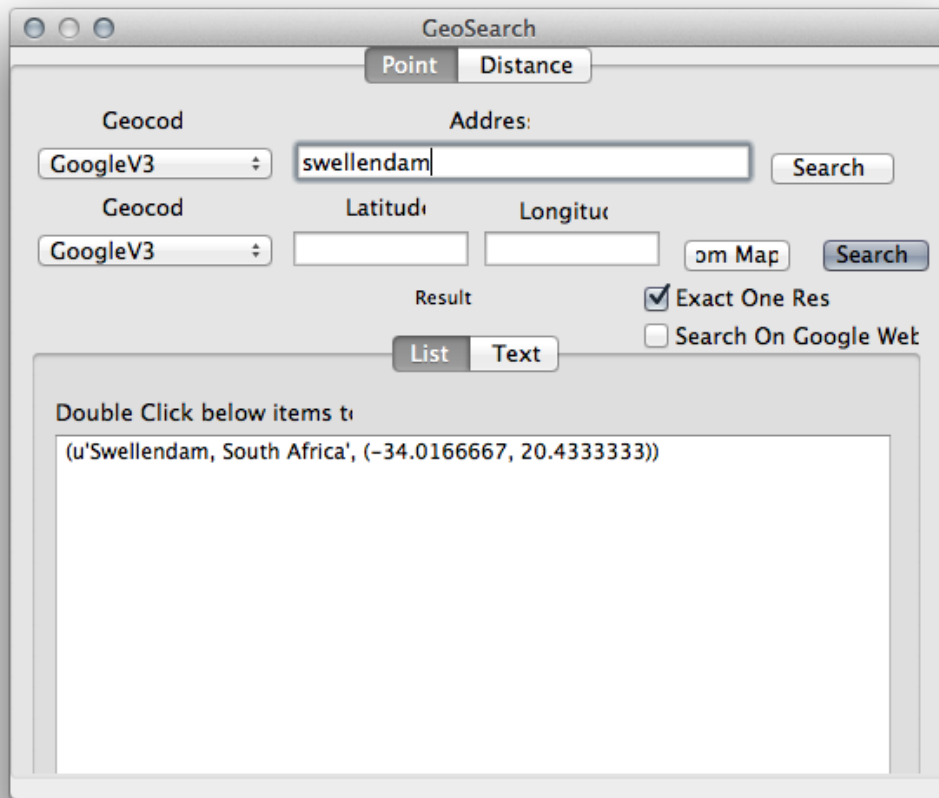
- Start a new map with no datasets.
- Open the *Plugin Manager* and filter for the GeoSearch Plugin and click *Install Plugin* to install it.



- Close the *Plugin Manager*.
- You can now use the GeoSearch plugin to search for placenames. Click on *Plugins* → *GeoSearch Plugin* → *GeoSearch* to open the GeoSearch dialog.



- Search for Swellendam in the GeoSearch Dialog to locate it on your map:



10.2.4 In Conclusion

There are many useful plugins available for QGIS. Using the built-in tools for installing and managing these plugins, you can find new plugins and make optimum use of them.

10.2.5 What's Next?

Next we'll look at how to use layers that are hosted on remote servers in real time.

Module: Online Resources

When considering data sources for a map, there is no need to be restricted to data which you have saved on the computer you're working on. There are online data sources which you can load data from as long as you are connected to the Internet.

In this module, we'll cover two kinds of web-based GIS services: Web Mapping Services (WMS) and Web Feature Services (WFS).

11.1 Lesson: Web Mapping Services

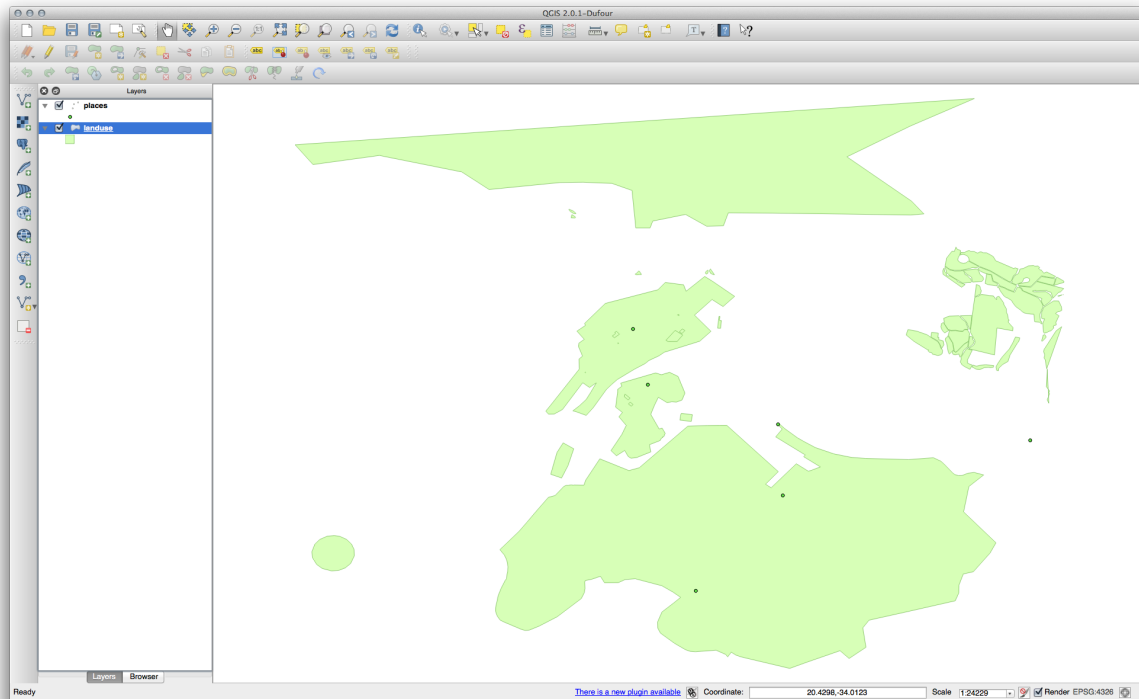
Un Web Mapping Service (WMS) è un servizio ospitato su un server remoto. Simile a un sito Web, è possibile accedervi se si dispone di una connessione al server. Con QGIS, è possibile caricare un WMS direttamente nella vostra mappa.

Nell'esercitazione sui plugin è stata spiegata come caricare una nuova immagine raster da Google. Tuttavia, questa è una operazione una tantum: una volta scaricata l'immagine, non ci saranno eventuali aggiornamenti futuri. Il caso del WMS è diverso in quanto si tratta di un servizio in tempo reale, che si aggiorna automaticamente.

Lo scopo di questa esercitazione Come usare un WMS e i suoi limiti.

11.1.1 Follow Along: Caricare un raster WMS

In questo esercizio, puoi utilizzare la mappa di base che hai fatto all'inizio del corso, o fare una nuova mappa e caricare alcuni vettori. In questo esempio, abbiamo creato una nuova mappa e caricato i vettori *places* e *landuse* e impostata la simbologia:



- Carica questi vettori su una mappa nuova o esistente, con solo questi vettori visibili:
- Before starting to add the WMS layer, first deactivate “on the fly” projection. This may cause the layers to no longer overlap properly, but don’t worry: we’ll fix that later.
- To add WMS layers, click on the *Add WMS Layer* button:

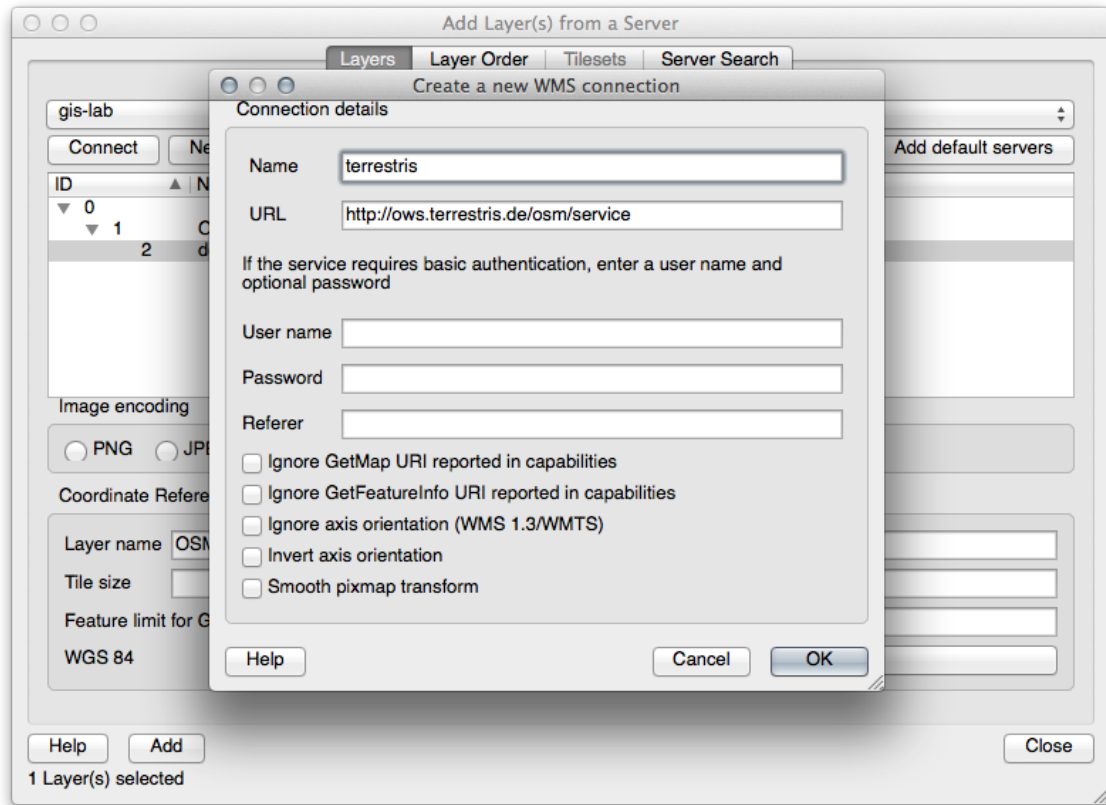


Remember how you connected to a SpatiaLite database at the beginning of the course. The *landuse*, *places*, and *water* layers are in that database. To use those layers, you first needed to connect to the database. Using a WMS is similar, with the exception that the layers are on a remote server.

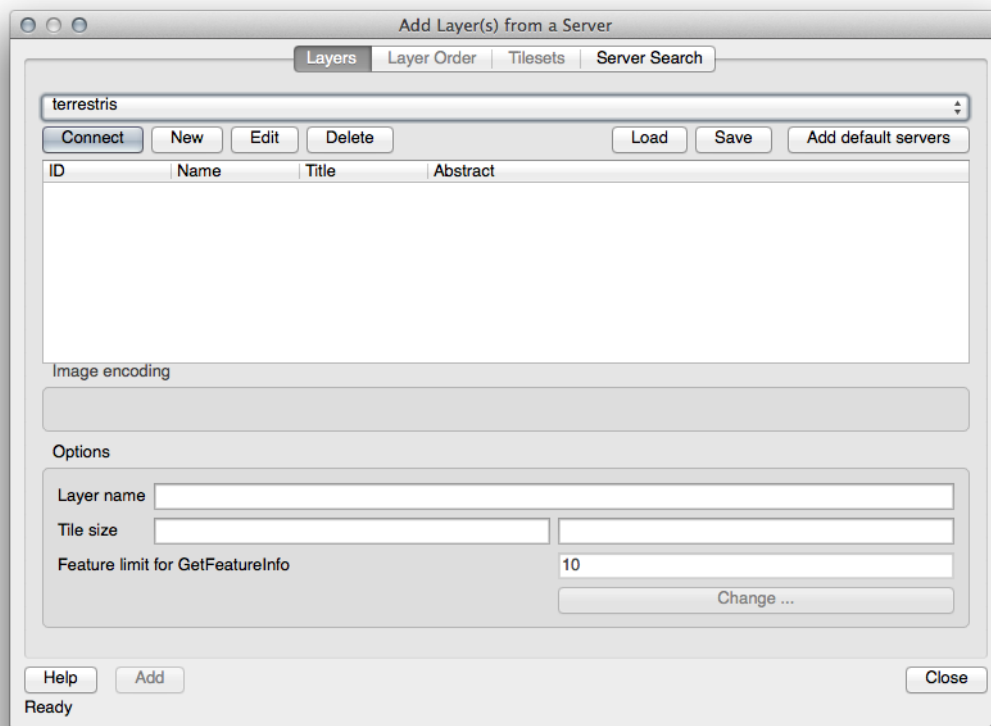
- To create a new connection to a WMS, click on the *New* button.

You’ll need a WMS address to continue. There are several free WMS servers available on the Internet. One of these is [terrestris](#), which makes use of the [OpenStreetMap](#) dataset.

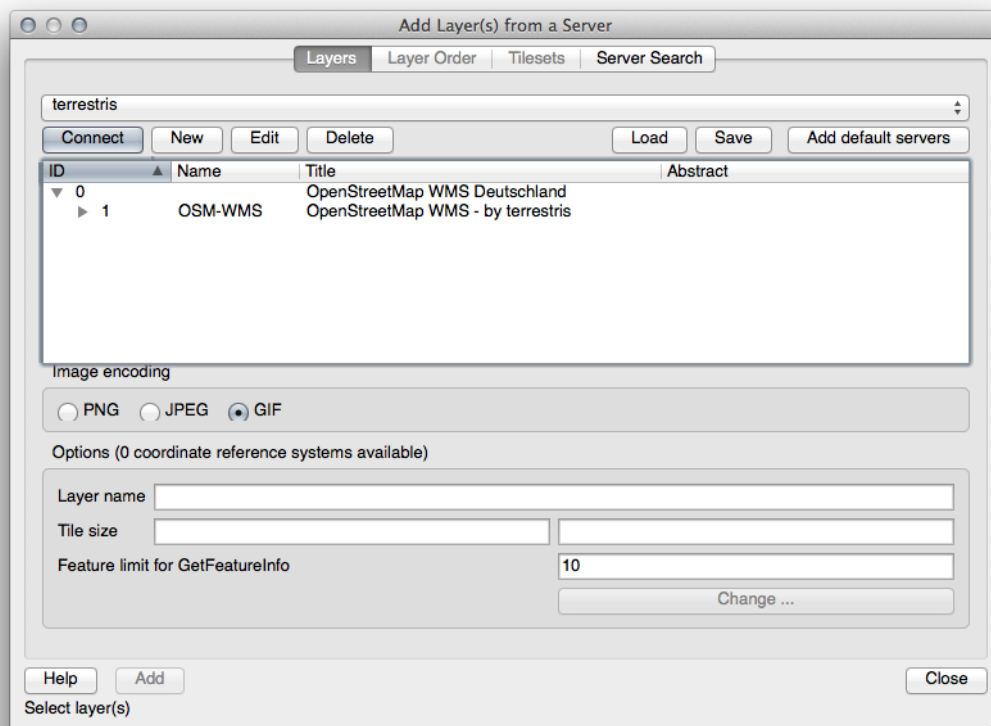
- To make use of this WMS, set it up in your current dialog, like this:



- The value of the *Name* field should be terrestris.
- The value of the *URL* field should be `http://ows.terrestris.de/osm/service`.
- Click *OK*. You should see the new WMS server listed:

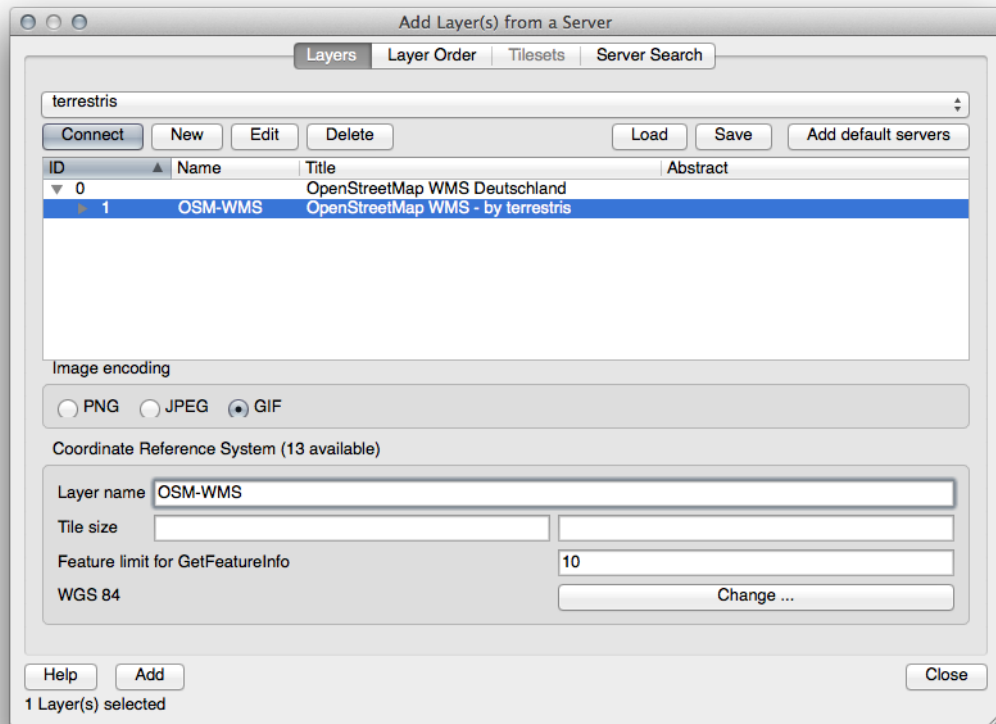


- Click *Connect*. In the list below, you should now see these new entries loaded:



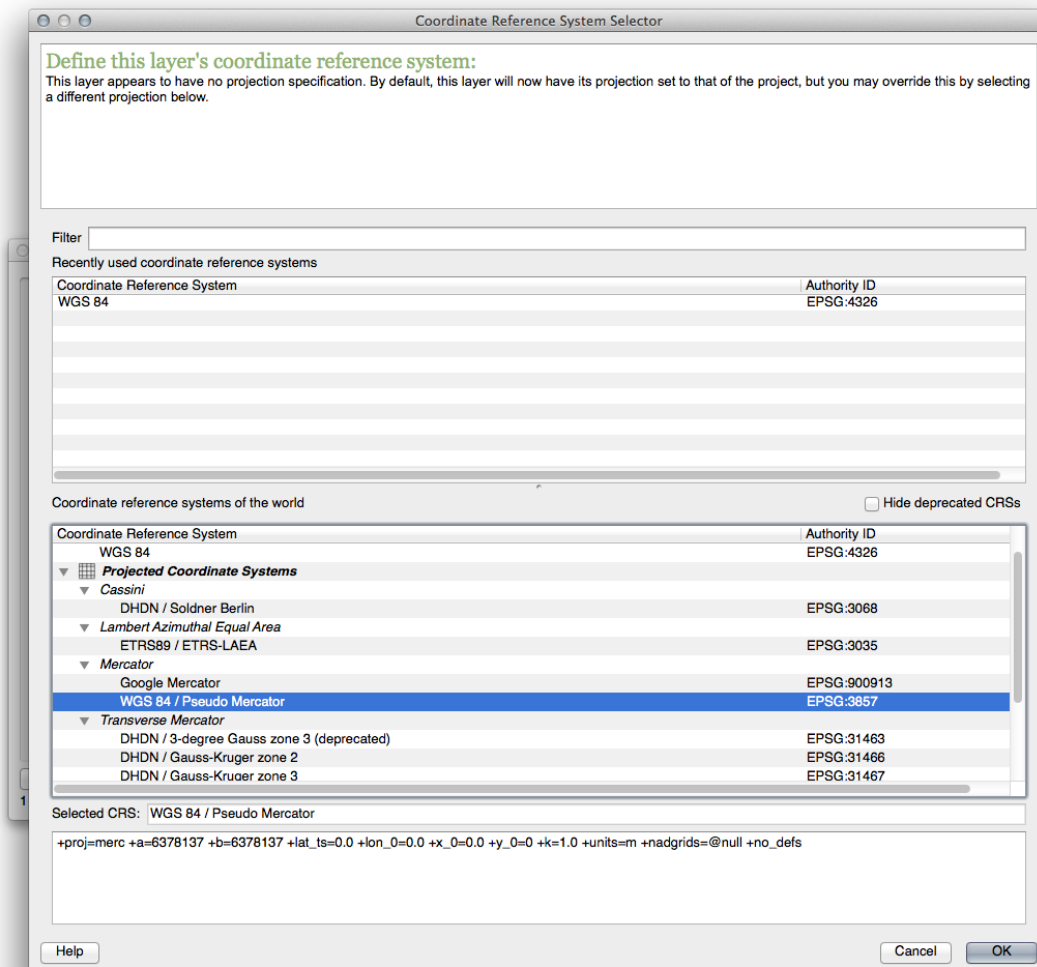
These are all the layers hosted by this WMS server.

- Click once on the *OSM-WMS* layer. This will display its *Coordinate Reference System*:



Since we're not using WGS 84 for our map, let's see all the CRSs we have to choose from.

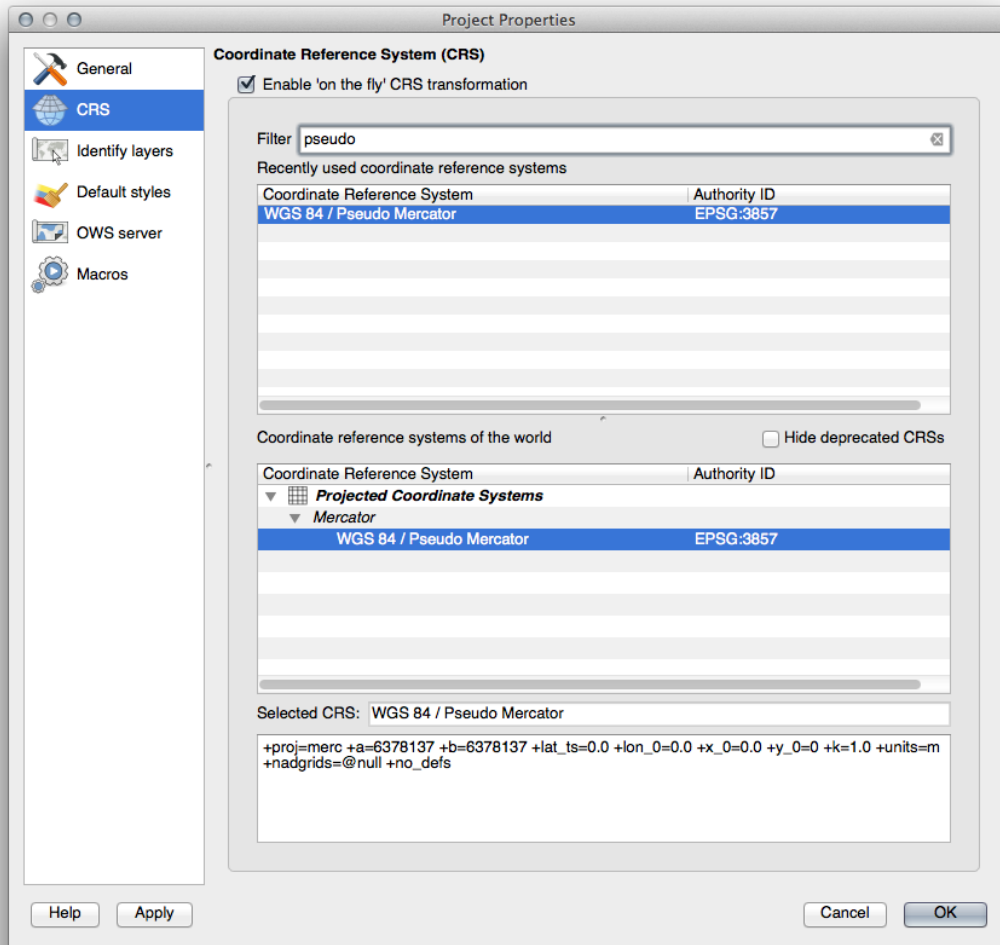
- Click the *Change* button. You will see a standard *Coordinate Reference System Selector* dialog.
- We want a *projected* CRS, so let's choose *WGS 84 / Pseudo Mercator*.



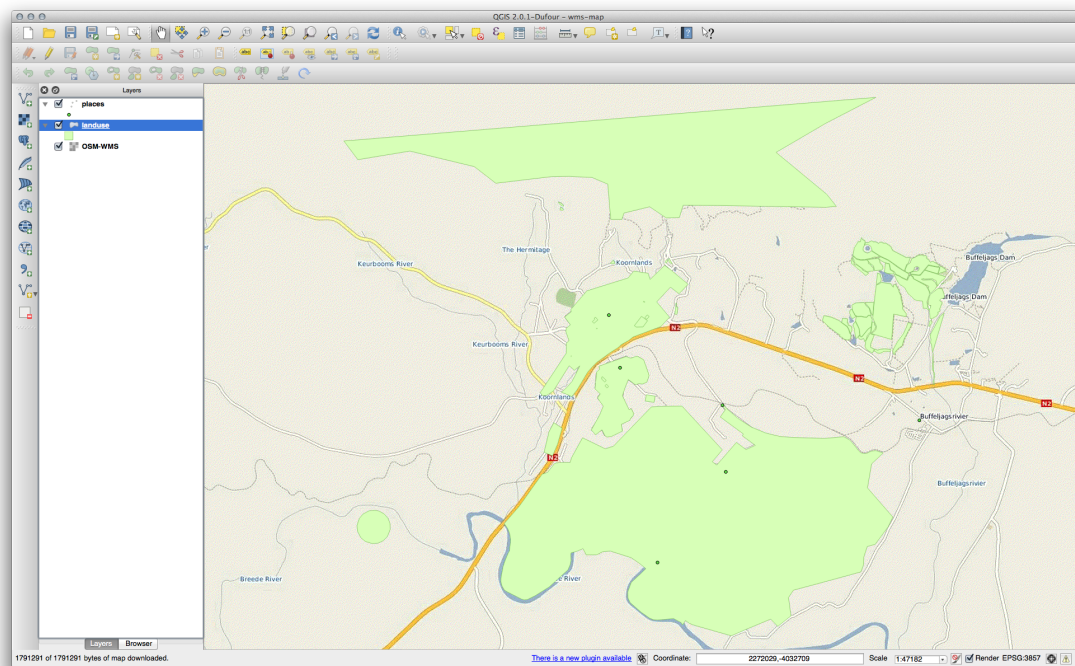
- Click *OK*.
- Click *Add* and the new layer will appear in your map as *OSM-WMS*.
- In the *Layers list*, click and drag it to the bottom of the list.

You will notice that your layers aren't located correctly. This is because "on the fly" projection is disabled. Let's enable it again, but using the same projection as the *OSM-WMS* layer, which is *WGS 84 / Pseudo Mercator*.

- Enable "on the fly" projection.
- In the *CRS tab (Project Properties dialog)*, enter the value `pseudo` in the *Filter* field:



- Choose *WGS 84 / Pseudo Mercator* from the list.
- Click *OK*.
- Now right-click on one of your own layers in the *Layers list* and click *Zoom to layer extent*. You should see the Swellendam area:



Note how the WMS layer's streets and our own streets overlap. That's a good sign!

The nature and limitations of WMS

By now you may have noticed that this WMS layer actually has many features in it. It has streets, rivers, nature reserves, and so on. What's more, even though it looks like it's made up of vectors, it seems to be a raster, but you can't change its symbology. Why is that?

This is how a WMS works: it's a map, similar to a normal map on paper, that you receive as an image. What usually happens is that you have vector layers, which QGIS renders as a map. But using a WMS, those vector layers are on the WMS server, which renders it as a map and sends that map to you as an image. QGIS can display this image, but can't change its symbology, because all that is handled on the server.

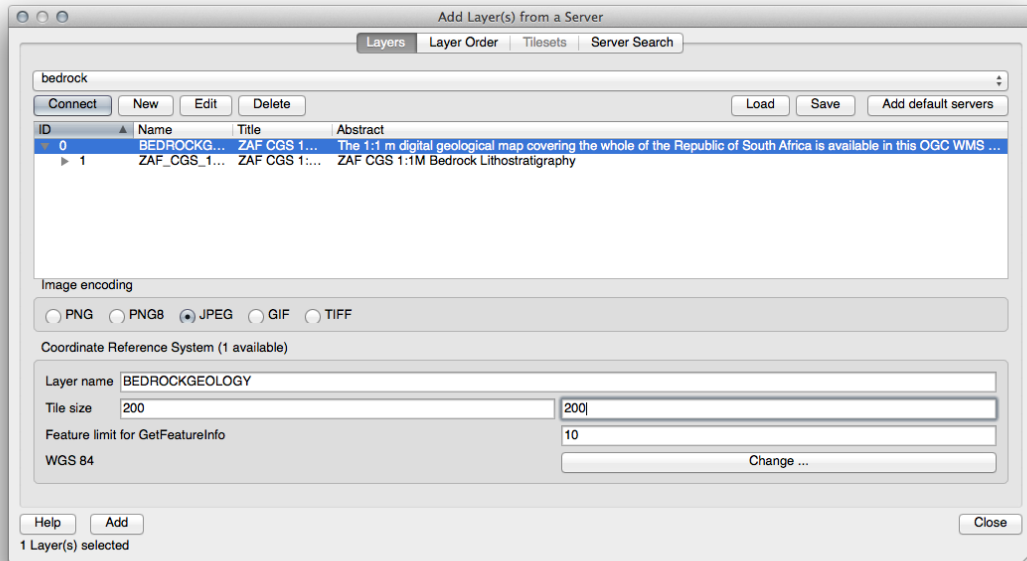
This has several advantages, because you don't need to worry about the symbology. It's already worked out, and should be nice to look at on any competently designed WMS.

On the other hand, you can't change the symbology if you don't like it, and if things change on the WMS server, then they'll change on your map as well. This is why you sometimes want to use a Web Feature Service (WFS) instead, which gives you vector layers separately, and not as part of a WMS-style map.

This will be covered in the next lesson, however. First, let's add another WMS layer from the *terrestris* WMS server.

11.1.2 |base| Try Yourself

- Hide the *OSM-WMS* layer in the *Layers list*.
- Add the “ZAF CGS 1M Bedrock Lithostratigraphy” WMS server at this URL:
http://196.33.85.22/cgi-bin/ZAF_CGS_Bedrock_Geology/wms
- Load the *BEDROCKGEOLOGY* layer into the map (use the *Add WMS Layer* button as before). Remember to check that it's in the same *WGS 84 / World Mercator* projection as the rest of your map!
- You might want to set its *Encoding* to *JPEG* and its *Tile size* option to 200 by 200, so that it loads faster:



Check your results

11.1.3 Try Yourself

- Hide all other WMS layers to prevent them rendering unnecessarily in the background.
- Add the “OGC” WMS server at this URL: <http://ogc.gbif.org:80/wms>
- Add the *bluemarble* layer.

Check your results

11.1.4 Try Yourself

Part of the difficulty of using WMS is finding a good (free) server.

- Find a new WMS at directory.spatineo.com (or elsewhere online). It must not have associated fees or restrictions, and must have coverage over the Swellendam study area.

Remember that what you need in order to use a WMS is only its URL (and preferably some sort of description).

Check your results

11.1.5 In Conclusion

Using a WMS, you can add inactive maps as backdrops for your existing map data.

11.1.6 Further Reading

- Spatineo Directory
- Geopole.org
- OpenStreetMap.org list of WMS servers

11.1.7 What's Next?


Now that you've added an inactive map as a backdrop, you'll be glad to know that it's also possible to add features (such as the other vector layers you added before). Adding features from remote servers is possible by using a Web Feature Service (WFS). That's the topic of the next lesson.

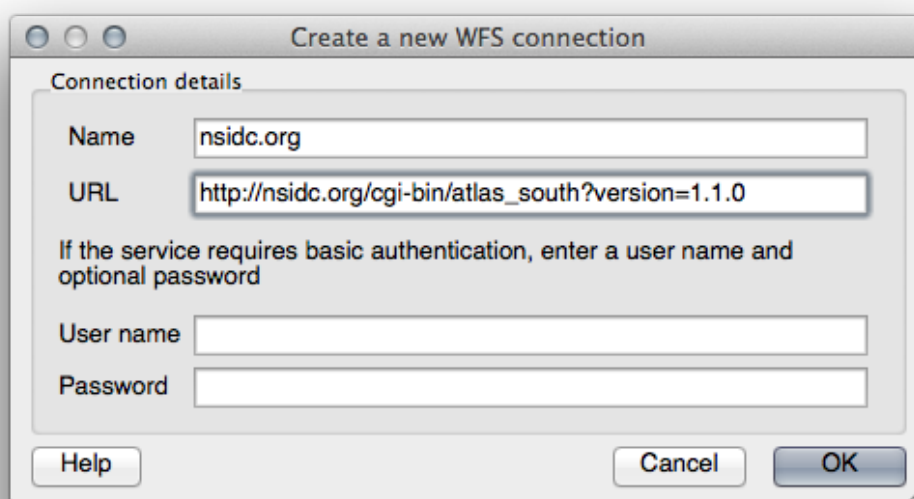
11.2 Lesson: Web Feature Services

A Web Feature Service (WFS) provides its users with GIS data in formats that can be loaded directly in QGIS. Unlike a WMS, which provides you only with a map which you can't edit, a WFS gives you access to the features themselves.

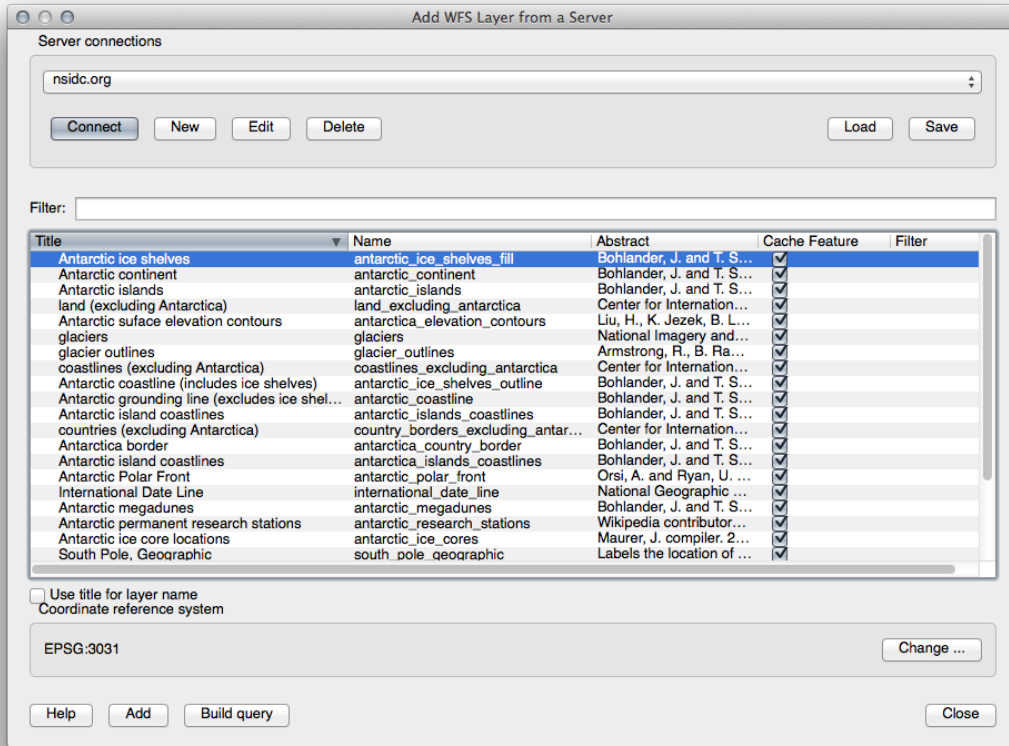
The goal for this lesson: To use a WFS and understand how it differs from a WMS.

11.2.1 Follow Along: Loading a WFS Layer

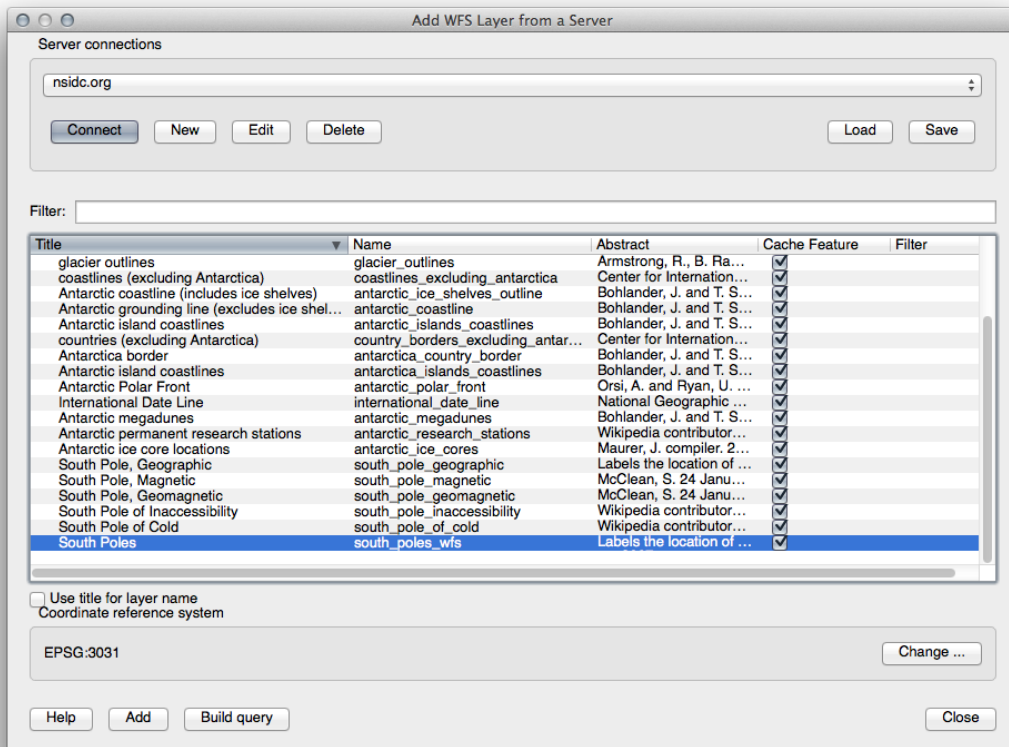
- Start a new map. This is for demo purposes and won't be saved.
- Ensure that "on the fly" re-projection is switched off.
- Click the *Add WFS Layer* button:

- Click the *New* button.
- In the dialog that appears, enter the *Name* as `nsidc.org` and the *URL* as `http://nsidc.org/cgi-bin/atlas_south?version=1.1.0`.



- Click *OK*, and the new connection will appear in your *Server connections*.
- Click the *Connect*. A list of the available layers will appear:

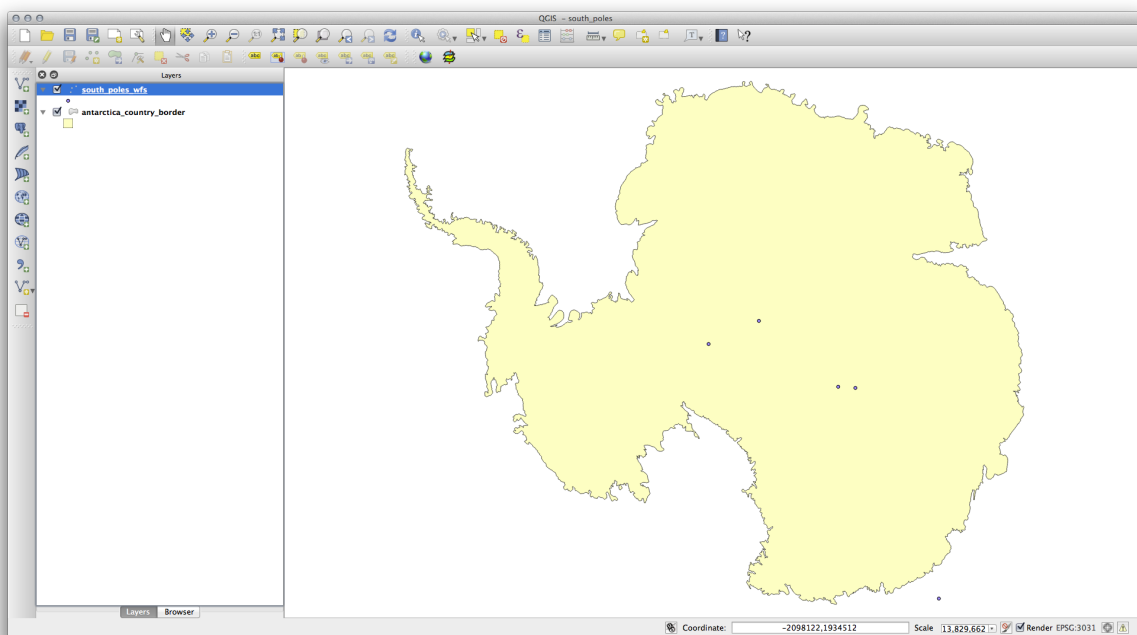


- Find the layer *south_poles_wfs*.
- Click on the layer to select it:



- Click *Add*.

It may take a while to load the layer. When it has loaded, it will appear in the map. Here it is over the outlines of Antarctica (available on the same server, and by the name of *antarctica_country_border*):



How is this different from having a WMS layer? That will become obvious when you see the layers' attributes.

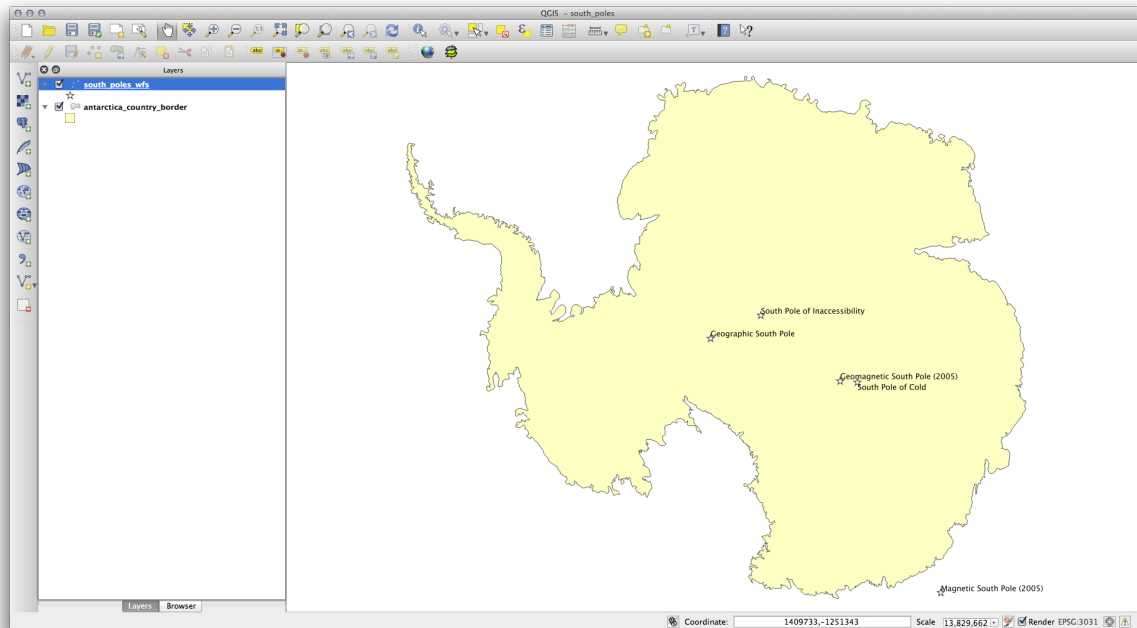
- Open the *south_poles_wfs* layer's attribute table. You should see this:

The screenshot shows the Attribute table for the 'south_poles_wfs' layer. The table has 5 rows and 2 columns: 'Id' and 'NAME'. The first row is highlighted in green. The table contains the following data:

Id	NAME
0	Geographic South Pole
1	Magnetic South Pole (2005)
2	Geomagnetic South Pole (2005)
3	South Pole of Inaccessibility
4	South Pole of Cold

At the bottom of the window, there is a 'Show All Features' button and a 'Show All Features' dropdown menu.

Since the points have attributes, we are able to label them, as well as change their symbology. Here's an example:



- Add labels to your layer to take advantage of the attribute data in this layer.

Differences from WMS layers

A Web Feature Service returns the layer itself, not just a map rendered from it. This gives you direct access to the data, meaning that you can change its symbology and run analysis functions on it. However, this is at the cost of much more data being transmitted. This will be especially obvious if the layers you're loading have complicated shapes, a lot of attributes, or many features; or even if you're just loading a lot of layers. WFS layers typically take a very long time to load because of this.

11.2.2 Follow Along: Querying a WFS Layer

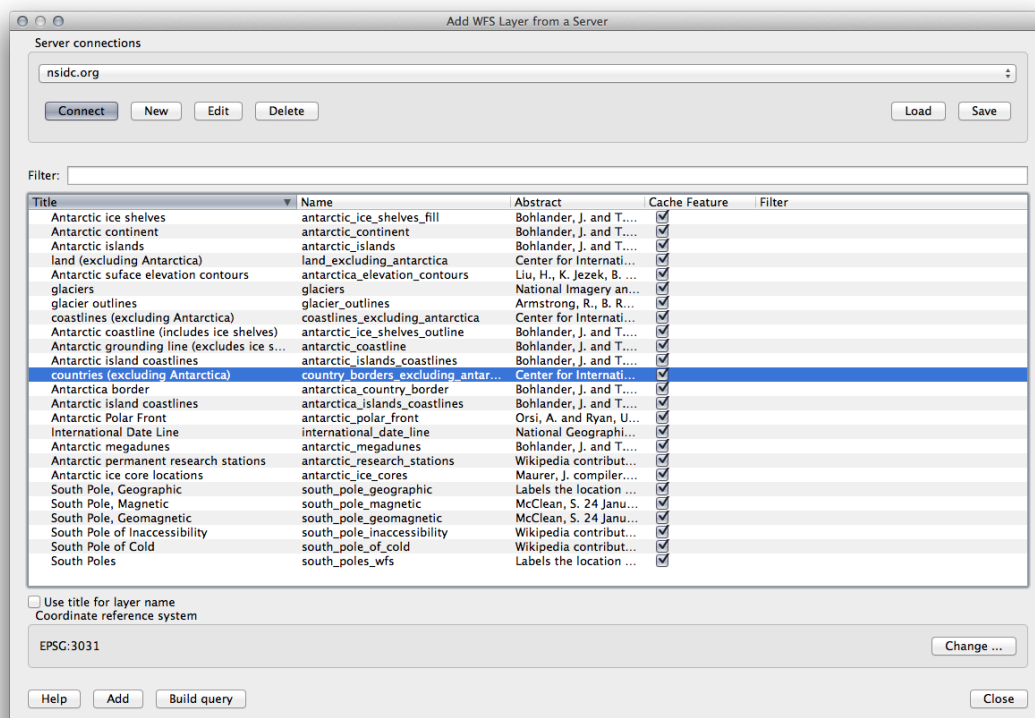
Although it is possible to query a WFS layer after having loaded it, it's often more efficient to query it before you load it. That way, you're only requesting the features you want, meaning that you use far less bandwidth.

For example, on the WFS server we're currently using, there is a layer called *countries (excluding Antarctica)*. Let's say that we want to know where South Africa is relative to the *south_poles_wfs* layer (and perhaps also the *antarctica_country_border* layer) that's already been loaded.

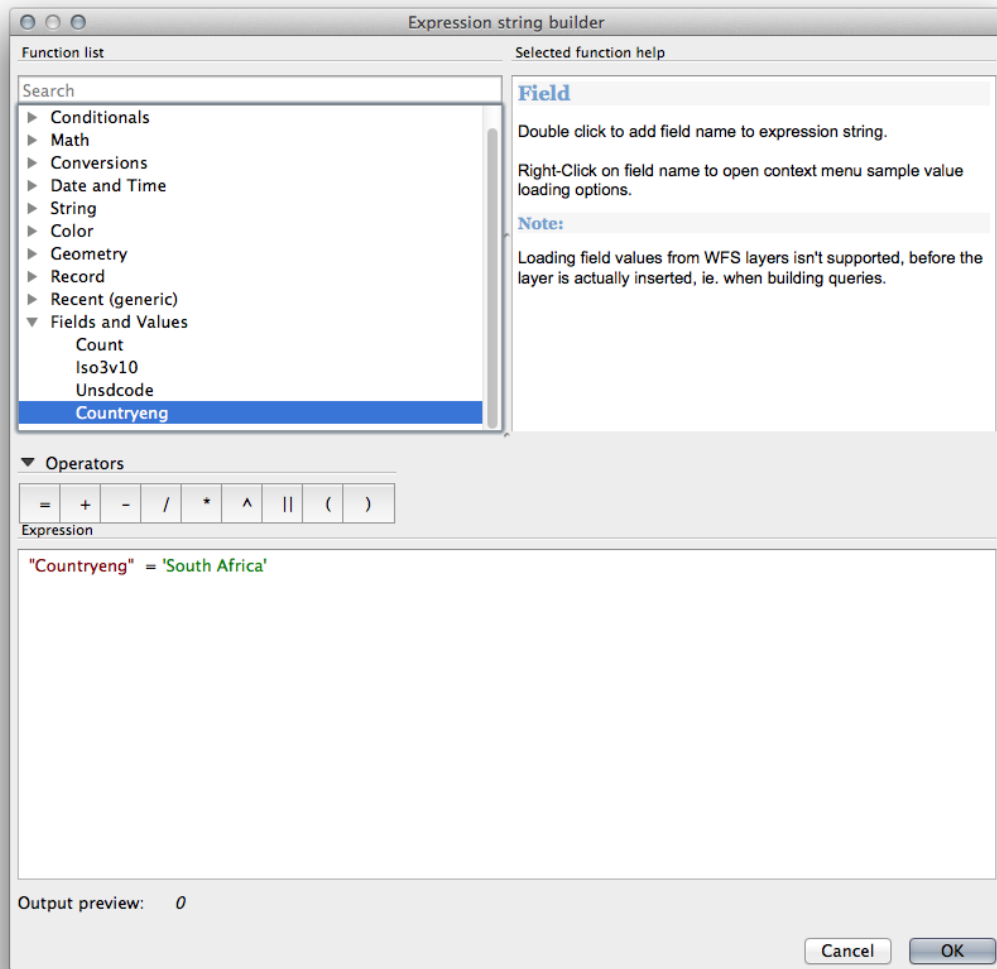
There are two ways to do this. You can load the whole *countries ...* layer, and then build a query as usual once it's loaded. However, transmitting the data for all the countries in the world and then only using the data for South Africa seems a bit wasteful of bandwidth. Depending on your connection, this dataset can take several minutes to load.

The alternative is to build the query as a filter before even loading the layer from the server.

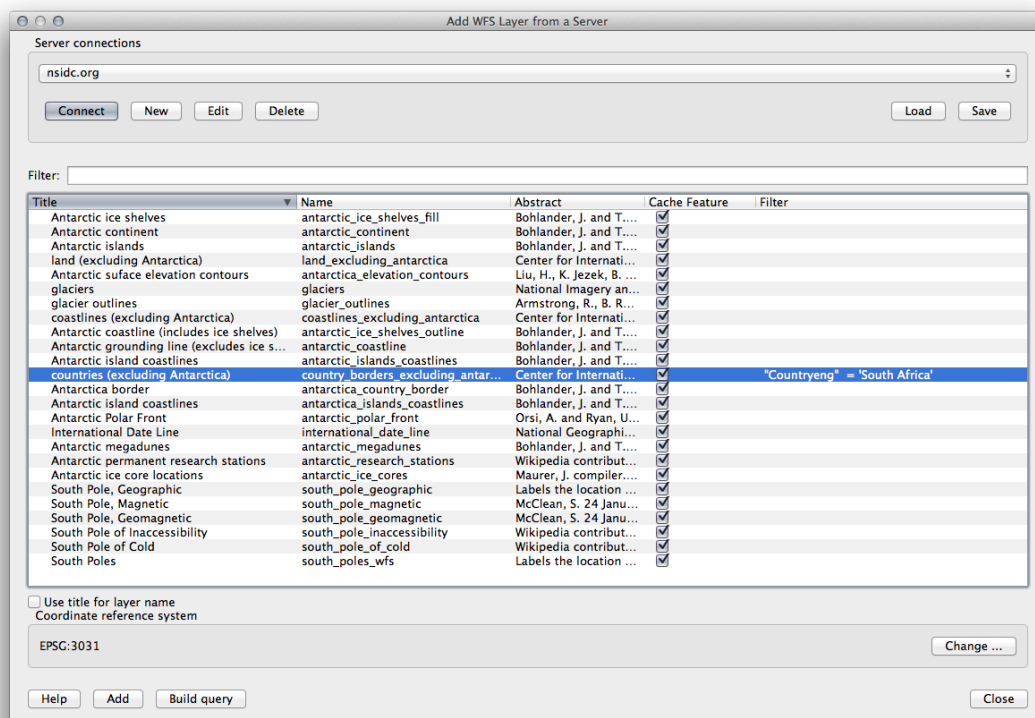
- In the *Add WFS Layer ...* dialog, connect to the server we used before and you should see the list of available layers.
- Double-click next to the *countries ...* layer in the *Filter* field, or click *Build query*:



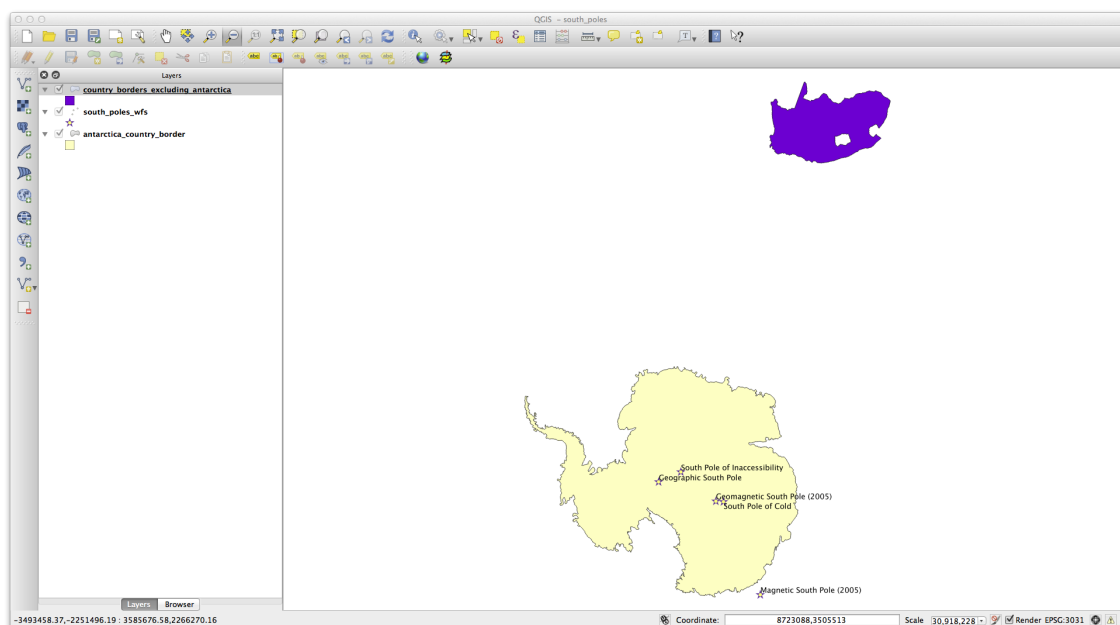
- In the dialog that appears, build the query "Countryeng" = 'South Africa':



- It will appear as the *Filter* value:



- Click *Add* with the *countries* layer selected as above. Only the country with the Countryeng value of South Africa will load from that layer:



You don't have to, but if you tried both methods, you'll notice that this is a lot faster than loading all the countries before filtering them!

Notes on WFS availability

It is rare to find a WFS hosting features you need, if your needs are very specific. The reason why Web Feature Services are relatively rare is because of the large amounts of data that must be transmitted to describe a whole feature. It is therefore not very cost-effective to host a WFS rather than a WMS, which sends only images.

The most common type of WFS you'll encounter will therefore probably be on a local network or even on your own computer, rather than on the Internet.

11.2.3 In Conclusion

WFS layers are preferable over WMS layers if you need direct access to the attributes and geometries of the layers. However, considering the amount of data that needs to be downloaded (which leads to speed problems and also a lack of easily available public WFS servers) it's not always possible to use a WFS instead of a WMS.

11.2.4 What's Next?

Next, you'll see how to use QGIS Server to provide OGC services.

Module: QGIS Server

Contributo di Tudor Bărăscu.

In questo capitolo vedrei come installare e utilizzare QGIS Server.

Per un'introduzione di QGIS Server vedi il capitolo *label_qgisserver*

12.1 Lesson: Installa QGIS Server

The goal for this lesson: To learn how to install **QGIS Server** on Debian Stretch. With negligible variations (prepending `sudo` to all admin commands) you can also follow it for any Debian based distribution like Ubuntu and its derivatives.

12.1.1 Follow Along: Installa da pacchetti

In this lesson we're going to do only the install from packages as shown [here](#) .

First add the QGIS repository by creating the `/etc/apt/sources.list.d/debian-qgis.list` file with the following content:

```
# latest stable
deb http://qgis.org/debian stretch main
deb-src http://qgis.org/debian stretch main
```

After you add the qgis.org repository public key to your apt keyring (follow the above link on how to do it) you can run the `apt-get update` command to refresh the packages list and `apt-get dist-upgrade` to upgrade the packages.

Nota: Currently Debian stable has LTR qgis packages in the source `jessie-backports`, so the above steps are not necessary. Just add the `jessie-backports` repository and install with the `-t jessie-backports` option.

Installa QGIS Server con:

```
apt-get install qgis-server python-qgis
```

Nota: adding `-y` at the end of the `apt-get` command will run it straight away, without requiring confirmation.

QGIS Server deve essere utilizzato in produzione senza QGIS Desktop installato sulla stessa macchina.

12.1.2 Follow Along: QGIS Server eseguibile

L'eseguibile di QGIS Server è `qgis_mapserv.fcgi`. Puoi verificare dove è stato installato con `find / -name 'qgis_mapserv.fcgi'` che dovrebbe rispondere qualcosa di simile `/usr/lib/cgi-bin/qgis_mapserv.fcgi`.

Se vuoi fare una prova da terminale puoi eseguire `/usr/lib/cgi-bin/qgis_mapserv.fcgi` che dovrebbe rispondere qualcosa come:

```
QFSFileEngine::open: No file name specified
Warning 1: Unable to find driver ECW to unload from GDAL_SKIP environment variable.
Warning 1: Unable to find driver ECW to unload from GDAL_SKIP environment variable.
Warning 1: Unable to find driver JP2ECW to unload from GDAL_SKIP environment variable.
Warning 1: Unable to find driver ECW to unload from GDAL_SKIP environment variable.
Warning 1: Unable to find driver JP2ECW to unload from GDAL_SKIP environment variable.
Content-Length: 206
Content-Type: text/xml; charset=utf-8

<ServiceExceptionReport version="1.3.0" xmlns="http://www.opengis.net/ogc">
  <ServiceException code="Service configuration error">Service unknown or unsupported</ServiceException>
</ServiceExceptionReport>
```

Questa è una buona cosa, ti dice che sei sulla strada giusta mentre il server sta dicendo che non hai chiesto un servizio supportato. Vedrai in seguito come fare richieste WMS.

12.1.3 Follow Along: Configura il server HTTP

Per accedere da un navigatore internet al server QGIS installato devi utilizzare un server HTTP.

In this lesson we're going to use the [Apache HTTP server](#), colloquially called Apache.

Per prima cosa devi installare Apache eseguendo il seguente comando in un terminale: `apt-get install apache2 libapache2-mod-fcgid`.

Nella cartella `/etc/apache2/sites-available` crea un file chiamato `qgis.demo.conf`, con questo contenuto:

```
<VirtualHost *:80>
  ServerAdmin webmaster@localhost
  ServerName qgis.demo

  DocumentRoot /var/www/html

  # Apache logs (different than QGIS Server log)
  ErrorLog ${APACHE_LOG_DIR}/qgis.demo.error.log
  CustomLog ${APACHE_LOG_DIR}/qgis.demo.access.log combined

  # Longer timeout for WPS... default = 40
  FcgidIOTimeout 120

  FcgidInitialEnv LC_ALL "en_US.UTF-8"
  FcgidInitialEnv PYTHONIOENCODING UTF-8
  FcgidInitialEnv LANG "en_US.UTF-8"

  # QGIS log (different from apache logs) see http://docs.qgis.org/testing/en/docs/user_manual/w...
  FcgidInitialEnv QGIS_SERVER_LOG_FILE /var/log/qgis/qgisserver.log
  FcgidInitialEnv QGIS_SERVER_LOG_LEVEL 0

  FcgidInitialEnv QGIS_DEBUG 1

  # default QGIS project
  SetEnv QGIS_PROJECT_FILE /home/qgis/projects/world.qgs
```

```
# QGIS_AUTH_DB_DIR_PATH must lead to a directory writeable by the Server's FCGI process user
FcgidInitialEnv QGIS_AUTH_DB_DIR_PATH "/home/qgis/qgisserverdb/"
FcgidInitialEnv QGIS_AUTH_PASSWORD_FILE "/home/qgis/qgisserverdb/qgis-auth.db"

# See http://docs.qgis.org/testing/en/docs/user_manual/working_with_vector/supported_data.html#
SetEnv PGSERVICEFILE /home/qgis/.pg_service.conf
FcgidInitialEnv PGPASSFILE "/home/qgis/.pgpass"

# Tell QGIS Server instances to use a specific display number
FcgidInitialEnv DISPLAY ":99"

# if qgis-server is installed from packages in debian based distros this is usually /usr/lib/cgi-bin/
# run "locate qgis_mapserv.fcgi" if you don't know where qgis_mapserv.fcgi is
ScriptAlias /cgi-bin/ /usr/lib/cgi-bin/
<Directory "/usr/lib/cgi-bin/">
    AllowOverride None
    Options +ExecCGI -MultiViews -SymLinksIfOwnerMatch
    Order allow,deny
    Allow from all
    Require all granted
</Directory>

<IfModule mod_fcgid.c>
FcgidMaxRequestLen 26214400
FcgidConnectTimeout 60
</IfModule>

</VirtualHost>
```

You can do the above in a linux Desktop system by pasting and saving the above configuration after doing `sudo nano /etc/apache2/sites-available/qgis.demo.conf`.

Nota: Alcune delle opzioni di configurazione sono spiegate nella sezione *server `server_env_variables`*.

Crea ora la cartella che archiverà i registri di QGIS Server e il database di autenticazione.

```
sudo mkdir /var/log/qgis/
sudo chown www-data:www-data /var/log/qgis

mkdir /home/qgis/qgisserverdb
sudo chown www-data:www-data /home/qgis/qgisserverdb
```

Nota: `www-data` è l'utente Apache su sistemi basati su Debian e Apache deve accedere a queste posizioni o file. I comandi `chown www-data ...` cambiano il proprietario delle rispettive cartelle e file in `www-data`.

Ora puoi abilitare il servizio di rete virtuale, abilitare il modulo `fcgid` mod se non è già abilitato e riavviare il servizio `apache2`:

```
sudo a2enmod fcgid
sudo a2ensite qgis.demo
sudo service apache2 restart
```

Nota: Se hai installato QGIS Server senza eseguire un X server (incluso in Linux Desktop) e se vuoi anche usare il comando `GetPrint`, allora dovresti installare un server X falso e dire a QGIS Server di usarlo. Puoi farlo eseguendo i seguenti comandi.

Installa `xvfb`:


```
sudo apt-get install xvfb
```

Crea il file di servizio:

```
sudo sh -c \  
"echo \  
' [Unit] \  
Description=X Virtual Frame Buffer Service \  
After=network.target \  
  
[Service] \  
ExecStart=/usr/bin/Xvfb :99 -screen 0 1024x768x24 -ac +extension GLX +render -noreset \  
  
[Install] \  
WantedBy=multi-user.target' \  
> /etc/systemd/system/xvfb.service"
```

Abilita, avvia e verifica lo stato di `xvfb.service`:

```
sudo systemctl enable xvfb.service \  
sudo systemctl start xvfb.service \  
sudo systemctl status xvfb.service
```

In the above configuration file there's a `ExecStart` `DISPLAY ":99"` that tells QGIS Server instances to use display no. 99. If you're running the Server in Desktop then there's no need to install `xvfb` and you should simply comment with `#` this specific setting in the configuration file. More info at <http://www.itopen.it/qgis-server-setup-notes/>.

Now that Apache knows that he should answer requests to <http://qgis.demo> we also need to setup the client system so that it knows who `qgis.demo` is. We do that by adding `127.0.0.1 qgis.demo` in the `hosts` file. We can do it with `sudo sh -c "echo '127.0.0.1 qgis.demo' >> /etc/hosts"`. Replace `127.0.0.1` with the IP of your server.

Nota: Ricorda che entrambi i file `myhost.conf` and `/etc/hosts` devono essere configurati affinché l'installazione funzioni. Puoi anche testare l'accesso al tuo QGIS Server da altri client sulla rete (es. Macchine Windows o MacOS) andando al loro file: `/etc/hosts` e puntando il nome `myhost` a qualunque IP del server della rete. Puoi essere sicuro che quell'IP specifico non sia "127.0.0.1" poiché questo è l'IP locale, accessibile solo dal computer locale. You can be sure that that specific IP is not `127.0.0.1` as that's the local IP, only accessible from the local machine. Su macchine `*nix` il file `hosts` è posizionato in `/etc`, mentre su Windows è nella cartella `C:\Windows\System32\drivers\etc`. Sotto Windows è necessario avviare l'editor di testo con privilegi di amministratore prima di aprire il file `hosts`.

Puoi testare uno dei server `qgis` installati con una richiesta `http` dalla riga di comando `curl http://qgis.demo/cgi-bin/qgis_mapserv.fcgi` che dovrebbe produrre:

```
<ServiceExceptionReport version="1.3.0" xmlns="http://www.opengis.net/ogc"> \  
<ServiceException code="Service configuration error">Service unknown or unsupported</ServiceExceptionReport>
```

Nota: `curl` can be installed with `sudo apt-get install curl`.

Apache è ora configurato.

12.1.4 Follow Along: Crea un altro virtual host

Crea un altro host virtuale Apache che punta a QGIS Server. Puoi scegliere il nome che preferisci (`coco.bango`, `super.duper.training`, `example.com`, etc.) ma per semplicità userai `myhost`.

- Let's set up the `myhost` name to point to the localhost IP by adding `127.0.0.1 x` to the `/etc/hosts` with the following command: `sudo sh -c "echo '127.0.0.1 myhost' >> /etc/hosts"` or by manually editing the file with `sudo gedit /etc/hosts`.
- Puoi controllare che `myhost` punti a localhost eseguendo nel terminale `ping myhost` che dovrebbe produrre:

```
qgis@qgis:~$ ping myhost
PING myhost (127.0.0.1) 56(84) bytes of data.
64 bytes from localhost (127.0.0.1): icmp_seq=1 ttl=64 time=0.024 ms
64 bytes from localhost (127.0.0.1): icmp_seq=2 ttl=64 time=0.029 ms
..
```

- Puoi accedere a QGIS Server dal sito `myhost` eseguendo: `curl http://myhost/cgi-bin/qgis_mapserv.fcgi` accedendo all'URL dal tuo browser di Debian. Probabilmente otterrai:

```
<!DOCTYPE HTML PUBLIC "-//IETF//DTD HTML 2.0//EN">
<html><head>
<title>404 Not Found</title>
</head><body>
<h1>Not Found</h1>
<p>The requested URL /cgi-bin/qgis_mapserv.fcgi was not found on this server.</p>
<hr>
<address>Apache/2.4.25 (Debian) Server at myhost Port 80</address>
</body></html>
```

- Apache doesn't know that he's supposed to answer requests pointing to the server named `myhost`. In order to setup the virtual host the simplest way would be to make a `myhost.conf` file in the `/etc/apache/sites-available` directory that has the same content as file: `qgis.demo.conf` except for the `ServerName` line that should be `ServerName myhost`. You could also change where the logs go as otherwise the logs for the two virtual hosts would be shared but this is optional.
- Let's now enable the virtual host with `sudo apt-get a2ensite myhost.conf` and then reload the Apache service with `sudo systemctl reload apache2`.
- Se provi di nuovo ad accedere all'URL `http://myhost/cgi-bin/qgis_mapserv.fcgi` noterai che tutto sta funzionando!

12.1.5 In Conclusion

Hai imparato come installare diverse versioni di QGIS Server dai pacchetti, come configurare Apache con QGIS Server, su distribuzioni Linux basate su Debian.

12.1.6 What's Next?

Ora che hai installato QGIS Server ed è accessibile tramite il protocollo HTTP, dovrai imparare come accedere ad alcuni dei servizi che può offrire. L'argomento della prossima lezione è imparare come accedere ai servizi WMS di QGIS

12.2 Lesson: Servizi WMS

Let's download the `demo data` and unzip the files in the `qgis-server-tutorial-data` subdirectory to any directory. We recommend that you simply create a `/home/qgis/projects` directory and put your files there in order to avoid possible permissions problems.

I dati demo contengono un progetto QGIS denominato `world.qgs` che è già pronto per essere usato con QGIS Server. Se vuoi utilizzare un tuo progetto o vuoi imparare come prepararlo, consulta la sezione *Creatingwms-fromproject*.

Nota: Questo modulo ti presenta gli URL in modo che possa facilmente distinguere i parametri e i valori dei parametri. Mentre il formato normale è:

```
...&field1=value1&field2=value2&field3=value3
```

questa esercitazione usa:

```
&field1=value1  
&field2=value2  
&field3=value3
```

Incollarli in Mozilla Firefox funziona correttamente, ma altri navigatori come Chrome potrebbero aggiungere spazi indesiderati tra le coppie `field:parameter`. Quindi, se si verifica questo problema, puoi usare Firefox o modificare gli URL in modo che siano in un formato di linea.

Fa una richiesta WMS GetCapabilities nel navigatore o con curl:

```
http://qgisplatform.demo/cgi-bin/qgis_mapserv.fcgi  
?SERVICE=WMS  
&VERSION=1.3.0  
&REQUEST=GetCapabilities  
&map=/home/qgis/projects/world.qgs
```

Nella configurazione di Apache della lezione precedente la variabile `QGIS_PROJECT_FILE` imposta il progetto predefinito su `/home/qgis/projects/world.qgs`. Tuttavia, nella richiesta sopra hai fatto uso del parametro **map** per mostrarlo. Se si elimina il parametro **map** dalla richiesta precedente, QGIS Server emetterà la stessa risposta.

Indirizzando qualsiasi client WMS all'URL `GetCapabilities`, il client ottiene in risposta un documento XML con metadati delle informazioni di WMS, ad es. quali livelli, la copertura geografica, in quale formato, quale versione di WMS, ecc.

Poiché QGIS è anche a *ogc-wms*, puoi creare una nuova connessione al server WMS con l'aiuto dell'url di `GetCapabilities` precedente. Vedi la sezione *Lesson: Web Mapping Services* oppure *ogc-wms-servers* su come eseguirla.

Aggiungendo il layer WMS `countries` al tuo progetto QGIS dovresti ottenere un'immagine come quella sotto:

Nota: QGIS Server serve i livelli definiti nel progetto `world.qgs`. Aprendo il progetto con QGIS puoi vedere che ci sono più stili per il livello `countries`. Anche QGIS Server ne è consapevole e puoi scegliere lo stile desiderato nella richiesta. Lo stile `classified_by_population` è stato scelto nell'immagine sopra.

12.2.1 Registri

fileQuando imposti un server, i registri sono sempre importanti in quanto ti mostrano cosa sta succedendo. Hai installato nel file `*.conf` i seguenti registri:

- Registri di QGIS Server in `/logs/qgisserver.log`
- Registri di accesso Apache `qgisplatform.demo` in `qgisplatform.demo.access.log`
- Registri di errore Apache `qgisplatform.demo` in `qgisplatform.demo.access.log`

I file di registro sono semplicemente file di testo e puoi utilizzare un editor di testo per controllarli. Puoi anche usare il comando `tail` in un terminale: `sudo tail -f /logs/qgisserver.log`.

Questo mostrerà nel terminale ciò che è scritto in quel file di registro. Puoi anche avere tre terminali aperti per ciascuno dei file di registro in questo modo:

Se usi QGIS Desktop per utilizzare i servizi WMS di QGIS Server, vedrai visualizzate tutte le richieste che QGIS invia al server nel registro di accesso, gli errori di QGIS Server nel registro di QGIS Server, ecc.

Nota:

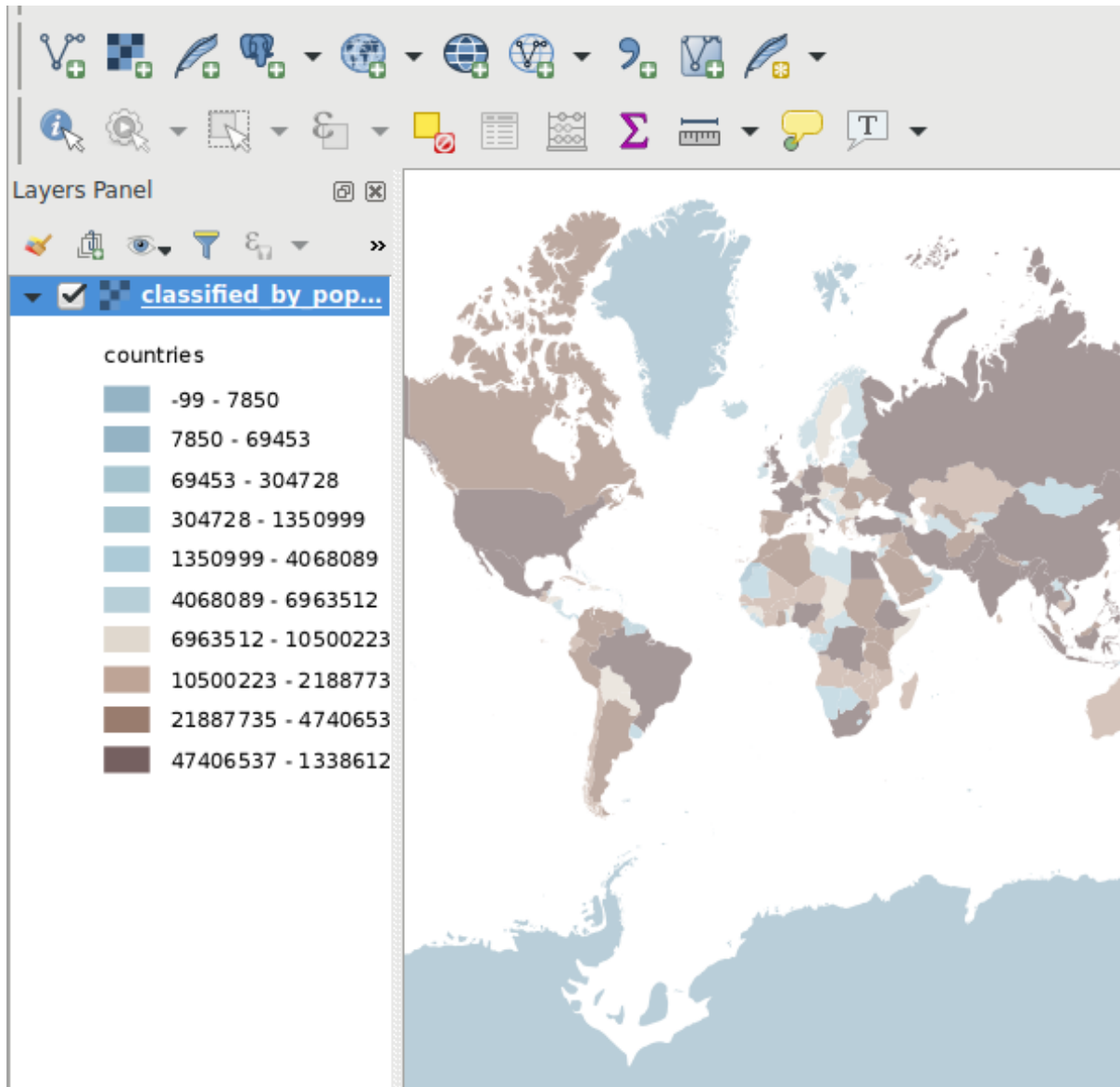


Figure 12.1: QGIS Desktop che utilizza il servizio WMS QGIS Server del layer countries

The figure consists of three vertically stacked terminal window screenshots. Each window has a title bar 'qgis@qgis: ~' and a menu bar 'File Edit View Search Terminal Help'.
 The first terminal shows the command `sudo tail -f /var/log/apache2/qgisplatform.demo.error.log` being entered and executed. The prompt returns to `qgis@qgis:~$`.
 The second terminal shows the output of the `tail` command, displaying several log entries from the Apache error log, including IP addresses, timestamps, and request details for a WMS GetCapabilities request.
 The third terminal shows the command `sudo tail -f /logs/qgisserver.log` being entered and executed. The output shows a detailed log entry for a WMS GetCapabilities request, including the path, request type, service name, version, and the response status.

Figure 12.2: Uso del comando `tail` per visualizzare i registri di QGIS Server

- Se guardi i registri nelle seguenti sezioni dovresti capire meglio cosa sta succedendo.
- Riattivando Apache mentre guardi nel registro di QGIS Server, puoi trovare alcuni suggerimenti su come lavora.

12.2.2 Richieste GetMap

Per visualizzare il livello `countries`, QGIS Desktop, come qualsiasi altro client WMS, utilizza le richieste GetMap.

Una semplice richiesta assomiglia a:

```
http://qgisplatform.demo/cgi-bin/qgis_mapserv.fcgi
?MAP=/home/qgis/projects/world.qgs
&SERVICE=WMS
&VERSION=1.3.0
&REQUEST=GetMap
&BBOX=-432786,4372992,3358959,7513746
&SRS=EPSG:3857
&WIDTH=665
&HEIGHT=551
&LAYERS=countries
&FORMAT=image/jpeg
```

La richiesta dovrebbe produrre l'immagine seguente:

Figura: semplice richiesta GetMap a QGIS Server

12.2.3 Try Yourself Modifica i parametri di immagine e livelli

In base alla richiesta di cui sopra, sostituisci il livello `countries` con un altro.

Per vedere quali altri livelli sono disponibili, puoi aprire il progetto `world.qgs` in QGIS e guardarne il contenuto. Tieni a mente che i client WMS non hanno accesso al progetto QGIS, ma guardano solo al contenuto del documento `capabilities`.

Inoltre, esiste un'opzione di configurazione in modo che alcuni dei livelli esistenti nel progetto QGIS vengano ignorati da QGIS quando attivo il servizio WMS.

Quindi, puoi vedere l'elenco dei livelli quando QGIS Desktop punta all'URL `GetCapabilities` o puoi provare a trovare altri nomi di layer nella risposta `GetCapabilities XML`.

Uno dei nomi dei livelli che è possibile trovare è `countries_shapeburst`. Potresti trovarne altri, ma tieni presente che alcuni potrebbero non essere visibili a una scala così ridotta in modo da ottenere un'immagine vuota come risposta.

Puoi anche provare con altri parametri, come cambiare il tipo di immagine restituito in `image/png`.

12.2.4 Follow Along: Usa Filter, Opacities e parametri Filter

Fai un'altra richiesta per aggiungere un altro layer, alcuni *extra-getmap-parameters*, **FILTER** e **OPACITIES**, ma utilizza anche il parametro predefinito **STYLES**.

```
http://qgisplatform.demo/cgi-bin/qgis_mapserv.fcgi
?MAP=/home/qgis/projects/world.qgs
&SERVICE=WMS
&VERSION=1.3.0
&REQUEST=GetMap
&BBOX=-432786,4372992,3358959,7513746
```

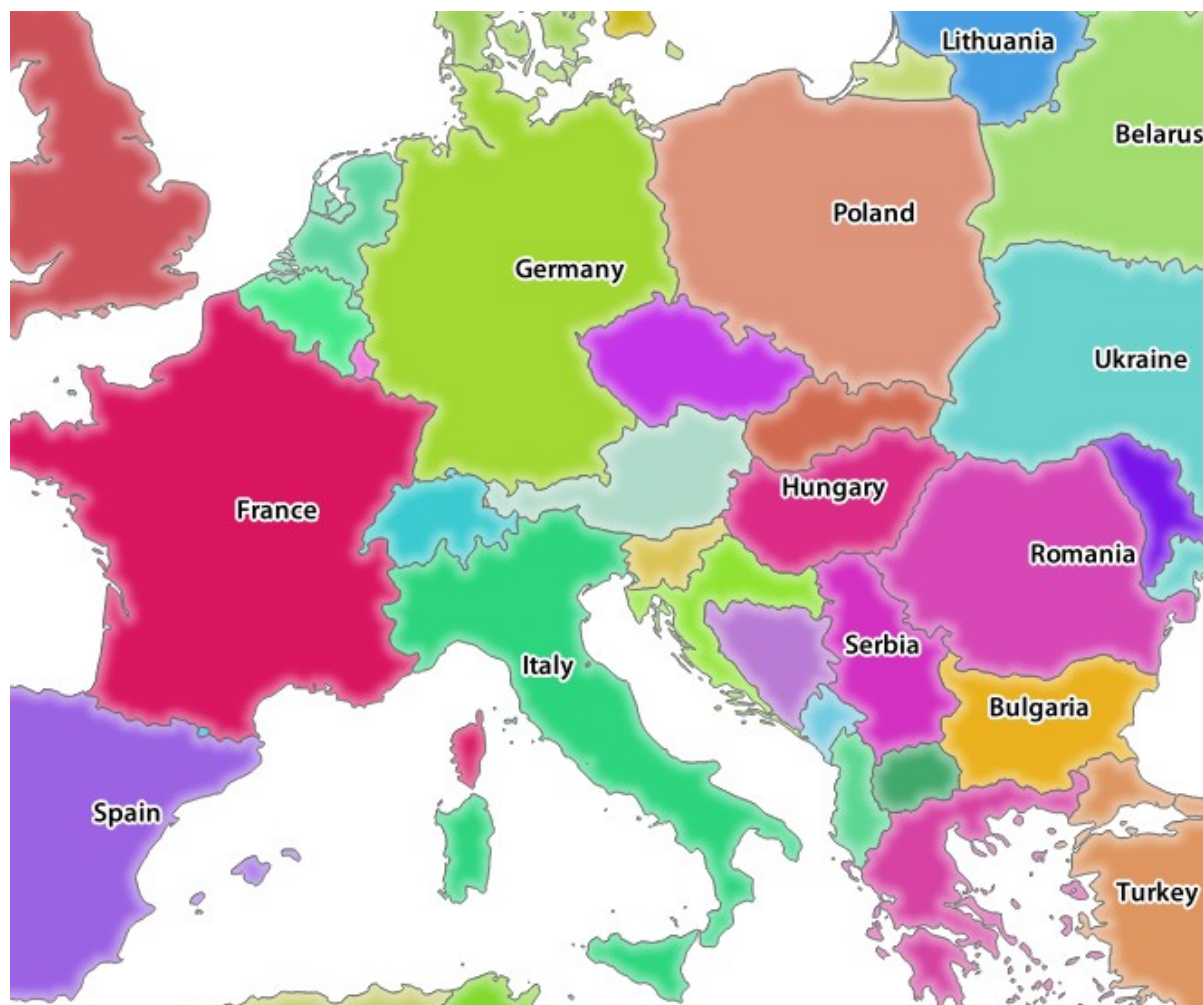


Figure 12.3: Risposta di Qgis Server dopo una semplice richiesta GetMap

```

&SRS=EPSG:3857
&WIDTH=665
&HEIGHT=551
&FORMAT=image/jpeg
&LAYERS=countries,countries_shapeburst
&STYLES=classified_by_name,default
&OPACITIES=255,30
&FILTER=countries:"name" IN ( 'Germany' , 'Italy' )

```

La richiesta dovrebbe produrre l'immagine seguente:

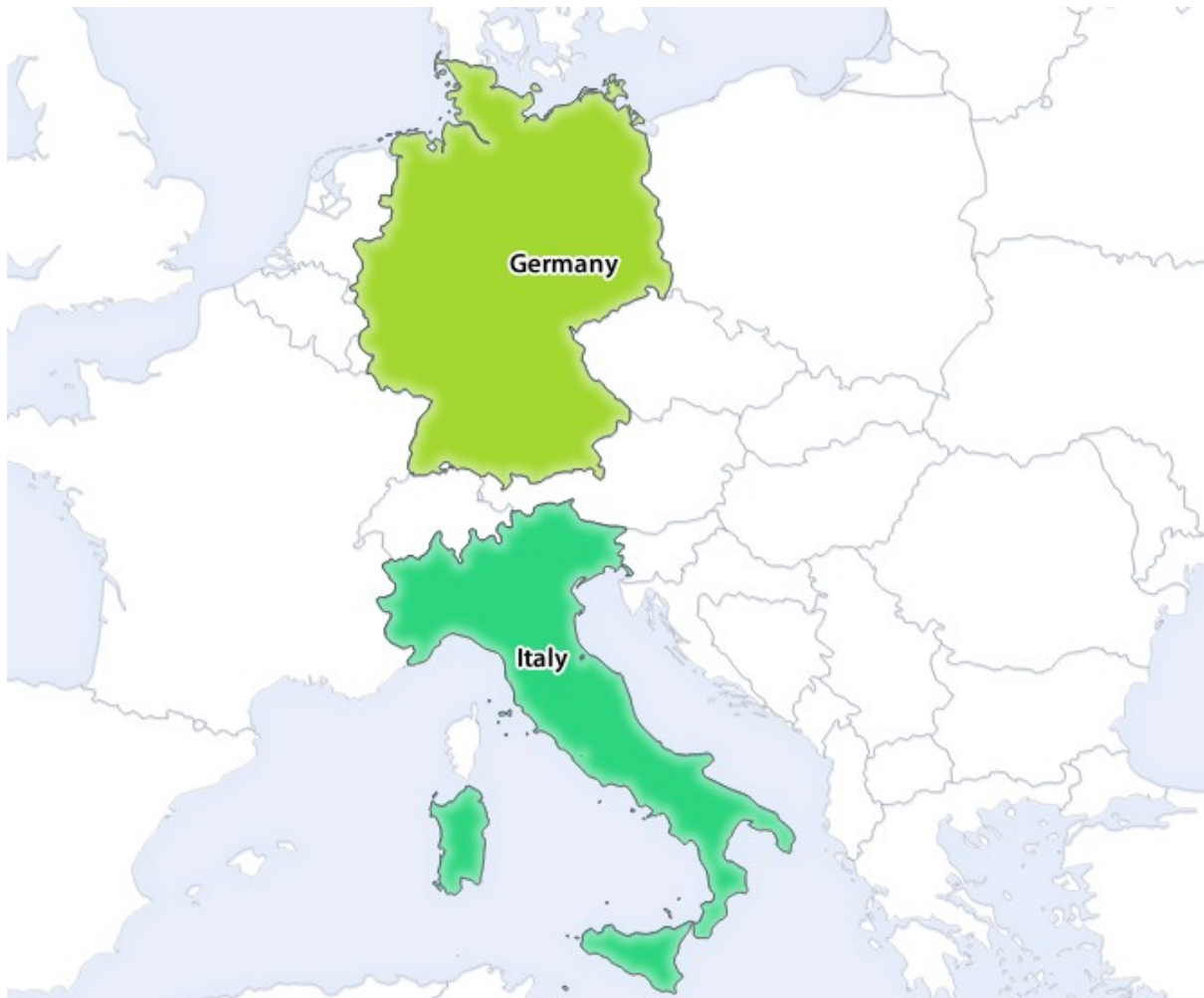


Figure 12.4: Response to a GetMap request with FILTER and OPACITIES parameters

Come puoi vedere dall'immagine qui sopra, tra l'altro hai detto a QGIS Server di visualizzare solo **Germany** e **Italy** dal livello counties.

12.2.5 Follow Along: Usa REDLINING

Fai un'altra richiesta GetMap che faccia uso della funzione *qgisserver-redlining* e del parametro **SELECTION** dettagliato nella sezione *extra-getmap-parameters*:

```

http://qgisplatform.demo/cgi-bin/qgis_mapserv.fcgi
?MAP=/home/qgis/projects/world.qgs
&SERVICE=WMS

```



```
&VERSION=1.3.0
&REQUEST=GetMap
&BBOX=-432786,4372992,3358959,7513746
&SRS=EPSG:3857
&WIDTH=665
&HEIGHT=551
&LAYERS=countries,countries_shapeburst
&FORMAT=image/jpeg
&HIGHLIGHT_GEOM=POLYGON((590000 6900000, 590000 7363000, 2500000 7363000, 2500000 6900000, 590000
&HIGHLIGHT_SYMBOL=<StyledLayerDescriptor><UserStyle><Name>Highlight</Name><FeatureTypeStyle><Rule>
&HIGHLIGHT_LABELSTRING=QGIS Tutorial
&HIGHLIGHT_LABELSIZE=30
&HIGHLIGHT_LABELCOLOR=%23000000
&HIGHLIGHT_LABELBUFFERCOLOR=%23FFFFFF
&HIGHLIGHT_LABELBUFFERSIZE=3
&SELECTION=countries:171,65
```

Incolla la richiesta nel navigatore che dovrebbe produrre l'immagine seguente:



Figure 12.5: Risposta a una richiesta con la funzione REDLINING e il parametro SELECTION

Puoi vedere dall'immagine sopra che i paesi con gli ID 171 e 65 sono stati evidenziati in giallo (Romania e Francia) utilizzando il parametro SELEZIONE e abbiamo utilizzato la funzione REDLINING per sovrapporre un rettangolo con l'etichetta **Esercitazione QGIS**.

12.2.6 Richieste GetPrint

One very nice feature of QGIS Server is that it makes use of the QGIS Desktop print composers. You can learn about it in the *server_getprint* section.

If you open the *world.qgs* project with QGIS Desktop you will find a print composer named *Population distribution*. A simplified *GetPrint* request that exemplifies this amazing feature is:

```
http://qgisplatform.demo/cgi-bin/qgis_mapserv.fcgi
?map=/home/qgis/projects/world.qgs
&SERVICE=WMS
&VERSION=1.3.0&
REQUEST=GetPrint
&FORMAT=pdf
&TRANSPARENT=true
&SRS=EPSG:3857
&DPI=300
&TEMPLATE=Population distribution
&map0:extent=-432786,4372992,3358959,7513746
&LAYERS=countries
```

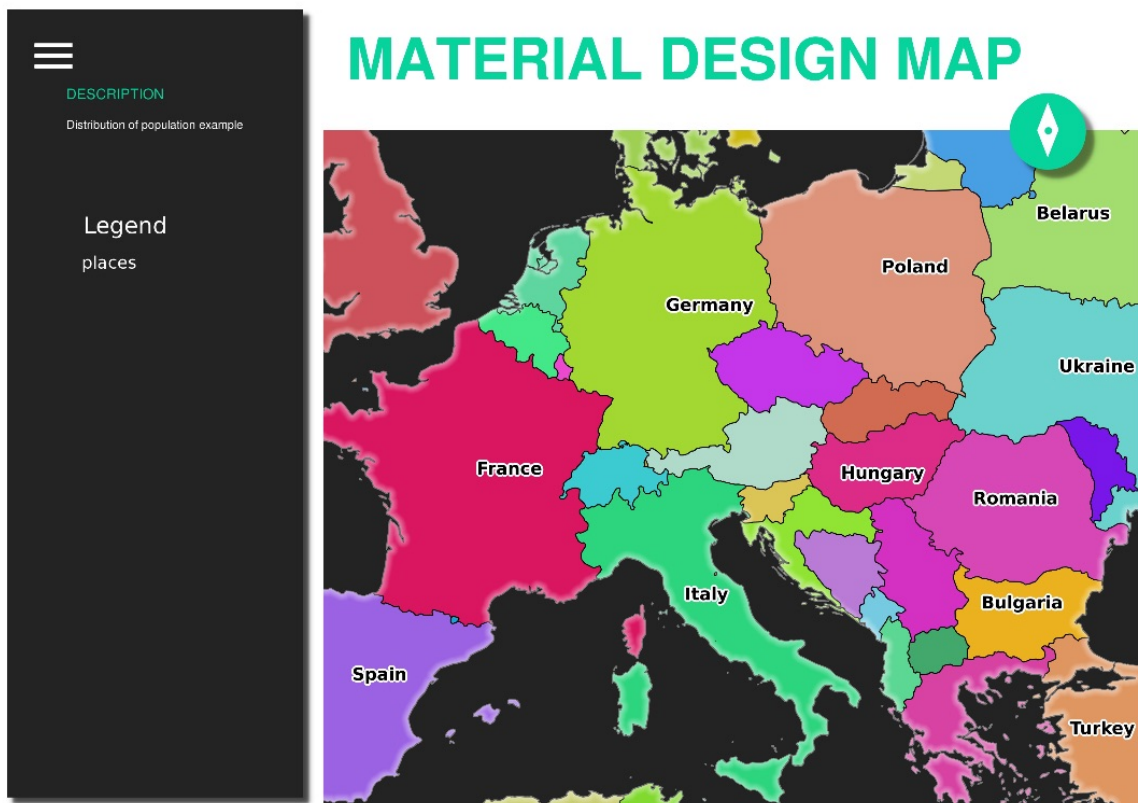


Figure 12.6: Mostra i risultati pdf della richiesta GetPrint

Naturalmente, è difficile scrivere le richieste *GetMap*, *GetPrint*, ecc.

QGIS Web Client or **QWC** è un progetto client Web che può funzionare insieme a QGIS Server in modo che sia possibile pubblicare i propri progetti sul Web o aiutare a creare richieste QGIS Server per una migliore comprensione delle possibilità.

puoi installarlo così:

- Come utente `qgis` vai nella cartella `cd /home/qgis`.
- Scarica il progetto QWC da [qui](#) e decomprimilo.

- Crea un collegamento simbolico alla cartella `/var/www/html` in quanto è `DocumentRoot` che abbiamo configurato nell'host virtuale. Se hai decompresso l'archivio sotto `//home/qgis/Downloads/QGIS-Web-Client-master` puoi farlo con `sudo ln -s /home/qgis/Downloads/QGIS-Web-Client-master /var/www/html/`.
- Accedi a <http://qgisplatform.demo/QGIS-Web-Client-master/site/qgiswebclient.html?map=/home/qgis/projects/world.qgs> dal tuo navigatore.

Ora dovresti essere in grado di vedere la mappa come nella seguente figura:

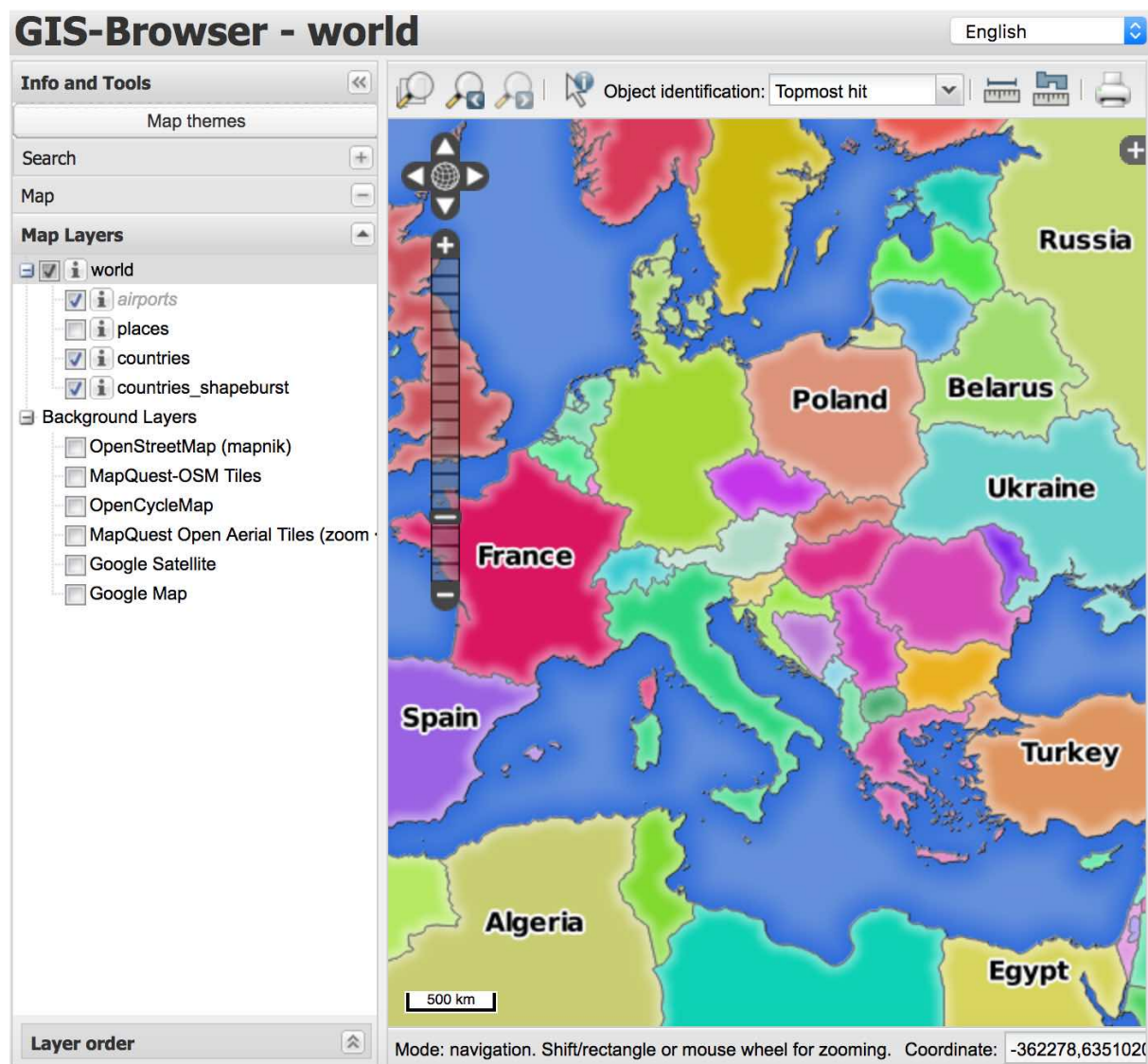


Figure 12.7: QGIS Web Client consuming the world.qgs project

Se clicchi sul pulsante Stampa in QWC, puoi creare richieste interattive `GetPrint`. Puoi anche cliccare sull'icona ? nel QWC per accedere all'aiuto disponibile in modo da poter scoprire meglio le possibilità di QWC.

12.2.7 In Conclusion

Hai imparato come utilizzare QGIS Server per fornire i servizi WMS.

12.2.8 What's Next?

Vedrai come usare QGIS come interfaccia per GRASS GIS.

Module: GRASS

GRASS (Geographic Resources Analysis Support System) è un noto GIS a codice aperto con una vasta gamma di utili funzioni GIS. È stato rilasciato nel 1984 e da allora ha visto molti miglioramenti e funzionalità aggiuntive. QGIS ti consente di utilizzare direttamente i potenti strumenti GIS di GRASS.

13.1 Lesson: GRASS Setup

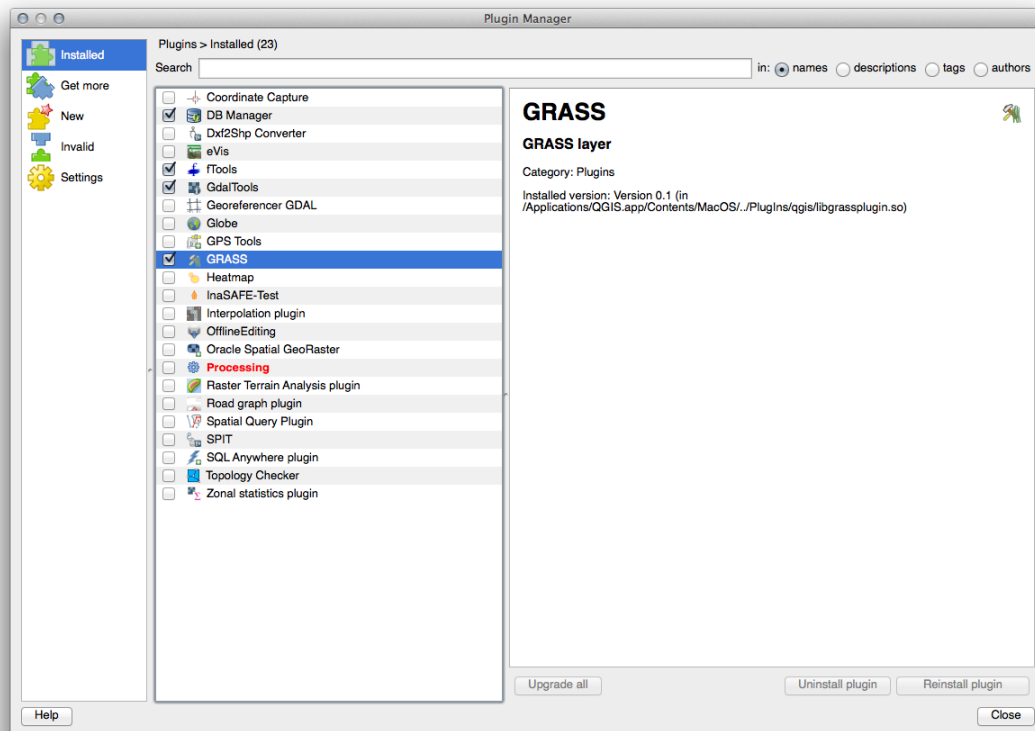
Using GRASS in QGIS requires you to think of the interface in a slightly different way. Remember that you're not working in QGIS directly, but working in GRASS *via* QGIS.

The goal for this lesson: To begin a GRASS project in QGIS.

13.1.1 Follow Along: Start a New GRASS Project

To launch GRASS from within QGIS, you need to activate it as with any other plugin. First, open a new QGIS project.

- In the *Plugin Manager*, enable *GRASS* in the list:



The GRASS toolbar will appear:



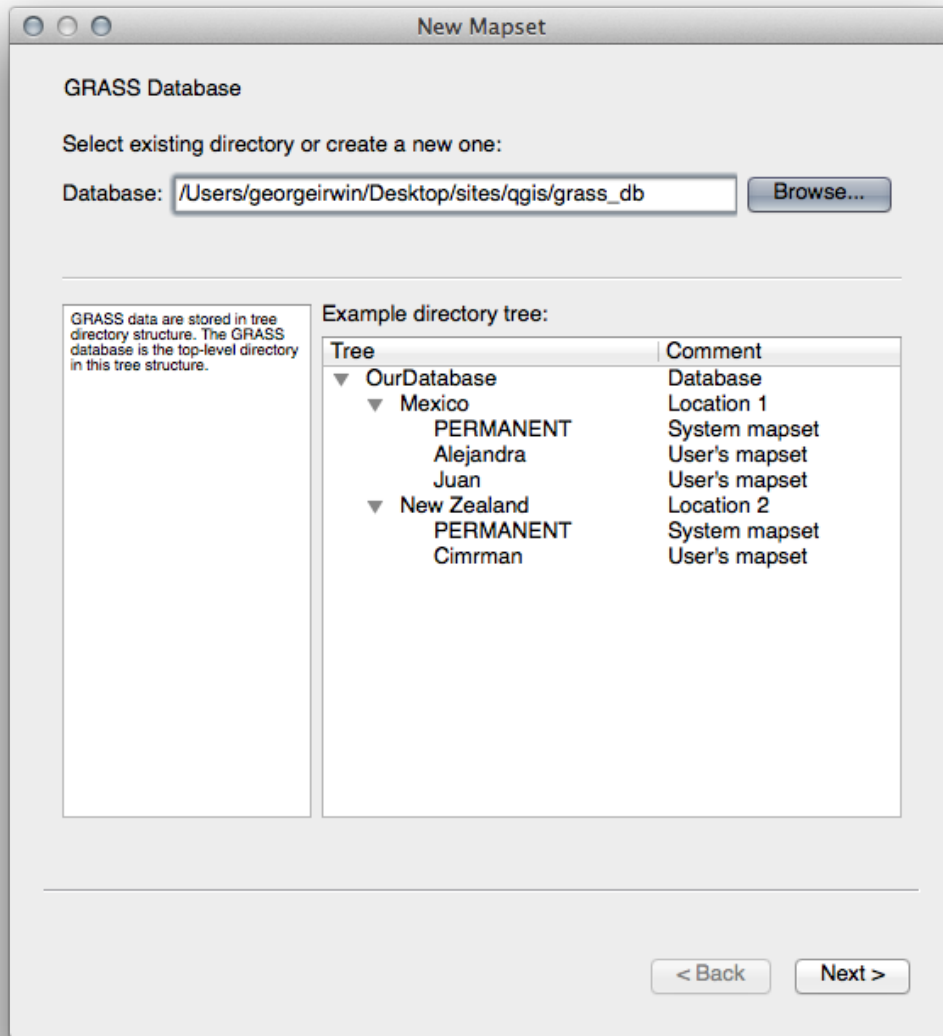
Before you can use GRASS, you need to create a **mapset**. GRASS always works in a database environment, which means that you need to import all the data you want to use into a GRASS database.

- Click on the *New mapset* button:



You'll see a dialog explaining the structure of a GRASS mapset.

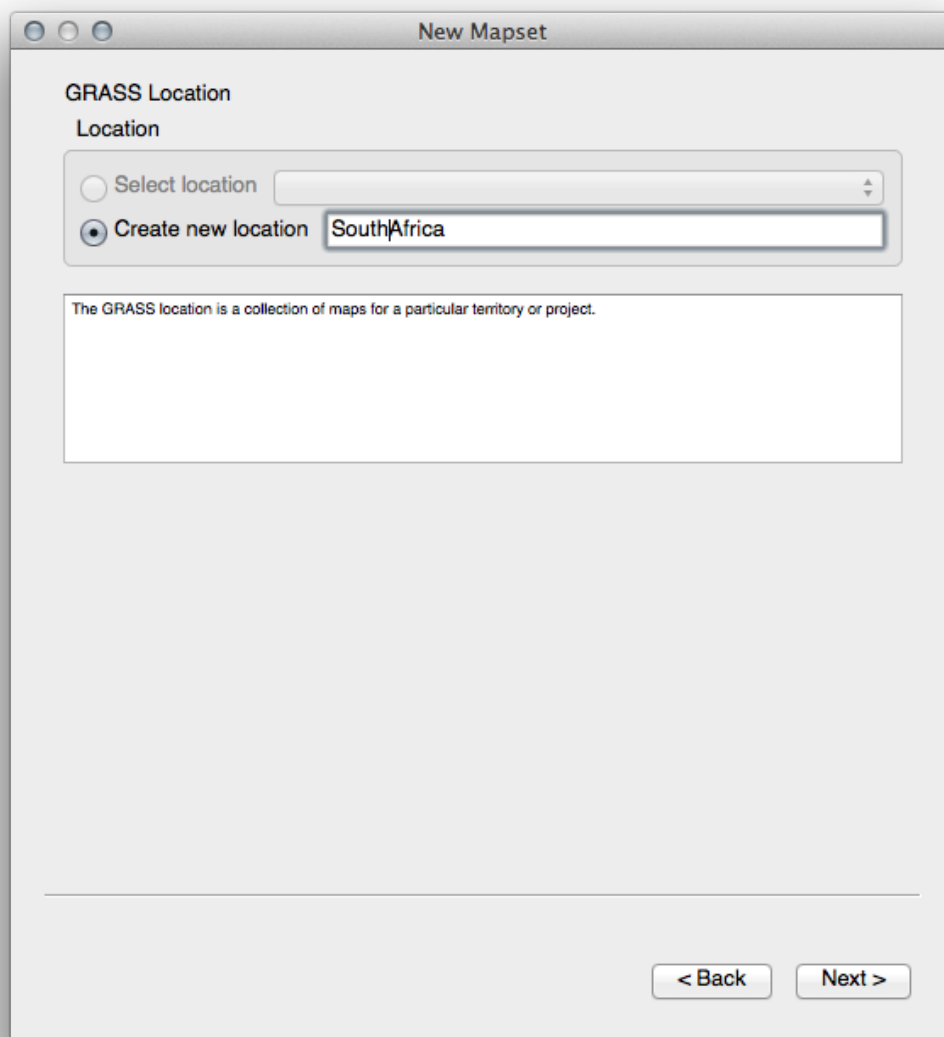
- Create a new directory called `grass_db` in *exercise_data*.
- Set it as the directory that will be used by GRASS to set up its database:



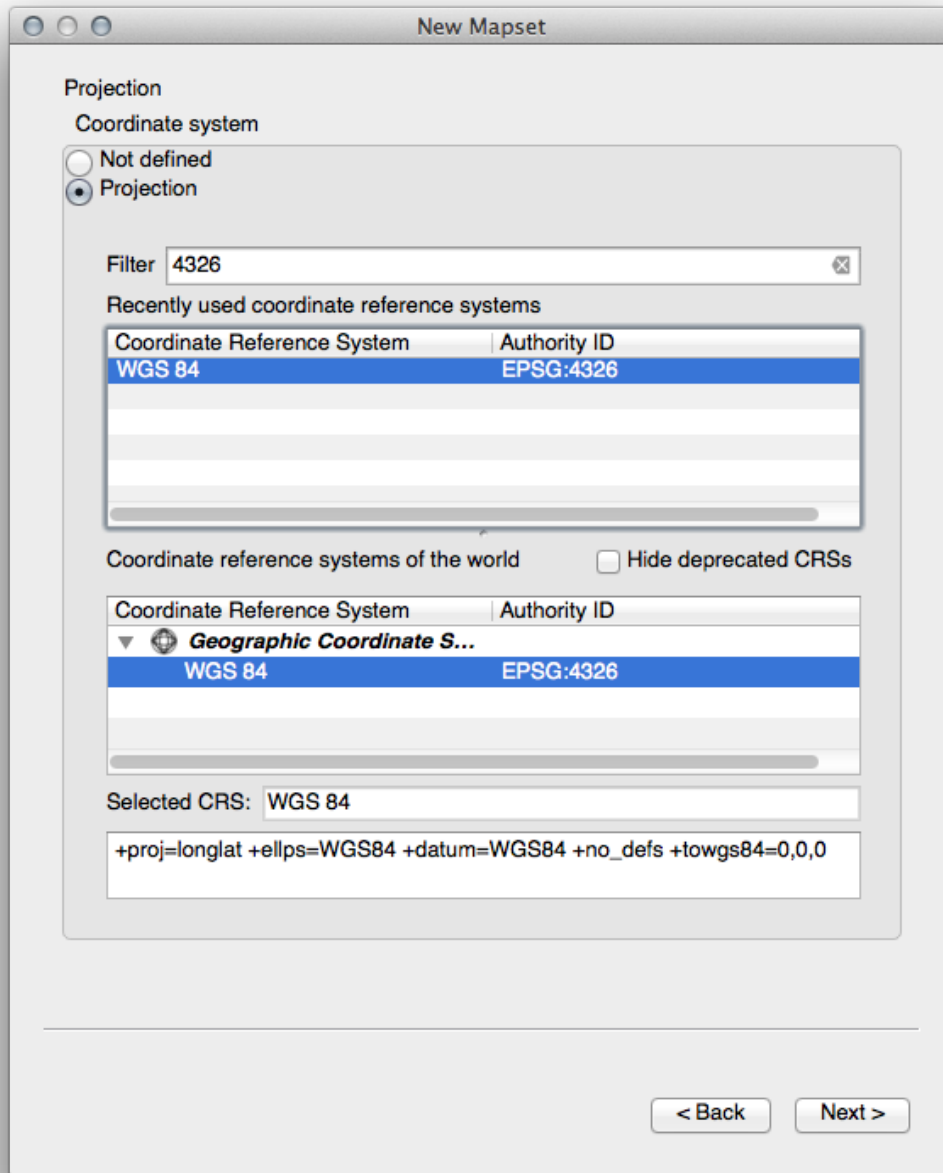
- Click *Next*.

GRASS needs to create a “location”, which describes the maximum extents of the geographic area you’ll be working in.

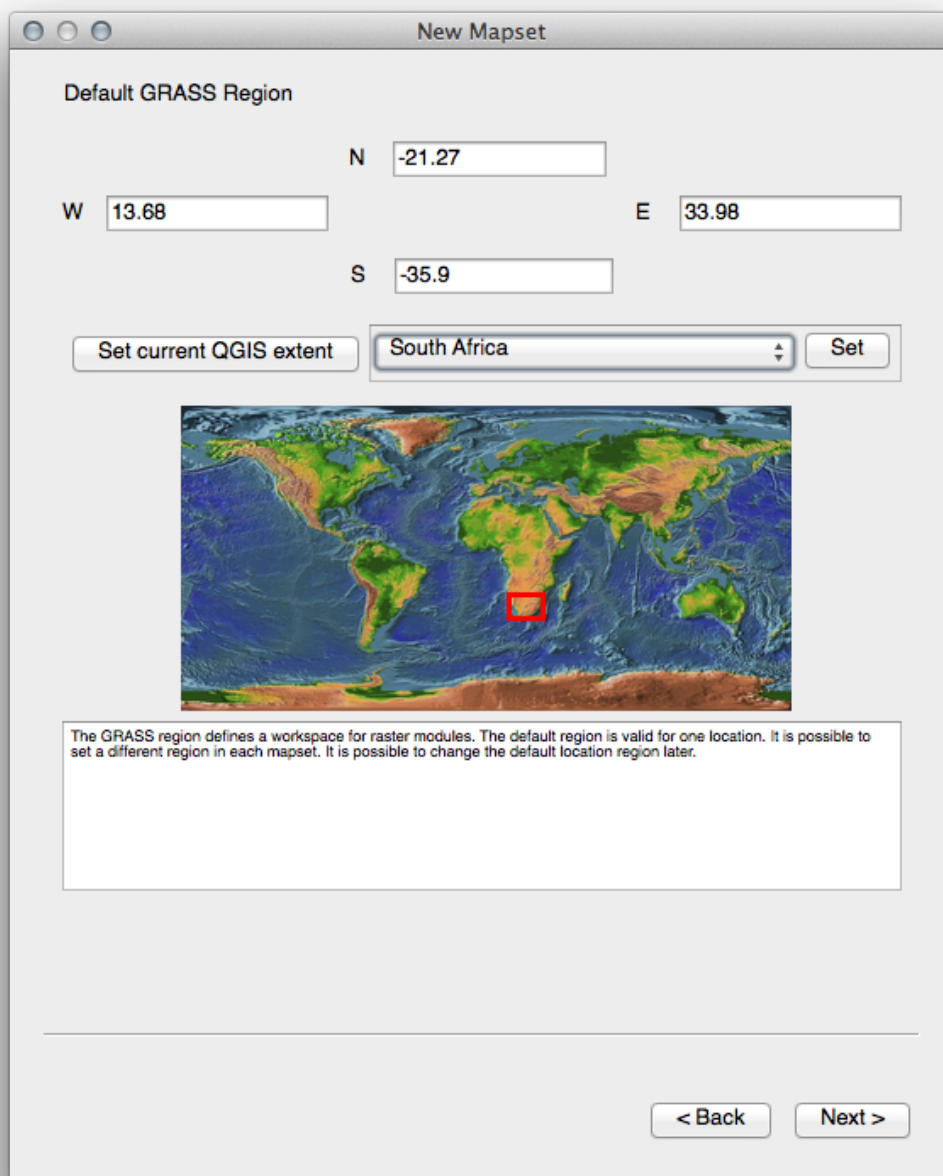
- Call the new location `South_Africa`:



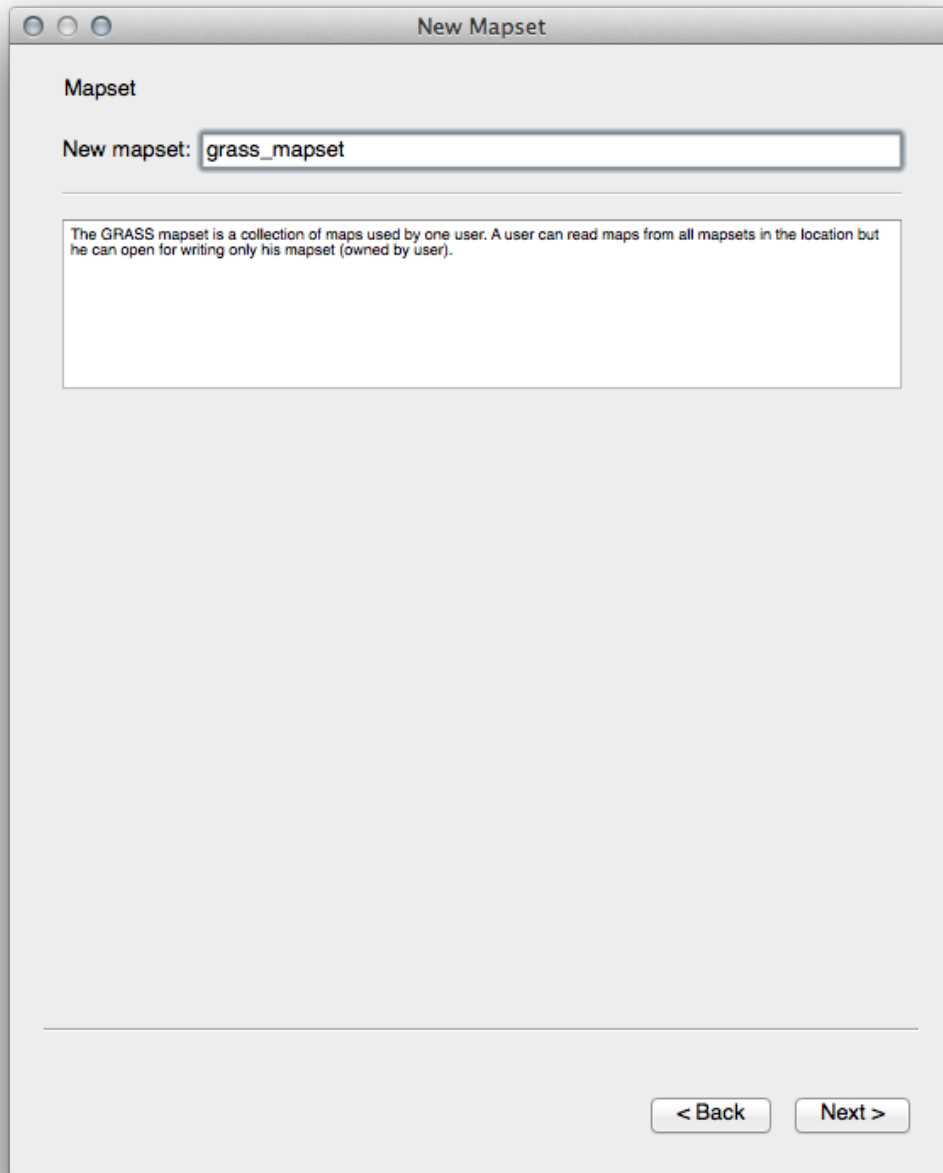
- Click *Next*.
- We'll be working with WGS 84, so search for and select this CRS:



- Click *Next*.
- Now select the region *South Africa* from the dropdown and click *Set*:



- Click *Next*.
- Create a mapset, which is the map file that you'll be working with.



Once you're done, you'll see a dialog asking you to confirm that the settings it displays are correct.

- Click *Finish*.
- Click *OK* on the success dialog.

13.1.2 Follow Along: Loading Vector Data into GRASS

You'll now have a blank map. To load data into GRASS, you need to follow a two-step process.

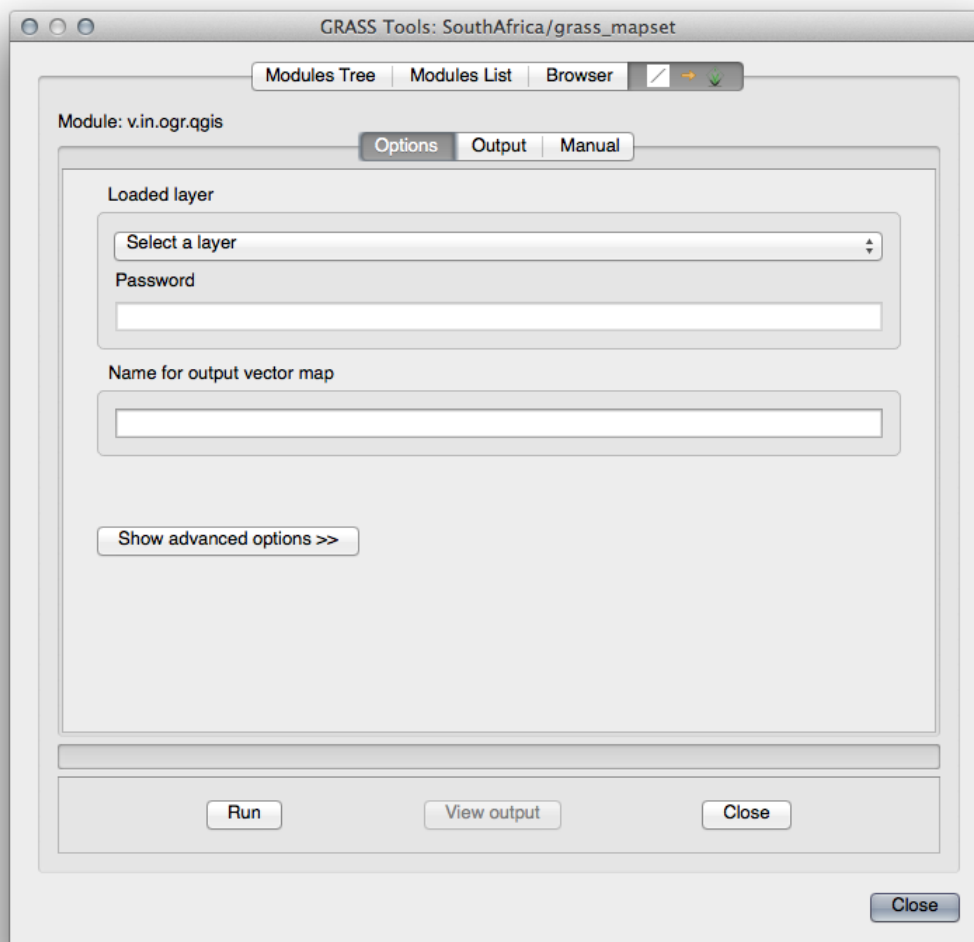
- Load data into QGIS as usual. Use the `roads.shp` dataset (found under `exercise_data/epsg4326/`) for now.
- As soon as it's loaded, click on the *GRASS Tools* button:



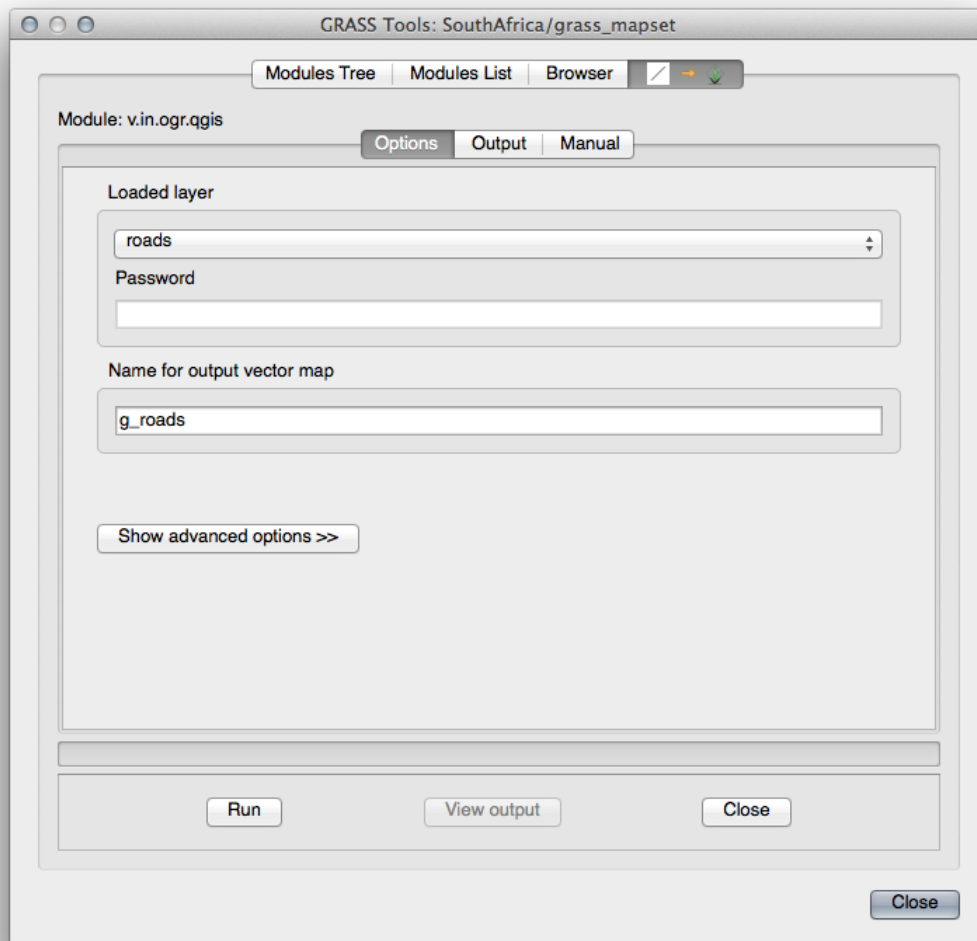
- In the new dialog, select *Modules list*.
- Find the vector import tool by entering the term `v.in.ogr.qgis` in the *Filter* field.


The `v` stands for “vector”, `in` means its a function to import data into the GRASS database, `ogr` is the software library used to read vector data, and `qgis` means that the tool will look for a vector from among the vectors already loaded into QGIS.

- Once you’ve found this tool, click on it to bring up the tool itself:



- Set the loaded layer to `roads` and its GRASS version’s name to `g_roads` to prevent confusion.



Nota:  Note the extra import options provided under *Advanced Options*. These include the ability to add a WHERE clause for the SQL query used for importing the data.

- Click *Run* to begin the import.
- When it's done, click the *View output* button to see the newly imported GRASS layer in the map.
- Close first the import tool (click the *Close* button to the immediate right of *View output*), then close the *GRASS Tools* window.
- Remove the original *roads* layer.

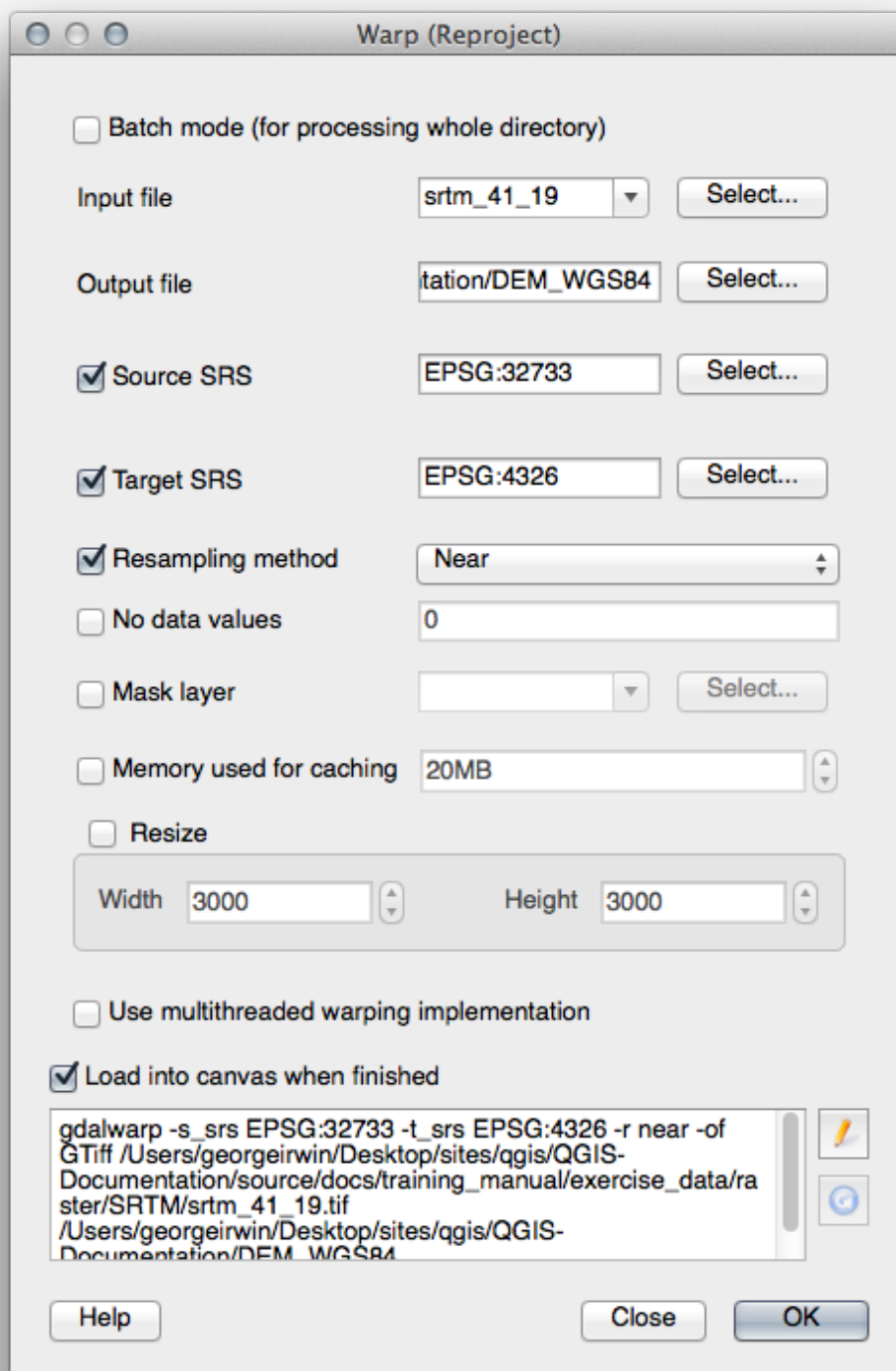
Now you are left with only the imported GRASS layer as displayed in your QGIS map.

13.1.3 Follow Along: Loading Raster Data into GRASS

Recall that our DEM is in the Projected CRS UTM 33S / WGS 84, but our GRASS project is in the Geographic CRS WGS 84. So let's re-project the DEM first.

- Load the *srtm_41_19.tif* dataset (found under *exercise_data/raster/SRTM/*) into the QGIS map as usual, using QGIS' *Add Raster Layer* tool.

- Re-project it using GDAL Warp tool (*Raster* → *Projections* → *Warp (Reproject)*), setting it up as shown:

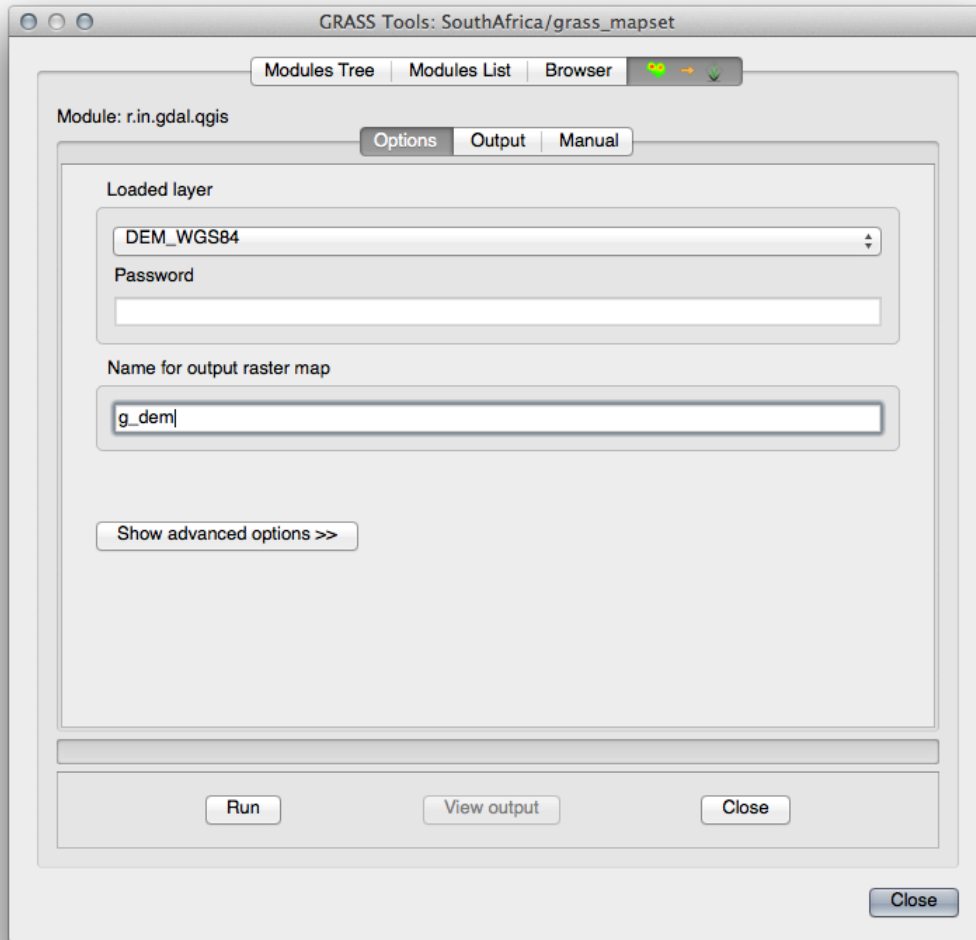


- Save the raster under the same folder as the original, but with the file name `DEM_WGS84.tif`. Once it appears in your map, remove the `srtm_41_19.tif` dataset from your *Layers list*.

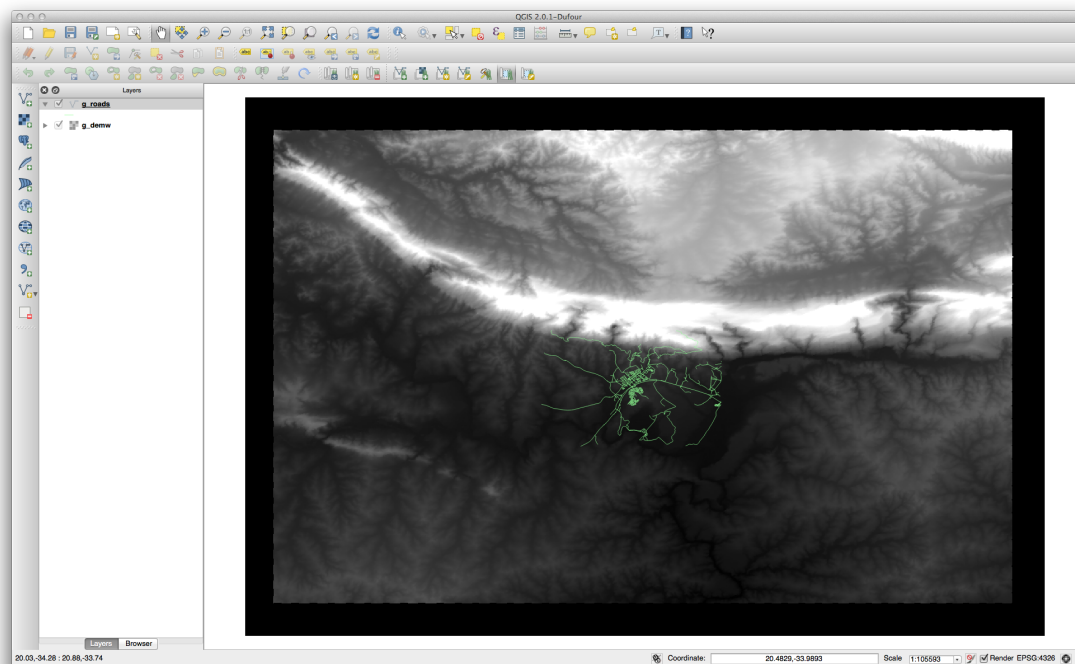
Now that it's reprojected, you can load it into your GRASS database.

- Open the *GRASS Tools* dialog again.

- Click on the *Modules List* tab.
- Search for `r.in.gdal.qgis` and double click the tool to open the tool's dialog.
- Set it up so that the input layer is `DEM_WGS84` and the output is `g_dem`.



- Click *Run*.
- When the process is done, click *View output*.
- *Close* the current tab, and then *Close* the whole dialog.



- You may now remove the original *DEM_WGS84* layer.

13.1.4 In Conclusion

The GRASS workflow for ingesting data is somewhat different from the QGIS method because GRASS loads its data into a spatial database structure. However, by using QGIS as a frontend, you can make the setup of a GRASS mapset easier by using existing layers in QGIS as data sources for GRASS.

13.1.5 What's Next?

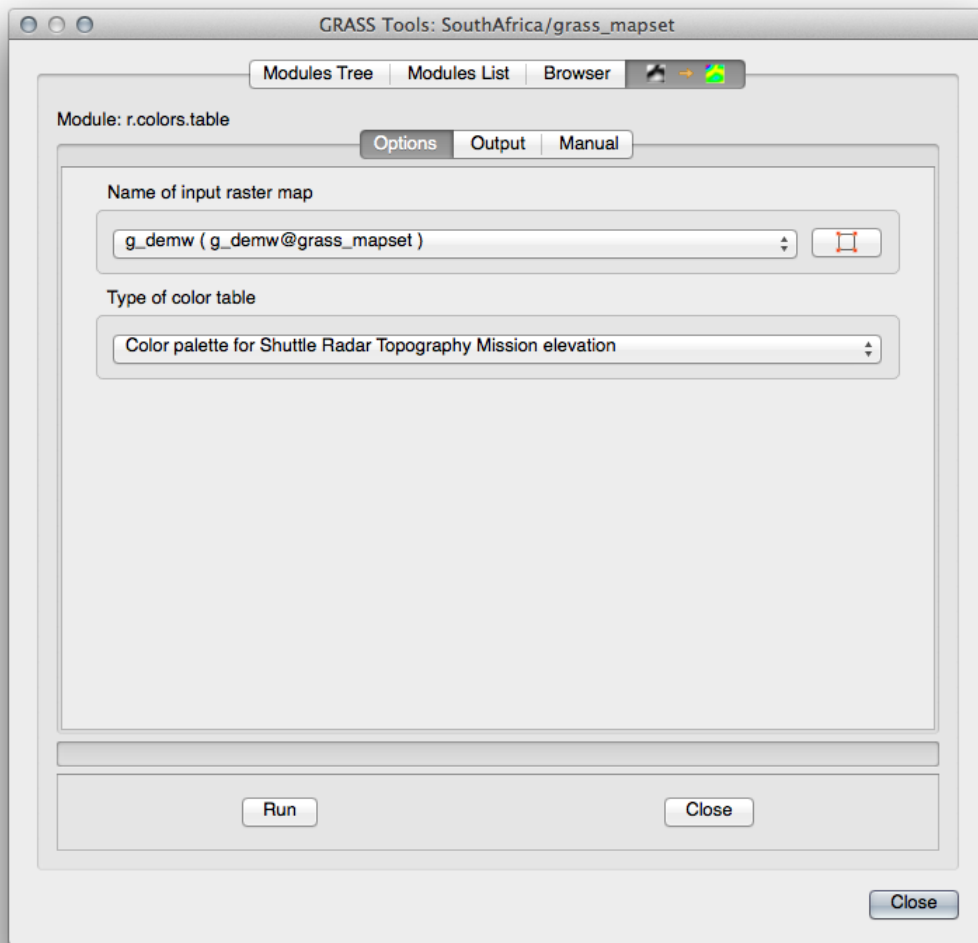
Now that the data is imported into GRASS, we can look at the advanced analysis operations that GRASS offers.

13.2 Lesson: GRASS Tools

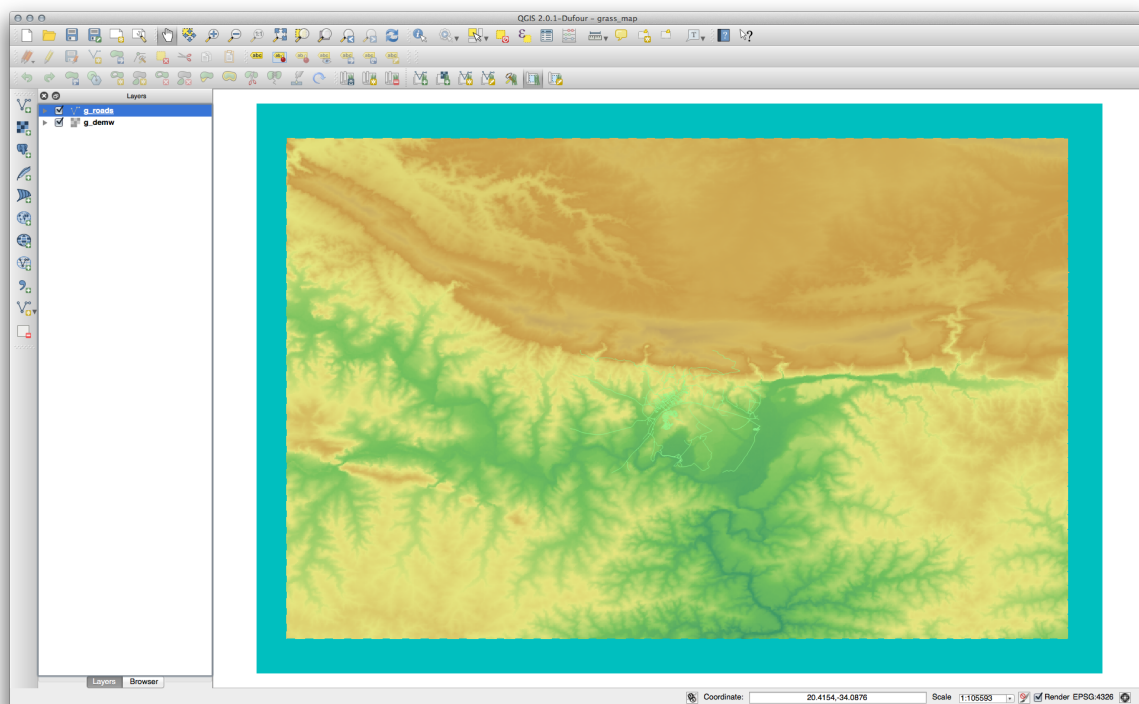
In this lesson we will present a selection of tools to give you an idea of the capabilities of GRASS.

13.2.1 Follow Along: Set Raster Colors

- Open the *GRASS Tools* dialog.
- Look for the *r.colors.table* module by searching for it in the *Filter* field of the *Modules List* tab.
- Open the tool and set it up like this:



When you run the tool, it will recolor your raster:



13.2.2 Follow Along: Visualize Data in 3D

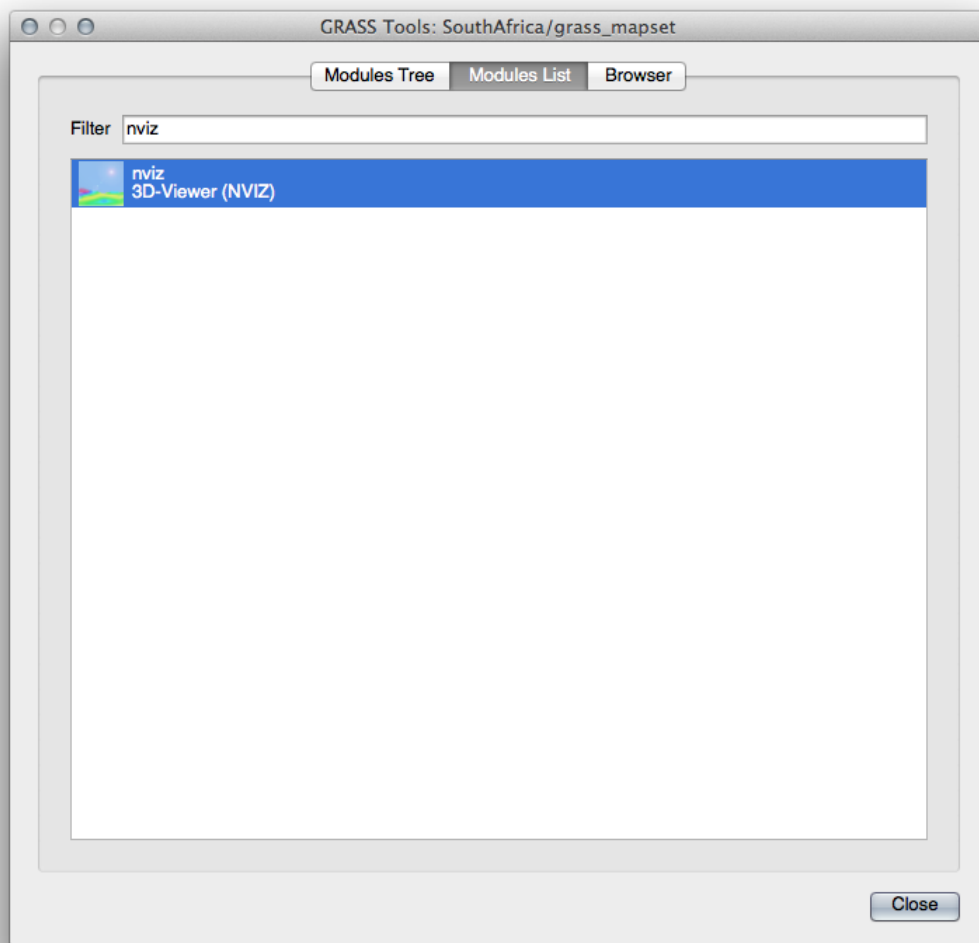
GRASS allows you to use a DEM to visualize your data in three dimensions. The tool you'll use for this operates on the GRASS Region, which at the moment is set to the whole extent of South Africa, as you set it up before.

- To redefine the extent to cover only our raster dataset, click this button:

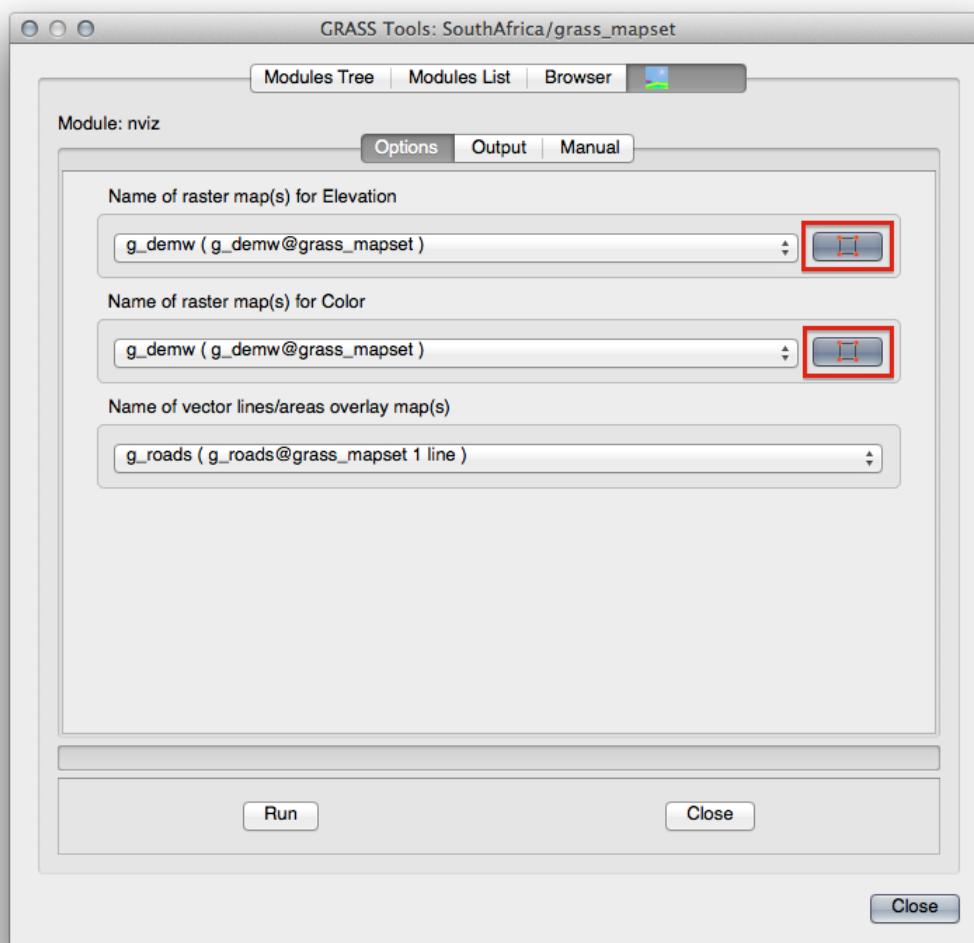


When this tool is activated, your cursor will turn into a cross when over the QGIS map canvas.

- Using this tool, click and drag a rectangle around the edges of the GRASS raster.
- Click *OK* in the *GRASS Region Settings* dialog when done.
- Search for the `nviz` tool:

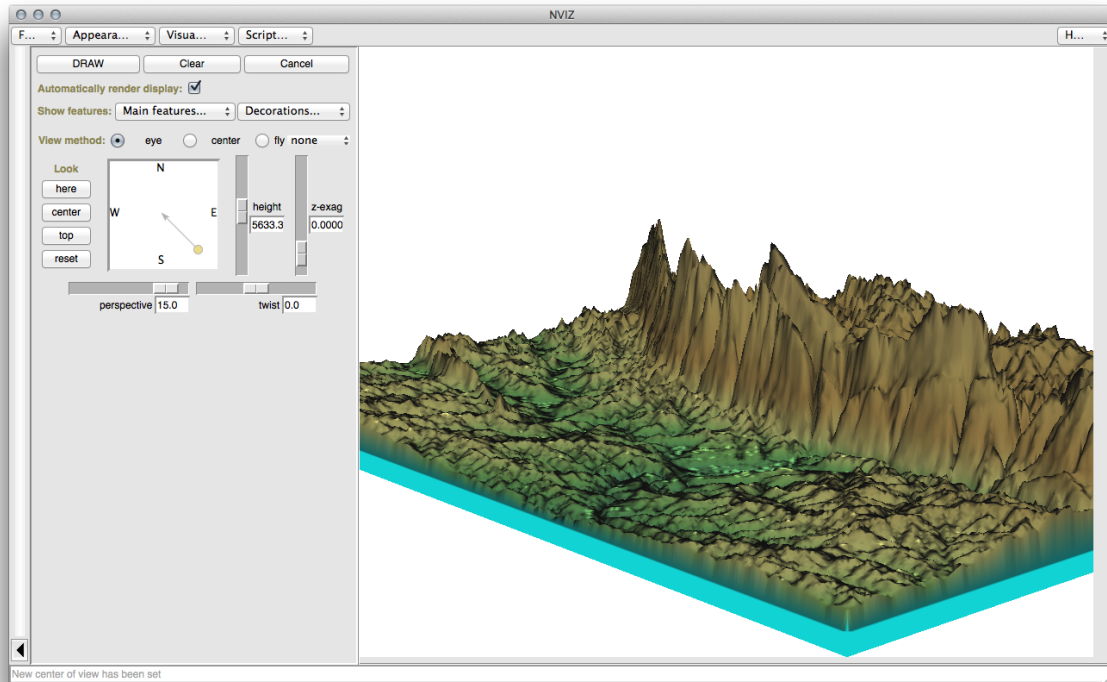


- Set it up as shown:



- Remember to enable both *Use region of this map* buttons to the right of the two raster selection dropdown menus. This will allow NVIZ to correctly assess the resolution of the rasters.
- Click the *Run* button.

NVIZ will set up a 3D environment using the raster and vector selected. This may take some time, depending on your hardware. When it's done, you will see the map rendered in 3D in a new window:



Experiment with the *height*, *z-exag*, and *View method* settings to change your view of the data. The navigation methods may take some getting used to.

After experimenting, close the NVIZ window.

13.2.3 Follow Along: The Mapcalc Tool

- Open the *GRASS Tools* dialog's *Modules List* tab and search for `calc`.
- From the list of modules, select *r.mapcalc* (not *r.mapcalculator*, which is more basic).
- Start the tool.

The Mapcalc dialog allows you to construct a sequence of analyses to be performed on a raster, or collection of rasters. You will use these tools to do so:

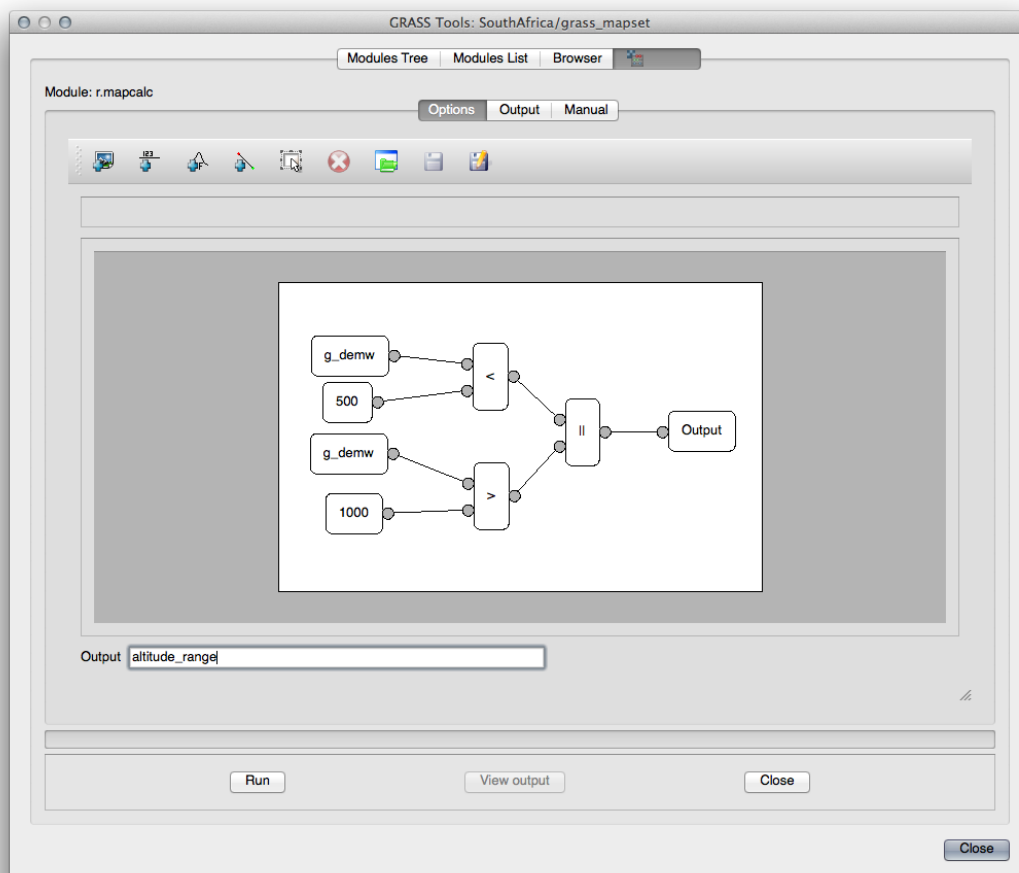


In order, they are:

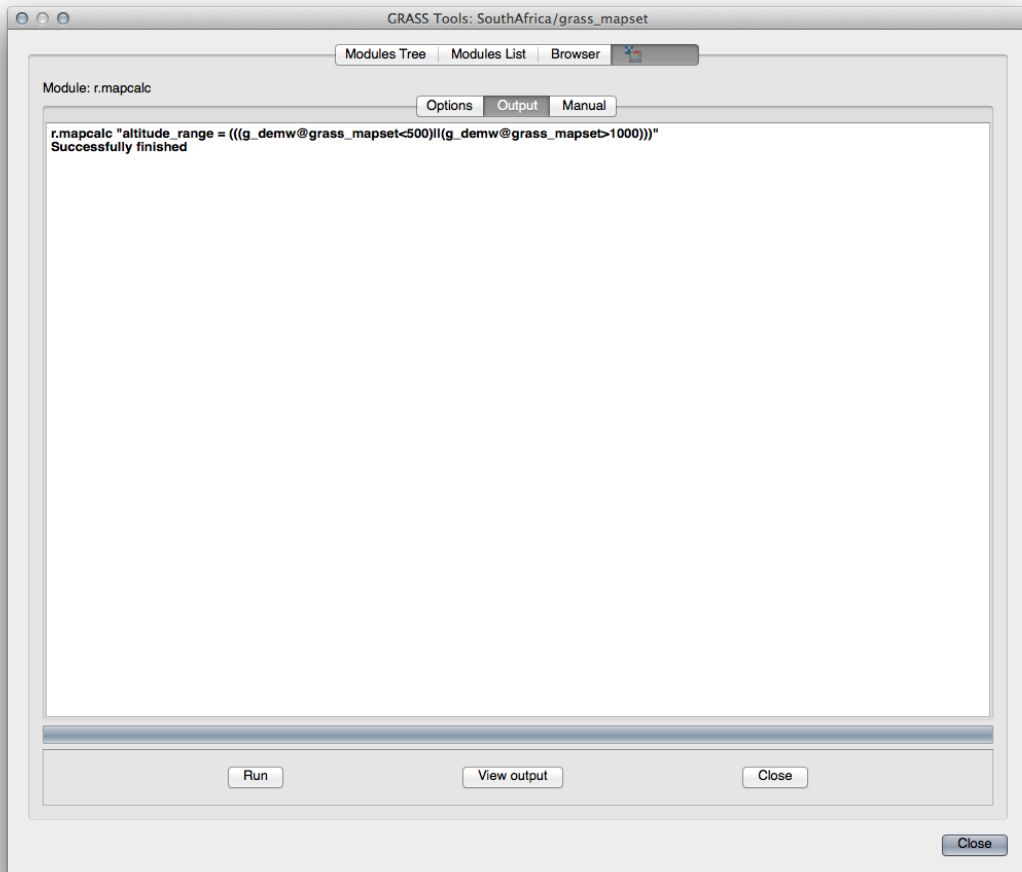
- `Add map`: Add a raster file from your current GRASS mapset.
- `Add constant value`: Add a constant value to be used in functions.
- `Add operator or function`: Add an operator or function to be connected to inputs and outputs.
- `Add connection`: Connect elements. Using this tool, click and drag from the red dot on one item to the red dot on another item. Dots that are correctly connected to a connector line will turn gray. If the line or dot is red, it is not properly connected!
- `Select item`: Select an item and move selected items.
- `Delete selected item`: Removes the selected item from the current mapcalc sheet, but not from the mapset (if it is an existing raster).

Using these tools:

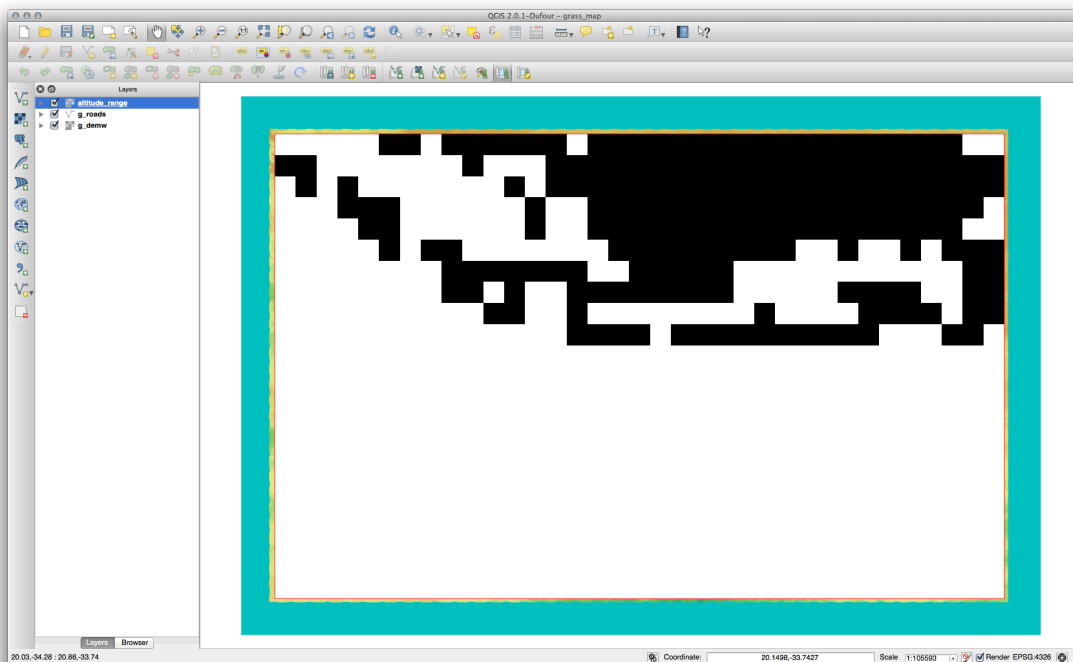
- Construct the following algorithm:



- When you click *Run*, your output should look like this:



- Click *View output* to see the output displayed in your map:



This shows all the areas where the terrain is lower than 500 meters or higher than 1000 meters.

13.2.4 In Conclusion

In this lesson, we have covered only a few of the many tools GRASS offers. To explore the capabilities of GRASS for yourself, open the *GRASS Tools* dialog and scroll down the *Modules List*. Or for a more structured approach, look under the *Modules Tree* tab, which organizes tools by type.

Module: Valutazione

Usa i tuoi dati per questa sezione. Avrai bisogno di:

- un insieme di dati vettoriali puntuali fatto di punti di interesse, con i nomi dei punti e categorie multiple
- un dataset vettoriale lineare delle strade
- un dataset vettoriale poligonale dell'uso del suolo (utilizzando i confini delle proprietà)
- un'immagine con lo spettro visivo (come una foto aerea)
- a DEM (downloadable from [this URL](#) if you don't have your own)

14.1 Crea una mappa di base

Prima di fare qualsiasi analisi di dati, ti servirà una mappa di base, che ti fornirà il risultato della tua analisi nel contesto.


14.1.1 Aggiungi il layer puntuale

- Prendi il layer puntuale. In base al livello in cui stai facendo il corso, fai solo quello che è elencato nella sezione appropriata sotto:



- Etichetta i punti secondo un solo attributo, come il nome del luogo. Usa un carattere piccolo e mantieni le etichette in maniera discreta. L'informazione deve essere disponibile, ma non dovrebbe essere l'elemento principale della mappa.
- Classifica i punti con differenti colori basati su una categoria. Ad esempio, le categorie potrebbero includere "destinazione turistica", "stazione di polizia" e "centro della città".



- Fai lo stesso della sezione 
- Classifica la dimensione dei punti per importanza: più un elemento è significativo, più deve essere largo il suo punto. Comunque non superare la dimensione dei punti 2.00.
- Per gli elementi che non sono localizzati in un punto singolo (ad esempio, nomi di province/regioni, o nomi di città ad una scala ampia), non assegnare nessun punto.



- Non usare i simboli puntuali per la simbolizzazione del layer. Invece, usa etichette centrate al di sopra dei punti; i simboli dei punti stessi non devono avere una dimensione.
- Usa *Impostazioni definite dei dati* per disegnare le etichette in categorie significative.
- Aggiungi le colonne degli attributi appropriate se necessario. Quando fai questo non creare dati inventati - piuttosto, usa il *Calcolatore di campi* per popolare le nuove colonne, basate su valori appropriati esistenti nel dataset.

14.1.2 Aggiungi il layer di linee

- Aggiungi il layer delle strade e cambia la sua simbologia. Non etichettare le strade.




- Cambia la simbologia delle strade in un colore lineare con una linea ampia. Dagli anche una trasparenza.



- Crea un simbolo con i layer a simboli multipli. Il simbolo risultante dovrebbe somigliare ad una strada reale. Tu puoi usare un simbolo semplice per questo; ad esempio, una linea nera con una linea continua bianca posta al centro di quella nera. Può essere anche più elaborata, ma la mappa risultante non deve essere troppo occupata.
- Se il tuo dataset ha un'alta densità di strade alla scala che tu vuoi mostrare nella mappa, dovresti avere due layer delle strade: un simbolo simile alle strade elaborato e un simbolo più semplice per la scala più piccola. (Usa la visibilità basata sulla scala per fargli cambiare simbologia in base alla scala appropriata.)
- Tutti i simboli dovrebbero avere layer con simboli multipli. Usa i simboli per visualizzarli correttamente.



- Fai lo stesso come nella sezione sopra .
- In più, le strade dovrebbero venir classificate. Quando si usano simboli realistici delle strade, ogni tipo di strada dovrebbe avere un simbolo appropriato; ad esempio, per una autostrada dovrebbero apparire due corsie per le due direzioni.

14.1.3 Aggiungi il vettore di poligoni

- Aggiungi il vettore dell'uso del suolo e modifica la sua simbologia.



- Classifica il layer secondo l'uso del suolo. Usa colori pieni.



- Classifica il layer secondo l'uso del suolo. Dove appropriato, incorpora i vettori dei simboli, diversi tipi di simboli, ecc. Conserva i risultati che sembrano attenuati ed uniformi. Tieni in mente che questo sarà parte di uno sfondo!



- Usa una classificazione basata su regole per classificare l'uso del suolo in categorie generali, quali "urbano", "rurale", "riserva naturale", ecc.

14.1.4 Crea lo sfondo raster

- Crea una ombreggiatura dal DEM ed usala in sovrapposizione per una versione classificata dello stesso DEM. Tu puoi anche usare il plugin *Rilievo* (come mostrato nella lezione sui plugin).

14.1.5 Completa la mappa di base

- Usando le risorse di cui sopra, crea una mappa di base usando alcuni o tutti i layers. Questa mappa dovrebbe includere tutte le informazioni di base necessarie per orientare l'utente, così come per essere unificate / semplici.

14.2 Analizza i dati

- Stai cercando una proprietà che soddisfi alcuni criteri.
- Puoi decidere sulla base dei tuoi criteri, quelli che devi documentare.
- Ci sono alcune linee guida per questi criteri:
 - la proprietà di destinazione dovrebbe avere un certo tipo di uso del suolo
 - dovrebbe essere ad una certa distanza dalle strade o dovrebbe essere attraversata da una strada
 - dovrebbe essere ad una certa distanza da alcune categorie di punti, quale un ospedale ad esempio

14.2.1 /

- Includi l'analisi raster nei tuoi risultati. Considera almeno una caratteristica derivata dal raster, come l'esposizione o la pendenza.

14.3 Mappa finale

- Use the *Map Composer* to create a final map, which incorporates your analysis results.
- Includi questa mappa in un documento insieme con i tuoi criteri attestati. Se la mappa è diventata troppo piena visualmente per via dei layer aggiunti, deseleziona il(i) layer che tu pensi siano strettamente necessari.
- La tua mappa deve includere un titolo ed una legenda.

Module: Applicazioni nel settore forestale

Nei moduli da 1 a 13, hai imparato molto su QGIS e il suo utilizzo. Se sei interessato ad imparare alcune applicazioni GIS nel settore forestale, questo modulo ti darà la possibilità di applicare ciò che hai imparato e ti mostrerà alcuni strumenti utili.



Lo sviluppo di questo modulo è stato sponsorizzato dall' Unione Europea.

15.1 Lesson: Presentazione del modulo forestale

All'interno di questo modulo dedicato alle applicazioni forestali verranno richieste nozioni imparate via via nei moduli da 1 a 11 di questo manuale pratico. Gli esercizi contenuti nelle prossime lezioni prevedono che tu conosca già molte delle operazioni di base in QGIS e verranno approfonditi solo gli strumenti che non sono mai stati usati in precedenza.

Ciò nonostante, il modulo manterrà un livello base in tutte le lezioni in modo che, se hai già una precedente esperienza con QGIS, puoi molto probabilmente seguire le istruzioni senza problemi.

Nota che per questo modulo è necessario scaricare un pacchetto di dati aggiuntivo.

15.1.1 Forestry Sample Data

Nota: The sample data used in this module is part of the training manual data set and can be [downloaded here](#). Download the zip file and extract the `forestry\` folder into your `exercise_data\` folder.

The forestry related sample data (forestry map, forest data), has been provided by the [EVO-HAMK forestry school](#). The datasets have been modified to adapt to the lessons needs.

The general sample data (aerial images, LiDAR data, basic maps) has been obtained from the National Land Survey of Finland open data service, and adapted for the purposes of the exercises. The open data file download service can be accessed in English [here](#).

Avvertimento: As for the rest of the training manual, this module includes instructions on adding, deleting and altering GIS datasets. We have provided training datasets for this purpose. Before using the techniques described here on your own data, always ensure you have proper backups!

15.2 Lesson: Georeferencing a Map

A common forestry task would be the update of the information for a forestry area. It is possible that the previous information for that area dates several years back and was collected analogically (that is, in paper) or perhaps it was digitized but all you have left is the paper version of that inventory data.

Most likely you would like to use that information in your GIS to, for example, compare later with later inventories. This means that you will need to digitize the information at hand using your GIS software. But before you can start the digitizing, there is an important first step to be done, scanning and georeferencing your paper map.

The goal for this lesson: To learn to use the Georeferencer tool in QGIS.

15.2.1 Scan the map

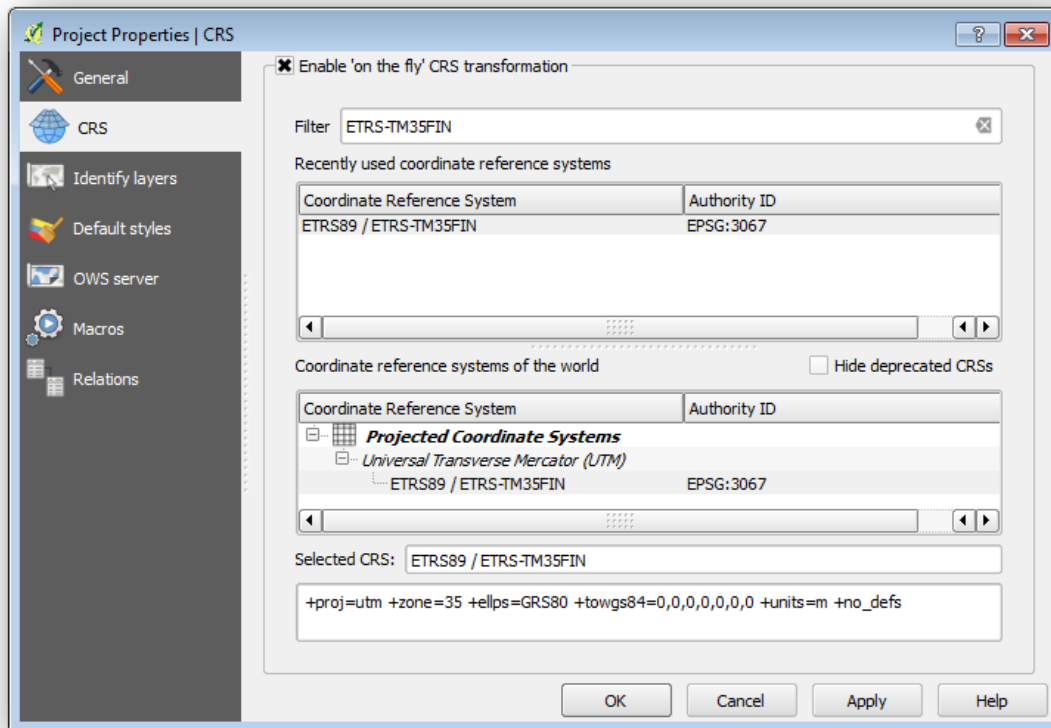
The first task you will have to do is to scan your map. If your map is too big, then you can scan it in different parts but keep in mind that you will have to repeat preprocessing and georeferencing tasks for each part. So if possible, scan the map in as few parts as possible.

If you are going to use a different map than the one provided with this manual, use your own scanner to scan the map as an image file, a resolution of 300 DPI will do. If your map has colors, scan the image in color so that you can later use those colors to separate information from your map into different layers (for ex., forest stands, contour lines, roads...).

For this exercise you will use a previously scanned map, you can find it as `rautjarvi_map.tif` in the data folder `exercise_data/forestry`

15.2.2 Follow Along: Georeferencing the scanned map

Open QGIS and set the project's CRS to `ETRS89 / ETRS-TM35FIN` in *Project* → *Project Properties* → *CRS*, which is the currently used CRS in Finland. Make sure that *Enable 'on the fly' CRS transformation* is checked, since we will be working with old data that is another CRS.



Save the QGIS project as `map_digitizing.qgs`.

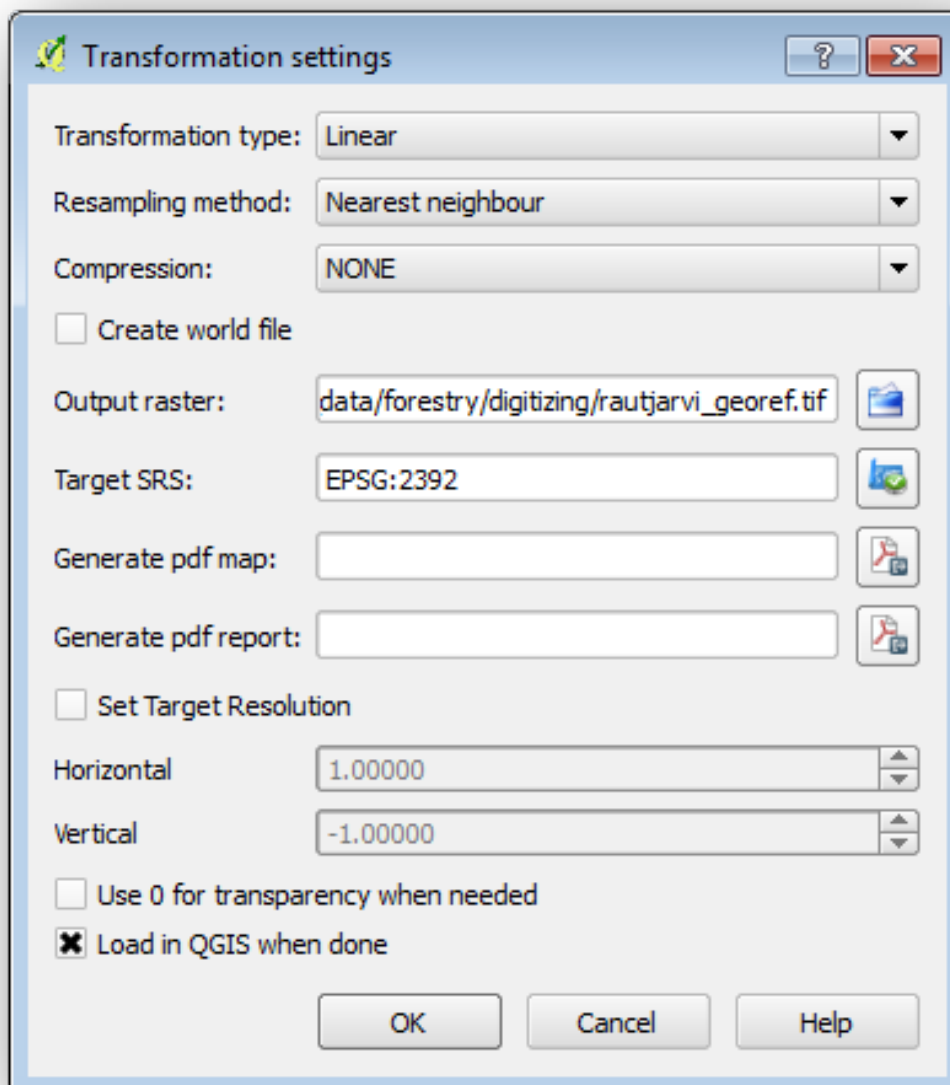
You will use the georeferencing plugin from QGIS, the plugin is already installed in QGIS. Activate the plugin using the plugin manager as you have done in previous modules. The plugin is named *Georeferencer GDAL*.

To georeference the map:

- Open the georeference tool, *Raster* → *Georeferencer* → *Georeferencer*.
- Add the map image file, `rautjarvi_map.tif`, as the image to georeference, *File* → *Open raster*.
- When prompted find and select the `KKJ / Finland zone 2 CRS`, it is the CRS that was used in Finland back in 1994 when this map was created.
- Click *OK*.

Next you should define the transformation settings for georeferencing the map:

- Open *Settings* → *Transformation settings*.
- Click the icon next to the Output raster box, go to the folder and create the folder `exercise_data\forestry\digitizing` and name the file as `rautjarvi_georef.tif`.
- Set the rest of parameters as shown below.



- Click *OK*.

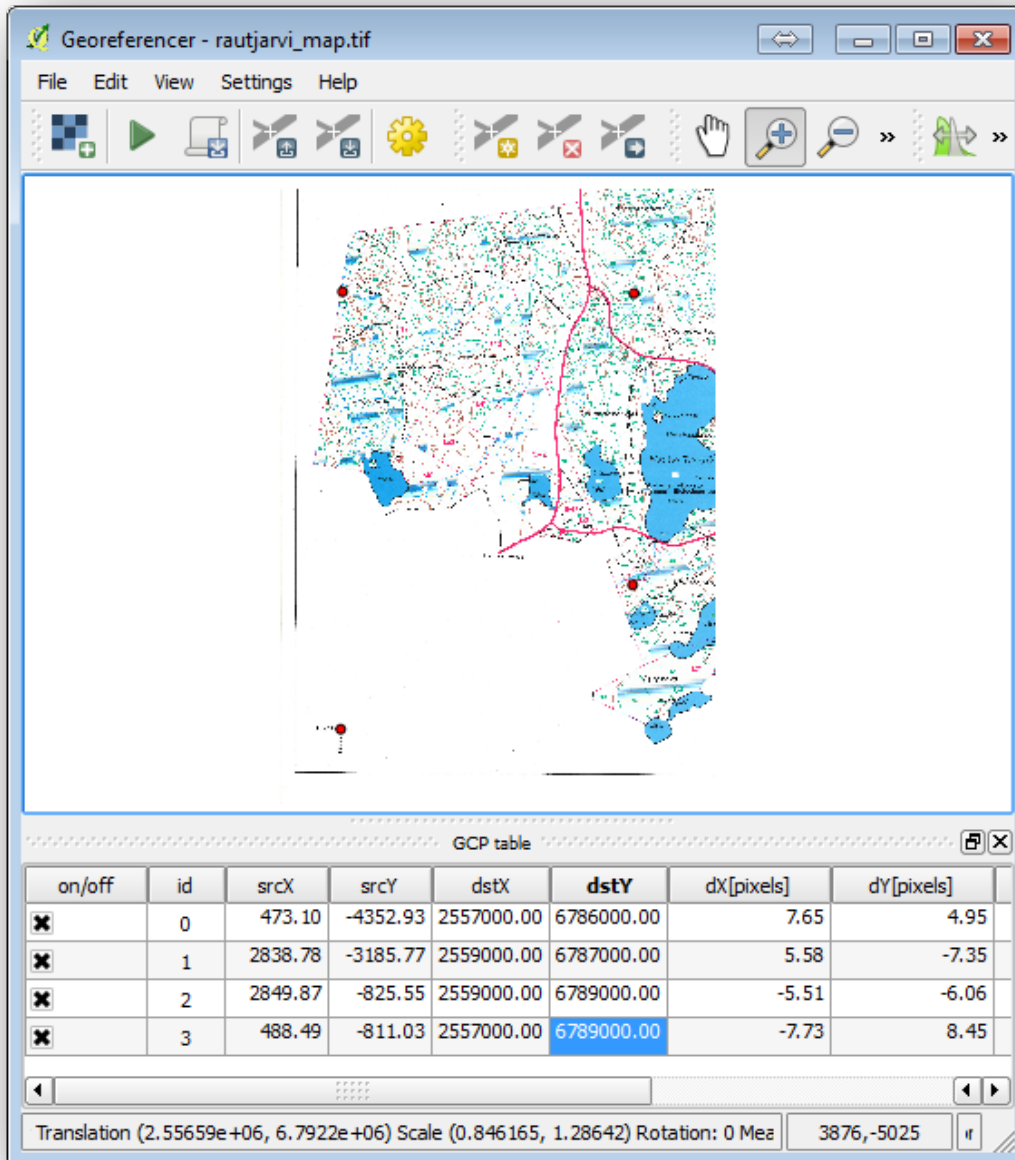
The map contains several cross-hairs marking the coordinates in the map, we will use those to georeference this image. You can use the zooming and panning tools as you usually do in QGIS to inspect the image in the Georeferencer's window.

- Zoom in to the left lower corner of the map and note that there is a cross-hair with a coordinate pair, x and y, that as mentioned before are in *KKJ / Finland zone 2 CRS*. You will use this point as the first ground control point for the georeferencing your map.
- Select the *Add point* tool and click in the intersection of the cross-hairs (pan and zoom as needed).
- In the *Enter map coordinates* dialogue write the coordinates that appear in the map (X: 2557000 and Y: 6786000).
- Click *OK*.

The first coordinate for the georeferencing is now ready.

Look for other cross-hairs in the black lines image, they are separated 1000 meters from each other both in North and East direction. You should be able to calculate the coordinates of those points in relation to the first one.

Zoom out in the image and move to the right until you find other cross-hair, and estimate how many kilometres you have moved. Try to get ground control points as far from each other as possible. Digitize at least three more ground control points in the same way you did the first one. You should end up with something similar to this:



With already three digitized ground control points you will be able to see the georeferencing error as a red line coming out of the points. The error in pixels can be seen also in the *GCP table* in the *dX[pixels]* and *dY[pixels]* columns. The error in pixels should not be higher than 10 pixels, if it is you should review the points you have digitized and the coordinates you have entered to find what the problem is. You can use the image above as a guide.

Once you are happy with your control points save your ground control points, in case that you will need them later, and you will:

- *File* → *Save GCP points as....*

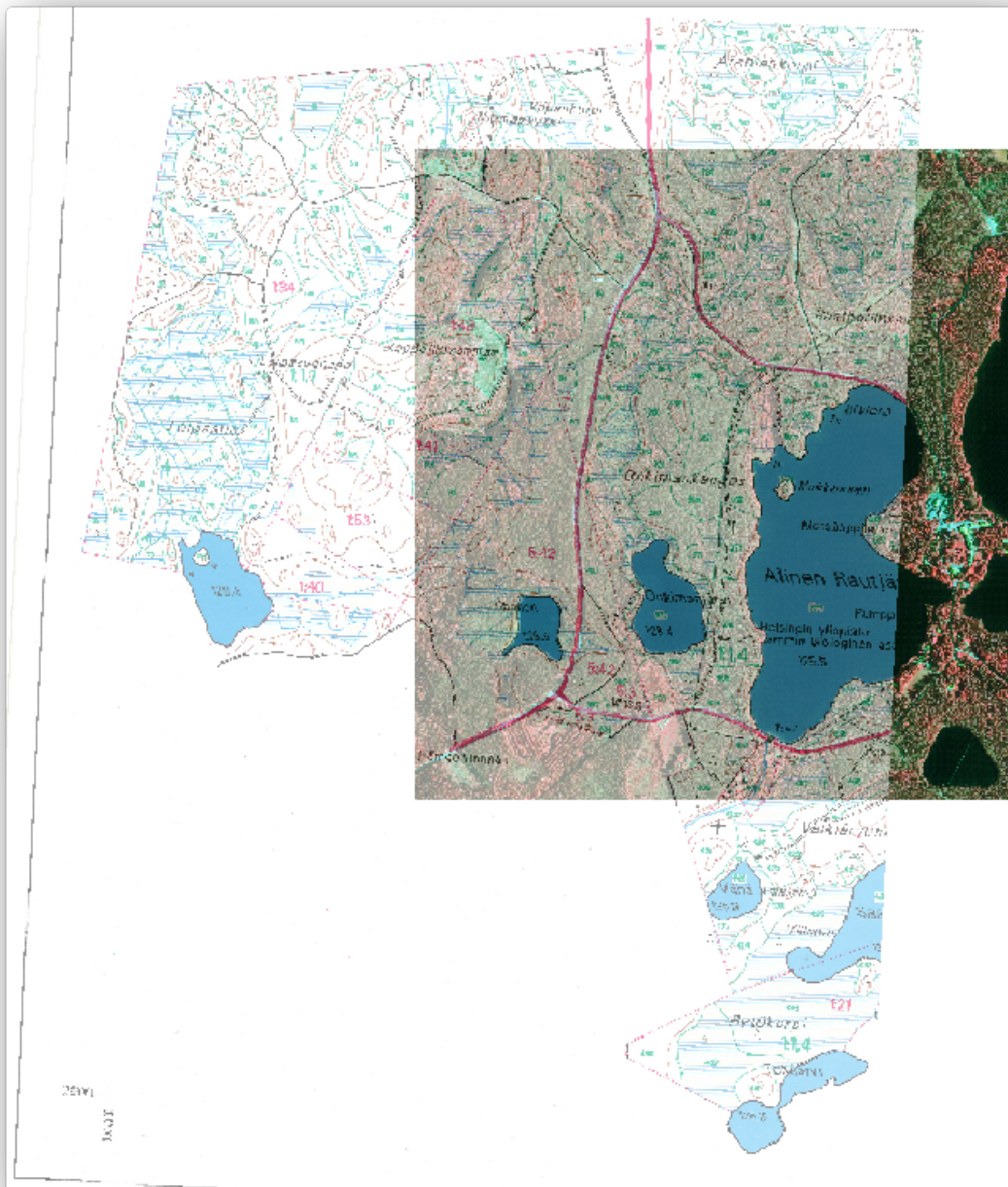
- In the folder `exercise_data\forestry\digitizing`, name the file `rautjarvi_map.tif.points`.

Finally, georeference you map:

- *File* → *Start georeferencing*.
- Note that you named the file already as `rautjarvi_georef.tif` when you edited the Georeferencer settings.

Now you can see the map in QGIS project as a georeferenced raster. Note that the raster seems to be slightly rotated, but that is simply because the data is KKJ / Finland zone 2 and your project is in ETRS89 / ETRS-TM35FIN.

To check that your data is properly georeferenced you can open the aerial image in the `exercise_data\forestry` folder, named `rautjarvi_aerial.tif`. Your map and this image should match quite well. Set the map transparency to 50% and compare it to the aerial image.



Save the changes to your QGIS project, you will continue from this point for the next lesson.

15.2.3 In Conclusion

As you have seen, georeferencing a paper map is a relatively straight forward operation.

15.2.4 What's Next?

In the next lesson, you will digitize the forest stands in your map as polygons and add the inventory data to them

15.3 Lesson: Digitizing Forest Stands

Unless you are going to use your georeferenced map as a simple background image, the next natural step is to digitize elements from it. You have already done so in the exercises about creating vector data in *Lesson: Creating a New Vector Dataset*, when you digitized the school fields. In this lesson, you are going to digitize the forest stands' borders that appear in the map as green lines but instead of doing it using an aerial image, you will use your georeferenced map.

The goal for this lesson: Learn a technique to help the digitizing task, digitizing forest stands and finally adding the inventory data to them.

15.3.1 Follow Along: Extracting the Forest Stands Borders

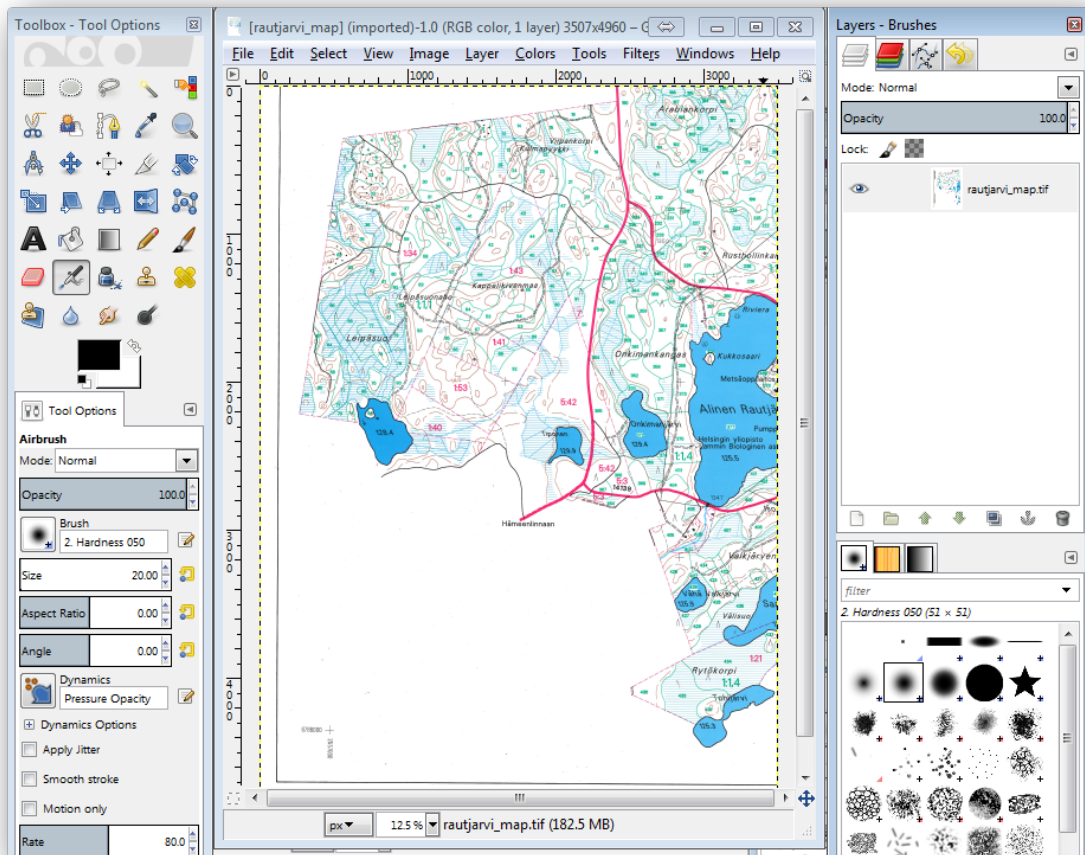
Open your `map_digitizing.qgs` project in QGIS, that you saved from the previous lesson.

Once you have scanned and georeferenced your map you could start to digitize directly by looking at the image as a guide. That would most likely be the way to go if the image you are going to digitize from is, for example, an aerial photograph.

If what you are using to digitize is a good map, as it is in our case, it is likely that the information is clearly displayed as lines with different colors for each type of element. Those colors can be relatively easy extracted as individual images using an image processing software like **GIMP**. Such separate images can be used to assist the digitizing, as you will see below.

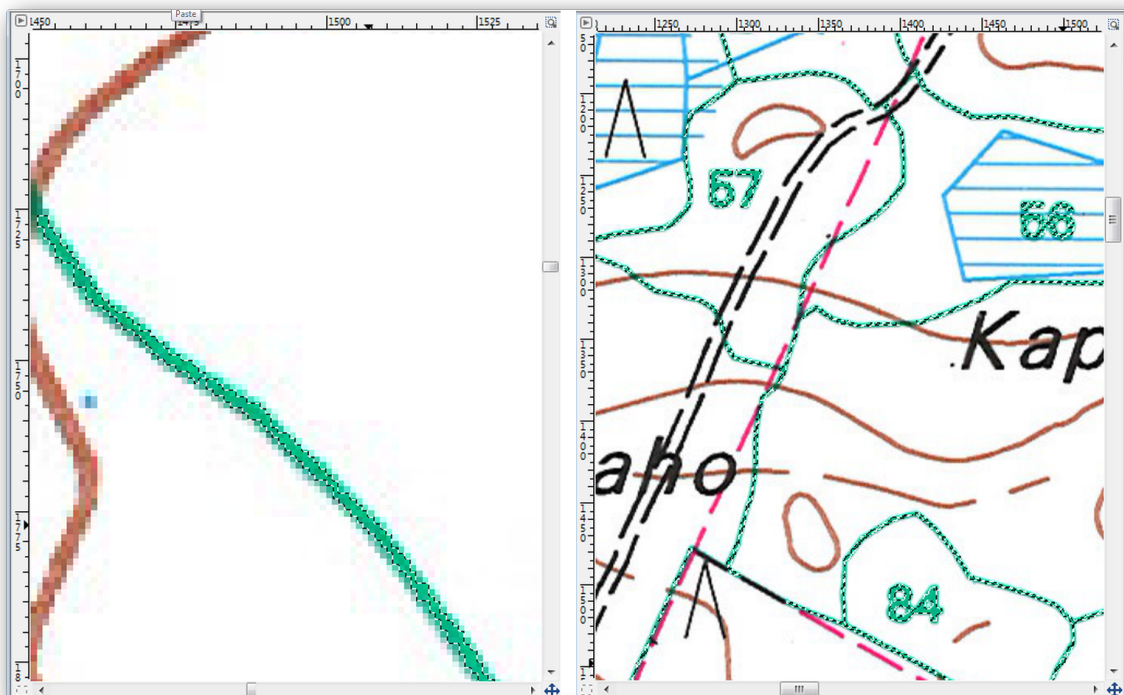
The first step will be to use GIMP to obtain an image that contains only the forest stands, that is, all those greenish lines that you could see in the original scanned map:

- Open GIMP (if you don't have it installed yet, download it from the internet or ask your teacher).
- Open the original map image, *File* → *Open*, `rautjarvi_map.tif` in the `exercise_data/forestry` folder. Note that the forest stands are represented as green lines (with the number of the stand also in green inside each polygon).



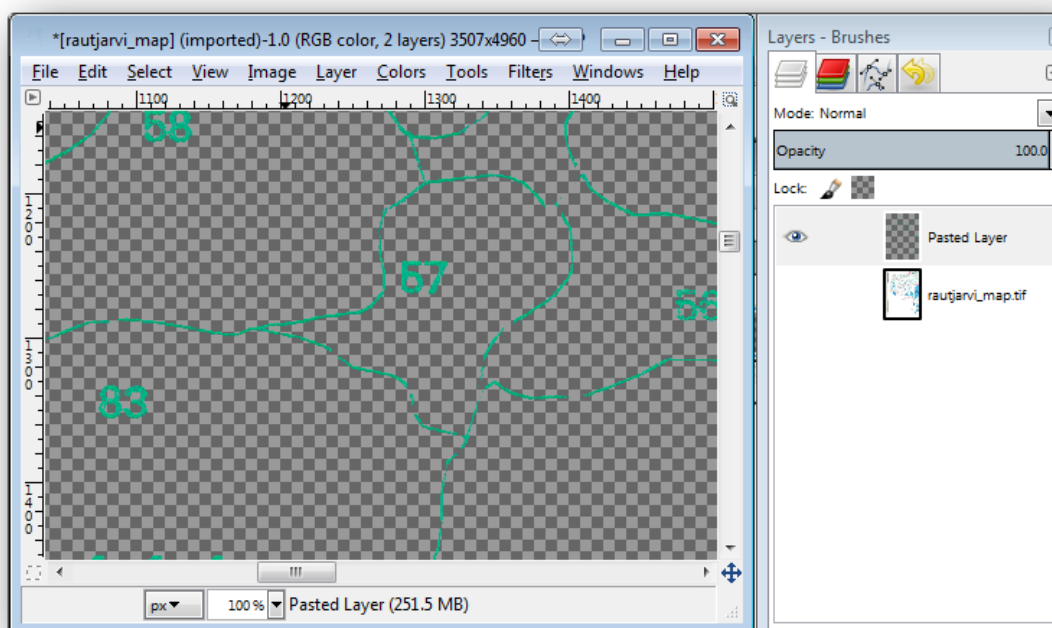
Now you can select the pixels in the image that are making up the forest stands' borders (the greenish pixels):

- Open the tool *Select* → *By color*.
- With the tool active, zoom into the image (*Ctrl + mouse wheel*) so that a forest stand line is close enough to differentiate the pixels forming the line. See the left image below.
- Click and drag the mouse cursor in the middle of the line so that the tool will collect several pixel color values.
- Release the mouse click and wait a few seconds. The pixels matching the colors collected by the tool will be selected through the whole image.
- Zoom out to see how the greenish pixels have been selected throughout the image.
- If you are not happy with the result, repeat the click and drag operation.
- Your pixel selection should look something like the right image below.



Once you are done with the selection you need to copy this selection as a new layer and then save it as separate image file:

- Copy (*Ctrl+C*) the selected pixels.
- And paste the pixels directly (*Ctrl+V*), GIMP will display the pasted pixels as a new temporary layer in the *Layers - Brushes* panel as a *Floating Selection (Pasted Layer)*.
- Right click that temporary layer and select *To New Layer*.
- Click the “eye” icon next to the original image layer to switch it off, so that only the *Pasted Layer* is visible:



- Finally, select *File* → *Export...*, set *Select File Type (By Extension)* as a *TIFF image*, select the *digitizing* folder and name it `rautjarvi_map_green.tif`. Select no compression when asked.

You could do the same process with other elements in the image, for example extracting the black lines that represent roads or the brown ones that represent the terrain' contour lines. But for us, the forest stands is enough.

15.3.2 Try Yourself Georeference the Green Pixels Image

As you did in the previous lesson, you need to georeference this new image to be able to use it with the rest of your data.

Note that you don't need to digitize the ground control points any more because this image is basically the same image as the original map image, as far as the Georeferencer tool is concerned. Here are some things you should remember:

- This image is also, of course, in `KKJ / Finland zone 2 CRS`.
- You should use the ground control points you saved, *File* → *Load GCP points*.
- Remember to review the *Transformation settings*.
- Name the output raster as `rautjarvi_green_georef.tif` in the *digitizing* folder.

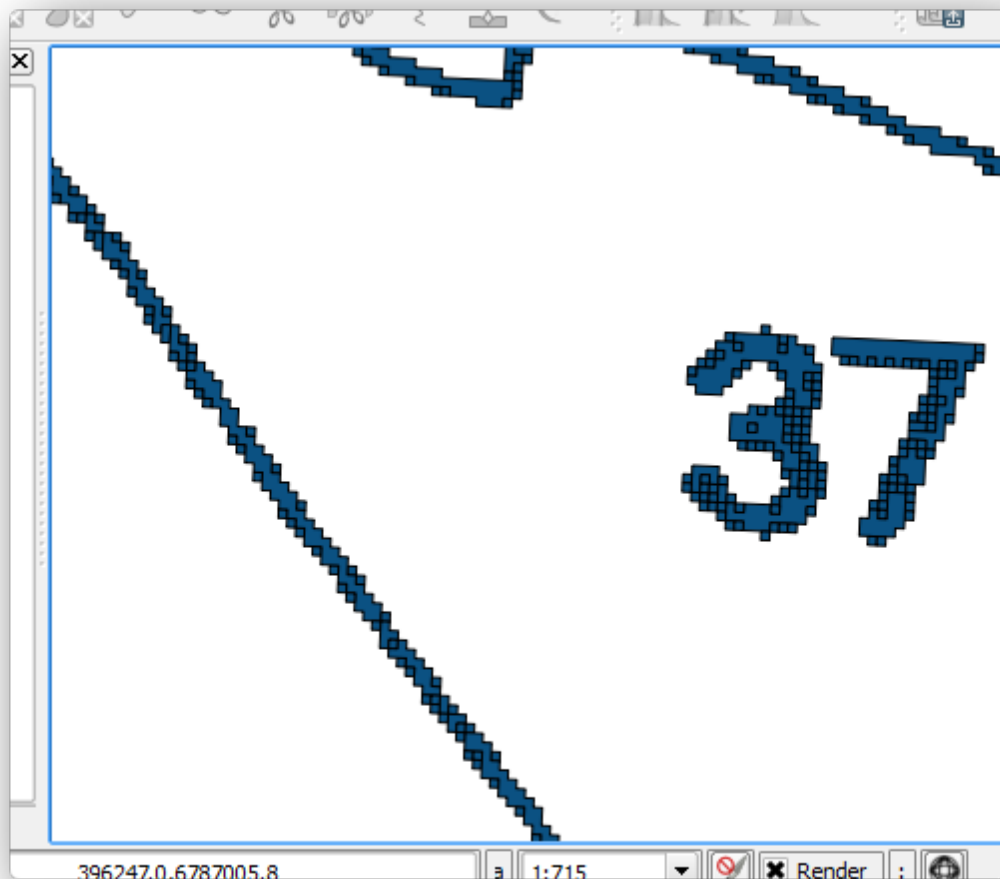
Check that the new raster is fitting nicely with the original map.

15.3.3 Follow Along: Creating Supporting Points for Digitizing

Having in mind the digitizing tools in QGIS, you might already be thinking that it would be helpful to snap to those green pixels while digitizing. That is precisely what you are going to do next create points from those pixels to use them later to help you follow the forest stands' borders when digitizing, by using the snapping tools available in QGIS.

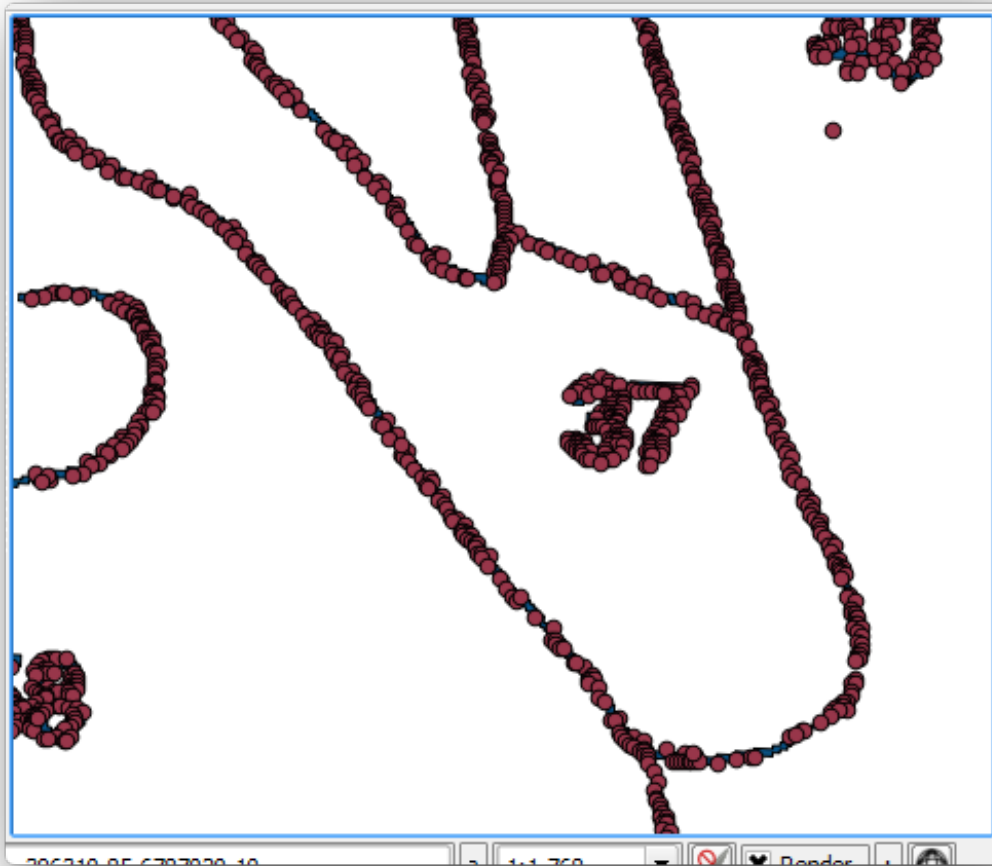
- Use the *Raster* → *Conversion* → *Polygonize (Raster to Vector)* tool to vectorize your green lines to polygons. If you don't remember how, you can review it in *Lesson: Raster to Vector Conversion*.
- Save as `rautjarvi_green_polygon.shp` inside the *digitizing* folder.

Zoom in and see what the polygons look like. You will get something like this:



Next one option to get points out of those polygons is to get their centroids:

- Open *Vector* → *Geometry tools* → *Polygon centroids*.
- Set the polygon layer you just got as the input file for the tool.
- Name the output as `green_centroids.shp` inside the digitizing folder.
- Check *Add result to canvas*.
- Run the tool to calculate the centroids for the polygons.



Now you can remove the *rautjarvi_green_polygon* layer from the TOC.

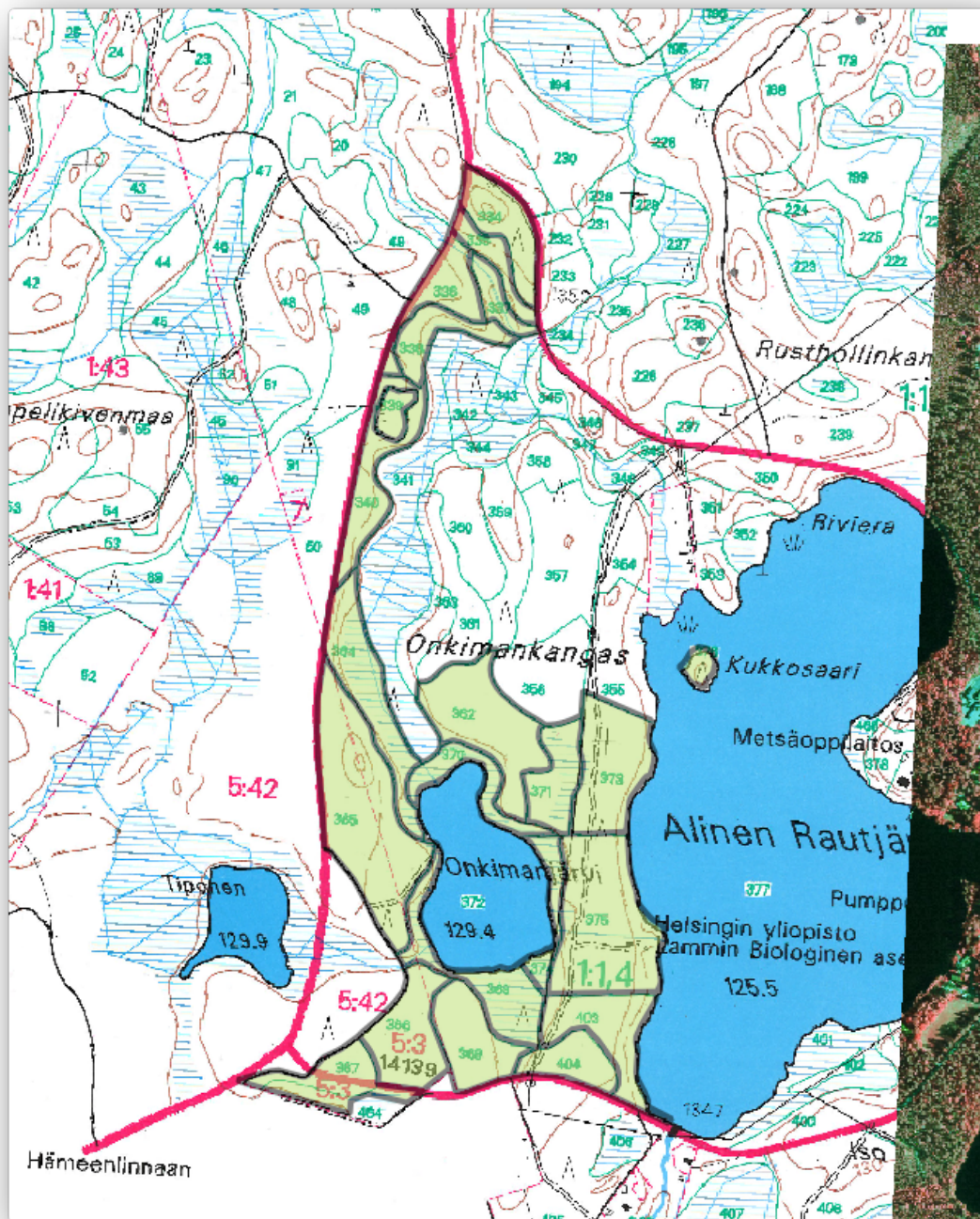
Change the symbology of the centroids layer as:

- Open the *Layer Properties* for *green_centroids*.
- Go to the *Style* tab.
- Set the *Unit* to Map unit.
- Set the *Size* to 1.

It is not necessary to differentiate points from each other, you just need them to be there for the snapping tools to use them. You can use those points now to follow the original lines much easily than without them.

15.3.4 Follow Along: Digitize the Forest Stands

Now you are ready to start with the actual digitizing work. You would start by creating a vector file of *polygon type*, but for this exercise, there is a shapefile with part of the area of interest already digitized. You will just finish digitizing the half of the forest stands that are left between the main roads (wide pink lines) and the lake:



- Go to the digitizing folder using your file manager browser.
- Drag and drop the forest_stands.shp vector file to your map.

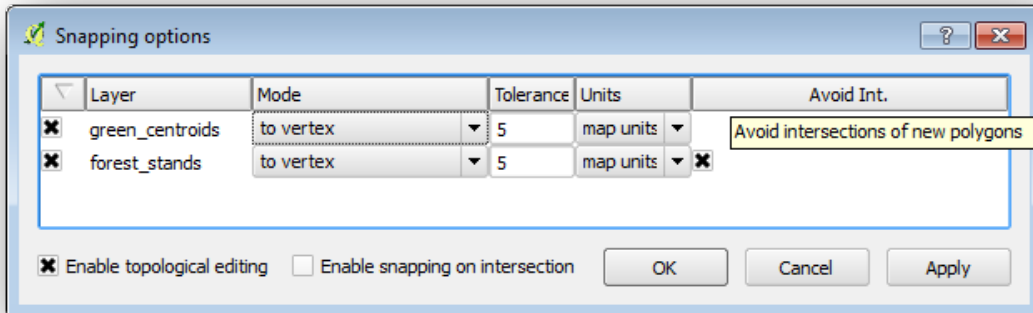
Change the new layer's symbology so that it will be easier to see what polygons have already been digitized:

- The filling of the polygon to green.
- The polygons' borders to 1 mm.
- and set the transparency to 50%.

Now, if you remember past modules, we have to set up and activate the snapping options:

- Go to *Settings* → *Snapping options*....

- Activate the snapping the `green_centroids` and the `forest_stands` layers.
- Set their *Tolerance* to 5 map units.
- Check the *Avoid Int.* box for the `forest_stands` layer.
- Check *Enable topological editing*.
- Click *Apply*.



With these snapping settings, whenever you are digitizing and get close enough to one of the points in the centroids layer or any vertex of your digitized polygons, a pink cross will appear on the point that will be snapped to.

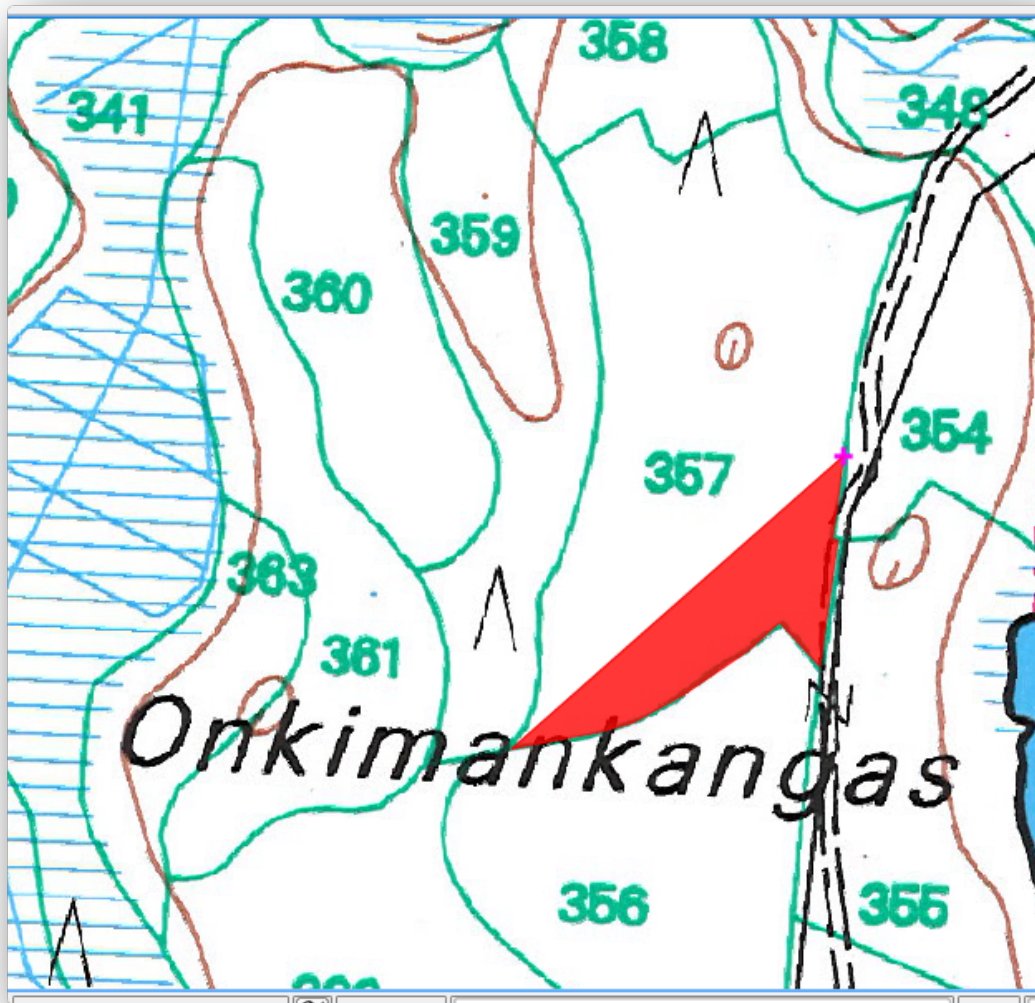
Finally, turn off the visibility of all the layers except `forest_stands` and `rautjarvi_georef`. Make sure that the map image has not transparency any more.

A couple of important things to note before you start digitizing:

- Don't try to be too accurate with the digitizing of the borders.
- If a border is a straight line, digitize it with just two nodes. In general, digitize using as few nodes as possible.
- Zoom in to close ranges only if you feel that you need to be accurate, for example, at some corners or when you want a polygon to connect with another polygon at a certain node.
- Use the mouse's middle button to zoom in/out and to pan as you digitize.
- Digitize only one polygon at a time.
- After digitizing one polygon, write the forest stand id that you can see from the map.

Now you can start digitizing:

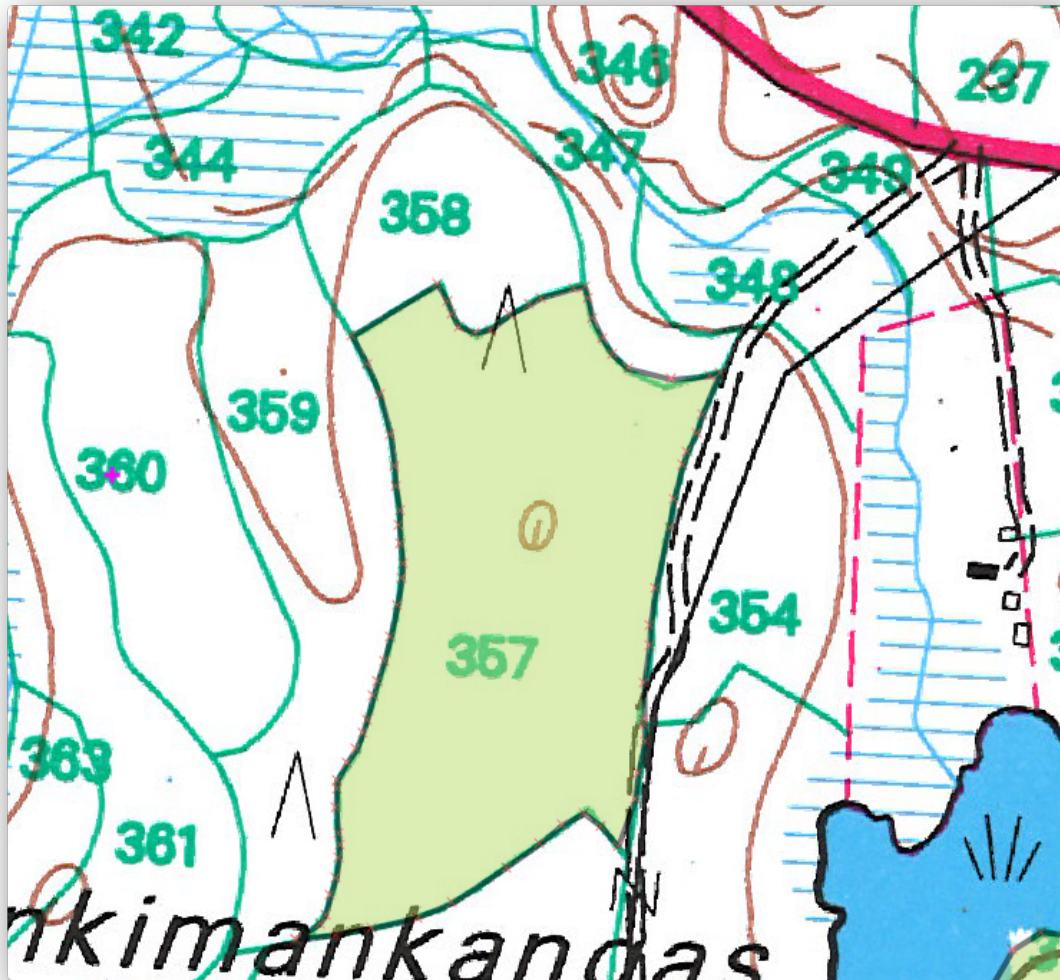
- Locate the forest stand number 357 in the map window.
- Enable editing for the `forest_stands.shp` layer.
- Select the *Add feature* tool.
- Start digitizing the stand 357 by connecting some of the dots.
- Note the pink crosses indicating the snapping.



- When you are done, right click to end digitizing that polygon.
- Enter the forest stand id (in this case 357).
- Click *OK*.

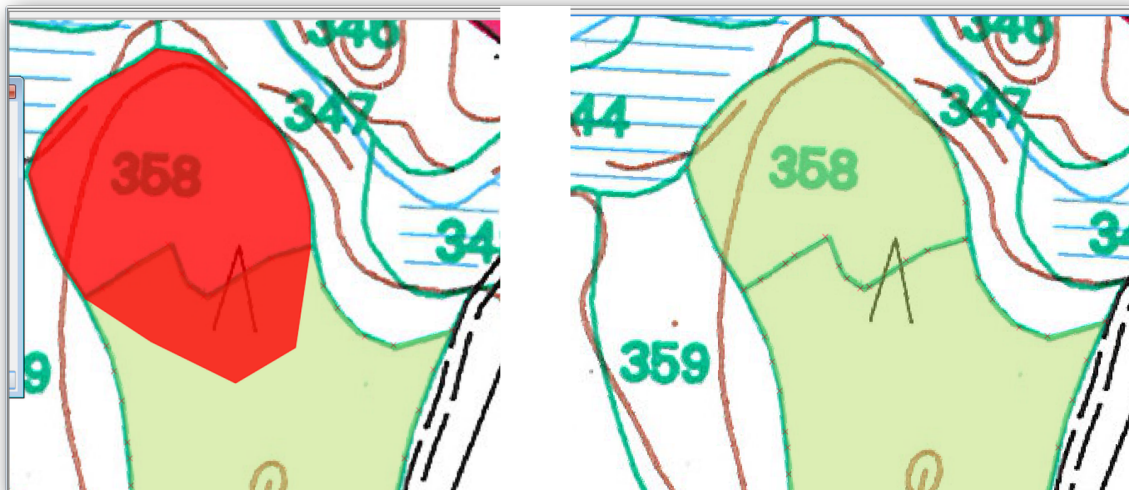
If you were not prompted for the polygon id when you finished digitizing it, go to *Settings* → *Options* → *Digitizing* and make sure that the *Suppress attribute form pop-up after feature creation* is not checked.

Your digitized polygon will look like this:



Now for the second polygon, pick up the stand number 358. Make sure that the *Avoid int.* is checked for the `forest_stands` layer. This option does not allow intersecting polygons at digitizing, so that if you digitize over an existing polygon, the new polygon will be trimmed to meet the border of the already existing polygons. You can use this characteristic to automatically obtain a common border.

- Begin digitizing the stand 358 at one of the common corners with the stand 357.
- Then continue normally until you get to the other common corner for both stands.
- Finally, digitize a few points inside polygon 357 making sure that the common border is not intersected. See left image below.
- Right click to finish editing the forest stand 358.
- Enter the `id` as 358.
- Click *OK*, your new polygon should show a common border with the stand 357 as you can see in the image on the right.



The part of the polygon that was overlapping the existing polygon has been automatically trimmed out and you are left with a common border, as you intended it to be.

15.3.5 Try Yourself Finish Digitizing the Forest Stands

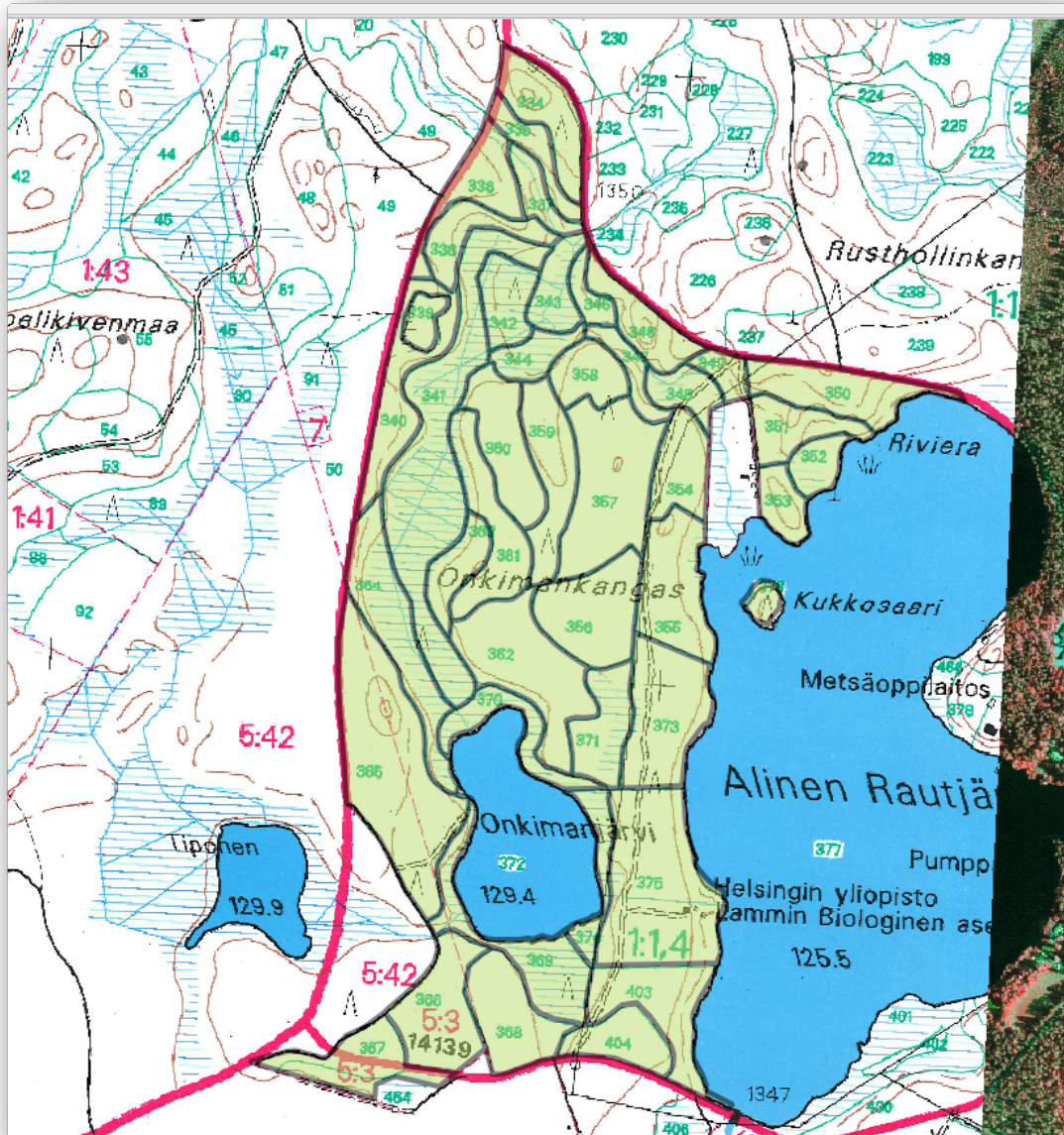
Now you have two forest stands ready. And a good idea on how to proceed. Continue digitizing on your own until you have digitized all the forest stands that are limited by the main road and the lake.

It might look like a lot of work, but you will soon get used to digitizing the forest stands. It should take you about 15 minutes.

During the digitizing you might need to edit or delete nodes, split or merge polygons. You learned about the necessary tools in *Lesson: Feature Topology*, now is probably a good moment to go read about them again.

Remember that having *Enable topological editing* activated, allows you to move nodes common to two polygons so that the common border is edited at the same time for both polygons.

Your result will look like this:

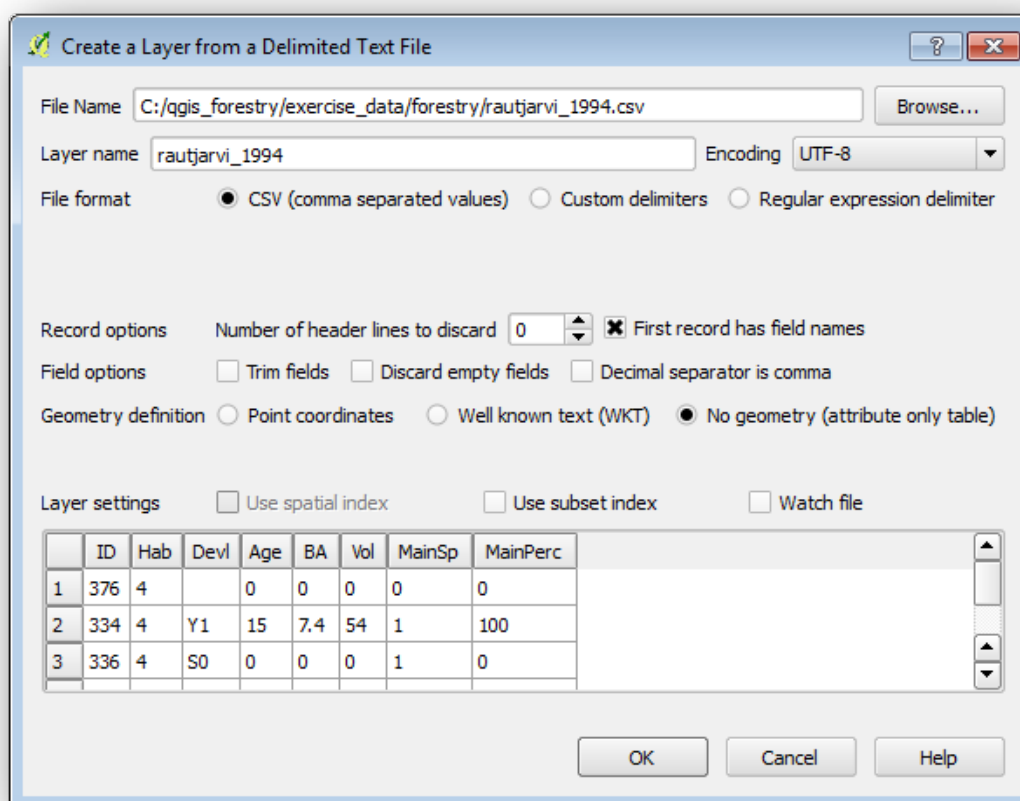


15.3.6 Follow Along: Joining the Forest Stand Data

It is possible that the forest inventory data you have for your map is also written in paper. In that case, you would have to first write that data to a text file or a spreadsheet. For this exercise, the information from the inventory for 1994 (the same inventory as the map) is ready as a comma separated text (csv) file.

Open the `rautjarvi_1994.csv` file from the `exercise_data\forestry` directory in a text editor and note that the inventory data file has an attribute called `ID` that has the numbers of the forest stands. Those numbers are the same as the forest stands ids you have entered for your polygons and can be used to link the data from the text file to your vector file. You can see the metadata for this inventory data in the file `rautjarvi_1994_legend.txt` in the same folder.

- Open the `.csv` in QGIS with the *Layer* → *Add Delimited Text Layer...* tool. In the dialog, set it as follows:



To add the data from the .csv file:

- Open the Layer Properties for the forest_stands layer.
- Go to the Joins tab.
- Click the plus sign on the bottom of the dialog box.
- Select rautjarvi_1994.csv as the Join layer and ID as the Join field.
- Make sure that the Target field is also set to id.
- Click OK two times.

The data from the text file should be now linked to your vector file. To see what has happened, open the attribute table for the forest_stands layer. You can see that all the attributes from the inventory data file are now linked to your digitized vector layer.

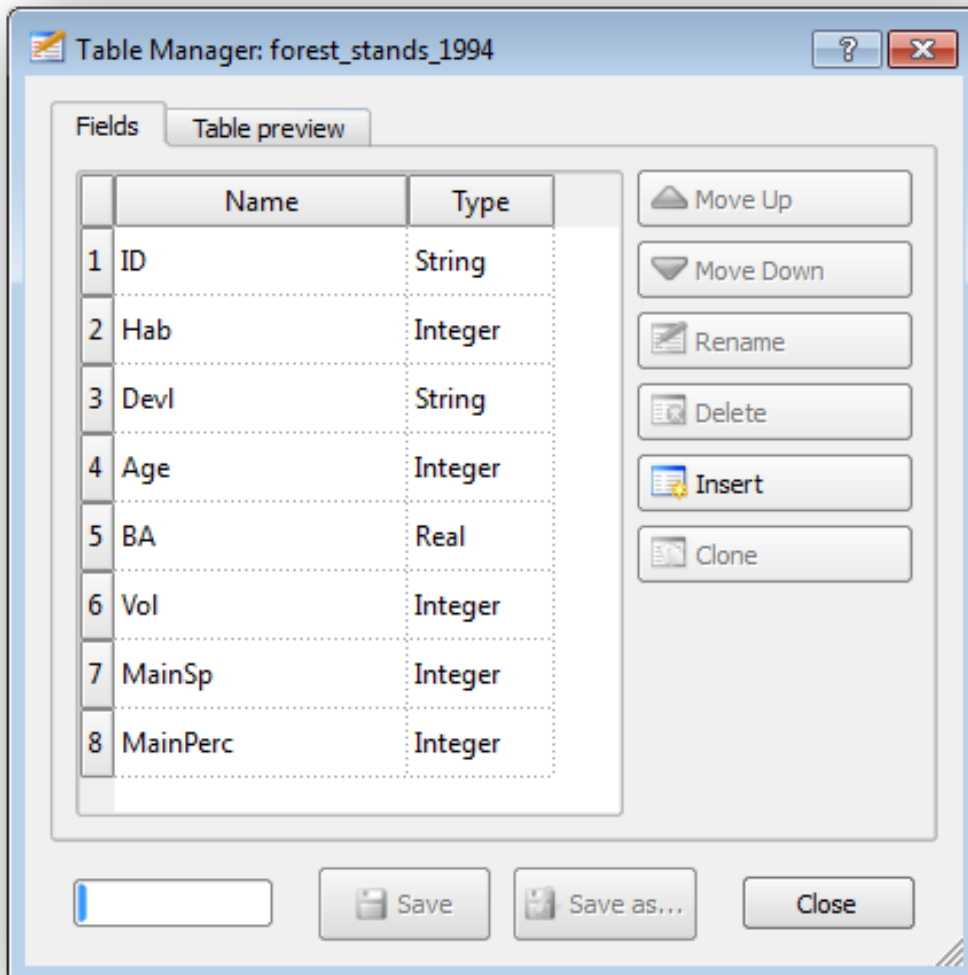
15.3.7 Try Yourself Renaming Attribute Names and Adding Area and Perimeter

The data from the .csv file is just linked to your vector file. To make this link permanent, so that the data is actually recorded to the vector file you need to save the forest_stands layer as a new vector file. Close the attribute table and right click the forest_stands layer to save it as forest_stands_1994.shp.

Open your new forest_stands_1994.shp in your map if you did not added yet. Then open the attribute table. You notice that the names of the columns that you just added are no very useful. To solve this:

- Add the plugin *Table Manager* as you have done with other plugins before.

- Make sure the plugin is activated.
- In the TOC select the layer `forest_stands_1994.shp`.
- Then, go to *Vector* → *Table Manager* → *Table manager*.
- Use the dialogue box to edit the names of the columns to match the ones in the `.csv` file.



- Click on *Save*.
- Select *Yes* to keep the layer style.
- Close the *Table Manager* dialogue.

To finish gathering the information related to these forest stands, you might calculate the area and the perimeter of the stands. You calculated areas for polygons in *Lesson: Supplementary Exercise*. Go back to that lesson if you need to and calculate the areas for the forest stands, name the new attribute `Area` and make sure that the values calculated are in hectares.

Now your `forest_stands_1994.shp` layer is ready and packed with all the available information.

Save your project to keep the current map presentation in case you need to come back later to it.

15.3.8 In Conclusion

It has taken a few clicks of the mouse but you now have your old inventory data in digital format and ready for use in QGIS.

15.3.9 What's Next?

You could start doing different analysis with your brand new dataset, but you might be more interested in performing analysis in a dataset more up to date. The topic of the next lesson will be the creation of forest stands using current aerial photos and the addition of some relevant information to your dataset.

15.4 Lesson: Updating Forest Stands

Now that you have digitized the information from the old inventory maps and added the corresponding information to the forest stands, the next step would be to create the inventory of the current state of the forest.

You will digitize new forest stands from scratch following an aerial photo from that forest area. The forestry map you digitized in the previous lesson was created from an aerial Color Infrared (CIR) photograph. This type of imagery, where the infrared light is recorded instead of the blue light, are widely used to study vegetated areas. You will also use a CIR photograph in this lesson.

After digitizing the forest stands, you will add information such as new constraints given by conservation regulations.

The goal for this lesson: To digitize a new set of forest stands from CIR aerial photographs and add information from other data-sets.

15.4.1 Comparing the Old Forest Stands to Current Aerial Photographs

The National Land Survey of Finland has an open data policy that allows you downloading a variety of geographical data like aerial imagery, traditional topographic maps, DEM, LiDAR data, etc. The service can be accessed also in English [here](#). The aerial image used in this exercise has been created from two orthorectified CIR images downloaded from that service (M4134F_21062012 and M4143E_21062012).

- Open QGIS and set the project's CRS to ETRS89 / ETRS-TM35FIN in *Project* → *Project Properties* → *CRS*.
- Make sure that *Enable 'on the fly' CRS transformation* is checked.
- From the `exercise_data\forestry\` folder, add the CIR image `rautjarvi_aerial.tif` that is containing the digitized lakes.
- Then save the QGIS project as `digitizing_2012.qgs`.

The CIR images are from 2012. You can compare the stands that were created in 1994 with the situation almost 20 years later.

- Add your `forest_stands_1994.shp` layer.
- Set its styling so that you can see through your polygons.
- Review how the old forest stands follow (or not) what you might visually interpret as an homogeneous forest.

Zoom and pan around the area. You probably will notice that some of the old forest stands might be still corresponding with the image but others are not.

This is a normal situation, as some 20 years have passed by and different forest operations have been done (harvesting, thinning...). It is also possible that the forest stands looked homogeneous back in 1992 to the person who

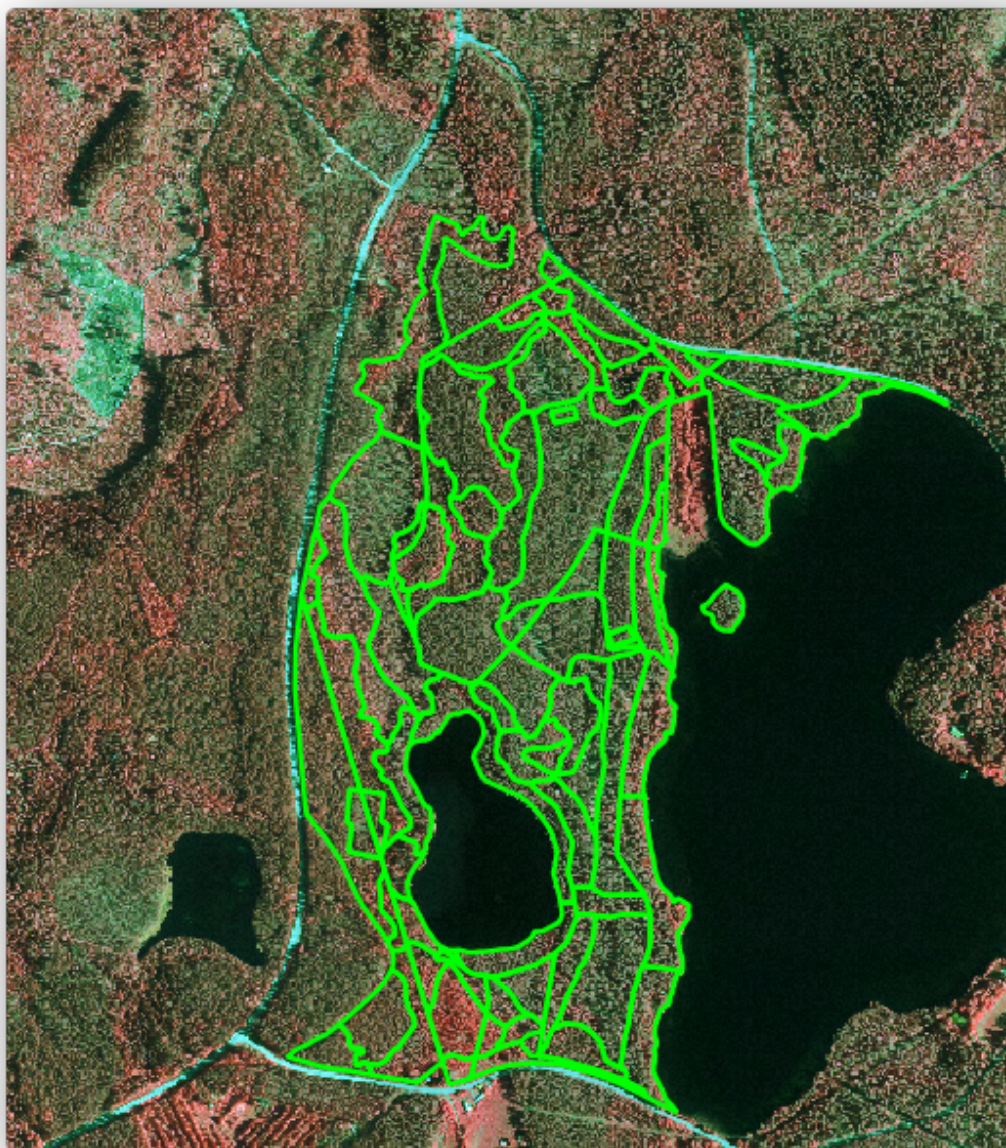
digitized them but as time has passed some forest has developed in different ways. Or simply the priorities for the forest inventory were different that they are today.

Next, you will create new forest stands for this image without using the old ones. Later you can compare them to see the differences.

15.4.2 Interpreting the CIR Image

Let's digitize the same area that was covered by the old inventory, limited by the roads and the lake. You don't have to digitize the whole area, as in the previous exercise you can start with a vector file that already contains most of the forest stands.

- Remove the `forest_stands_1994.shp` layer.
- Add the `forest_stands_2012.shp` layer, located in the `exercise_data\forestry\` folder.
- Set the styling of this layer so that the polygons have no fill and the borders are visible.



You can see that a region to the North of the inventory area is still missing. That will be your task, digitizing the missing forest stands.

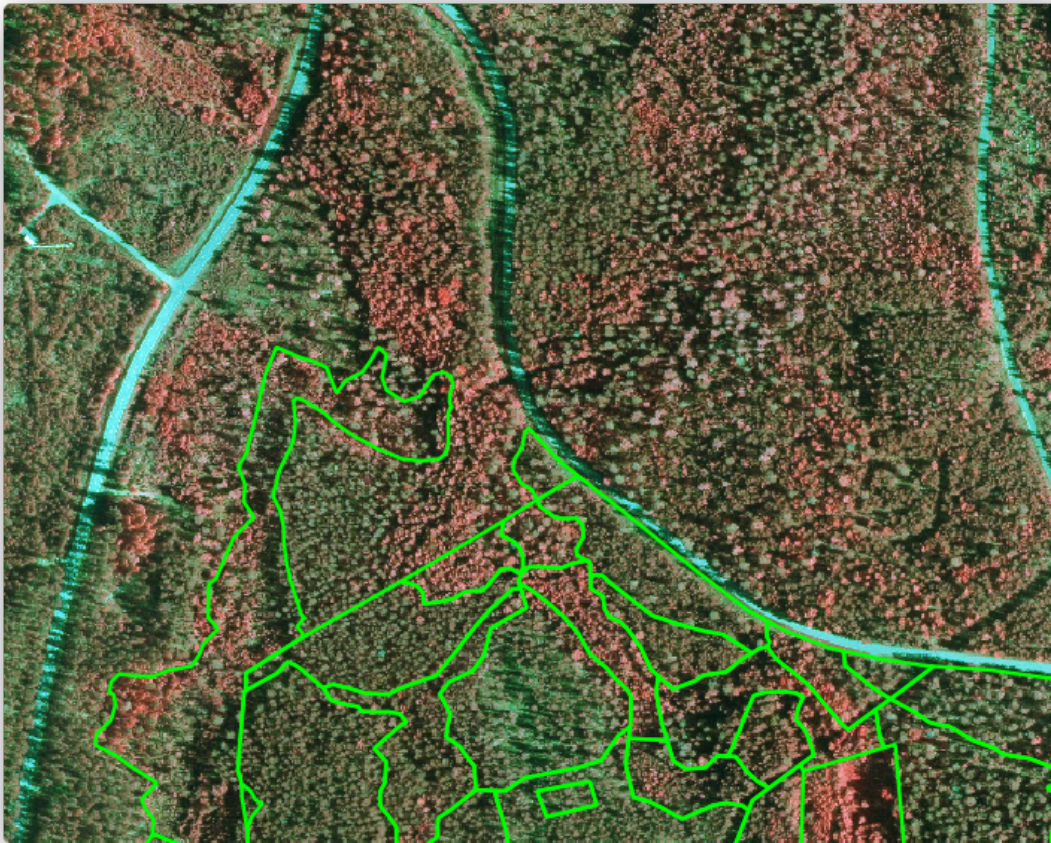
But before you start, spend some time reviewing the forest stands already digitized and the corresponding forest in the image. Try to get an idea about how the stands borders are decided, it helps if you have some forestry knowledge.

Some ideas about what you could identify from the images:

- What forests are deciduous species (in Finland mostly birch forests) and which ones are conifers (in this region pine or spruce). In CIR images, deciduous species will often come as bright red color whereas conifers present dark green colors.
- When a forest stand age changes, by looking at the sizes of the tree crowns that can be identified in the imagery.
- The different forest stands' densities, for example forest stand were a thinning operation has recently been done would clearly show spaces between the tree crowns and should be easy to differentiate from other

forest stands around it.

- Blueish areas indicate barren terrain, roads and urban areas, crops that have not started to grow etc.
- Don't use zooms too close to the image when trying to identify forest stands. A scale between 1:3 000 and 1: 5 000 should be enough for this imagery. See the image below (1 : 4 000 scale):

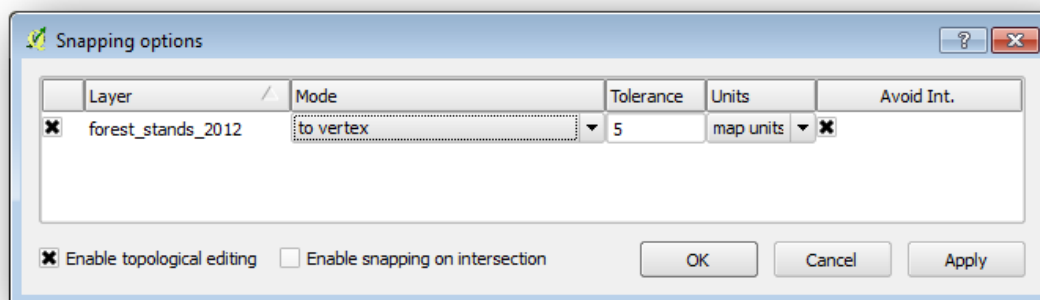


15.4.3 Try Yourself Digitizing Forest Stands from CIR Imagery

When digitizing the forest stands, you should try to get forest areas that are as homogeneous as possible in terms of tree species, forest age, stand density... Don't be too detailed though, or you will end up making hundreds of small forest stands that would not be useful at all. You should try to get stands that are meaningful in the context of forestry, not too small (at least 0.5 ha) but not too big either (no more than 3 ha).

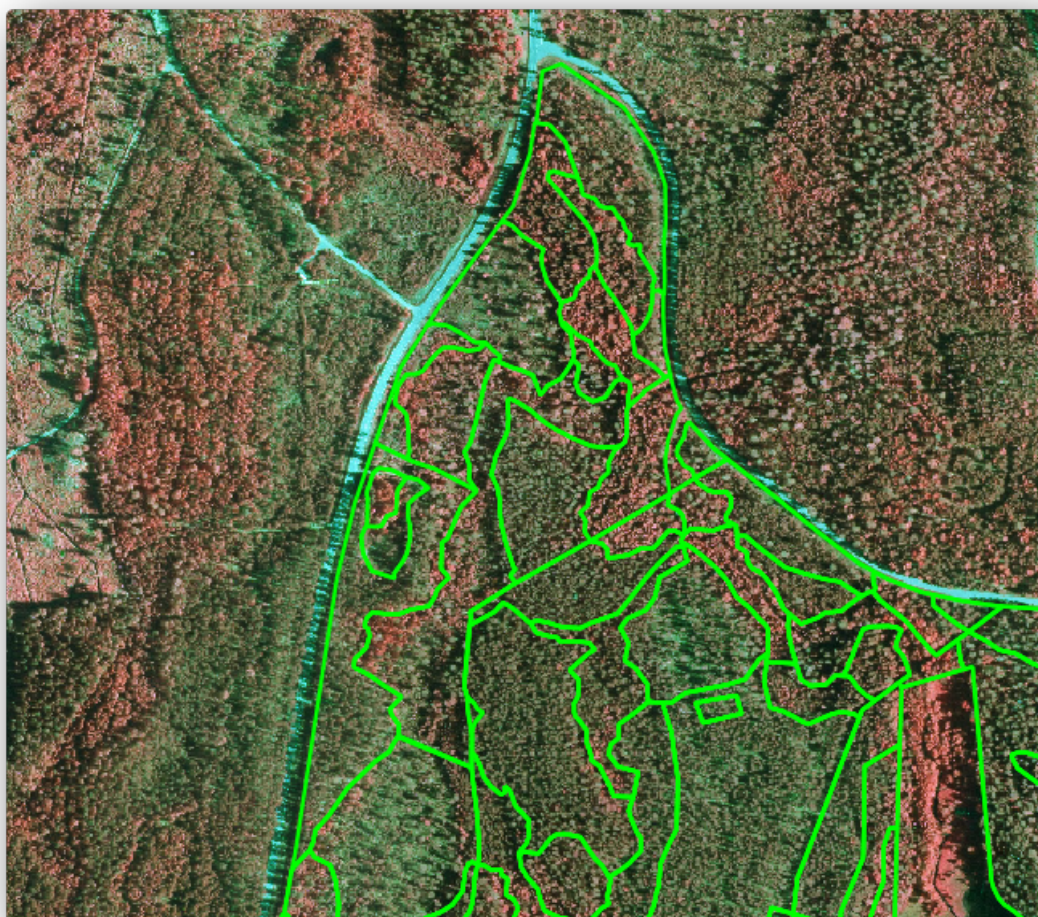
With this indications in mind, you can now digitize the missing forest stands.

- Enable editing for `forest_stands_2012.shp`.
- Set up the snapping and topology options as in the image.
- Remember to click *Apply* or *OK*.



Start digitizing as you did in the previous lesson, with the only difference that you don't have any point layer that you are snapping to. For this area you should get around 14 new forest stands. While digitizing, fill in the `Stand_id` field with numbers starting at 901.

When you are finished your layer should look something like:



Now you have a new set of polygons defining the different forest stands for the current situation as can be interpreted from the CIR images. But you are obviously still missing the forest inventory data, right? For that you will still need to visit the forest and get some sample data that you will use to estimate the forest attributes for each of the forest stands. You will see how to do that in the next lesson.

For the moment, you still can improve your vector layer with some extra information that you have about conservation regulation that should be taken into account for this area.

15.4.4 Follow Along: Updating Forest Stands with Conservation Information

For the area you are working with, it has been researched that the following conservation regulations must be taken into account while doing the forest planning:

- Two locations of a protected species of Siberian flying squirrel (*Pteromys volans*) have been identified. According to the regulation, an area of 15 meters around the spots must be left untouched.
- A riparian forest of special interest growing along a stream in the area must be protected. In a visit to the field, it was found that 20 meters to both sides of the stream must be protected.

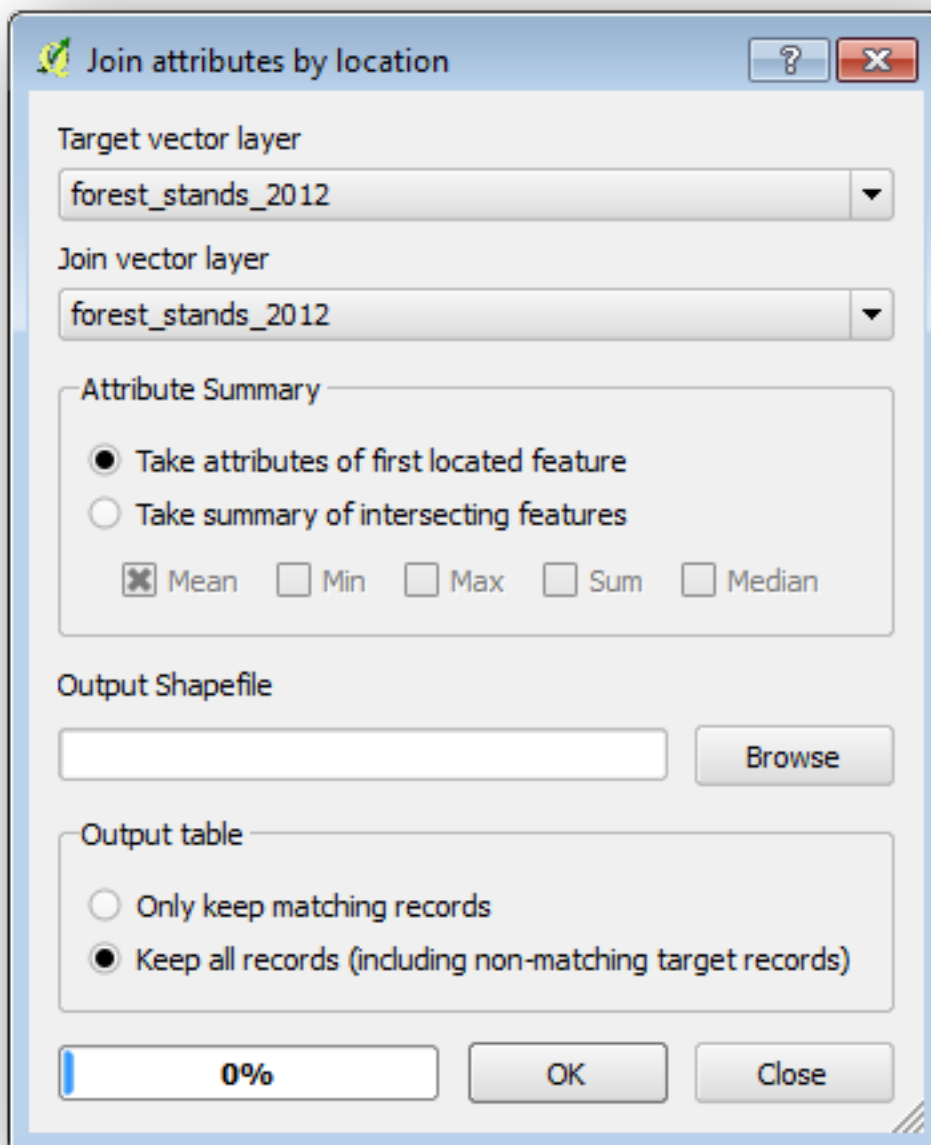
You have one vector file containing the information about the squirrel locations and another containing the digitized stream running in the North area towards the lake. From the `exercise_data\forestry\` folder, add the vector files `squirrel.shp` and `stream.shp`.

For the protection of the squirrels locations, you are going to add a new attribute (column) to your new forest stands that will contain information about point locations that have to be protected. That information will later be available whenever a forest operation is planned, and the field team will be able to mark the area that has to be left untouched before the work starts.

- Open the attribute table for the `squirrel` layer.
- You can see that there are two locations that are defined as Siberian flying squirrel, and that the area to be protected is indicated by a distance of 15 meters from the locations.

To join the information about the squirrels to your forest stands, you can use the *Join attributes by location*:

- Open *Vector* → *Data Management Tools* → *Join attributes by location*.
- Set the `forest_stands_2012.shp` layer as the *Target vector layer*.
- As *Join vector layer* select the `squirrel.shp` point layer.
- Name the output file as `stands_squirrel.shp`.
- In *Output table* select *Keep all records (including non-matching target records)*. So that you keep all the forest stands in the layer instead of only keeping those that are spatially related to the squirrel locations.
- Click *OK*.
- Select *Yes* when prompted to add the layer to the TOC.
- Close the dialogue box.



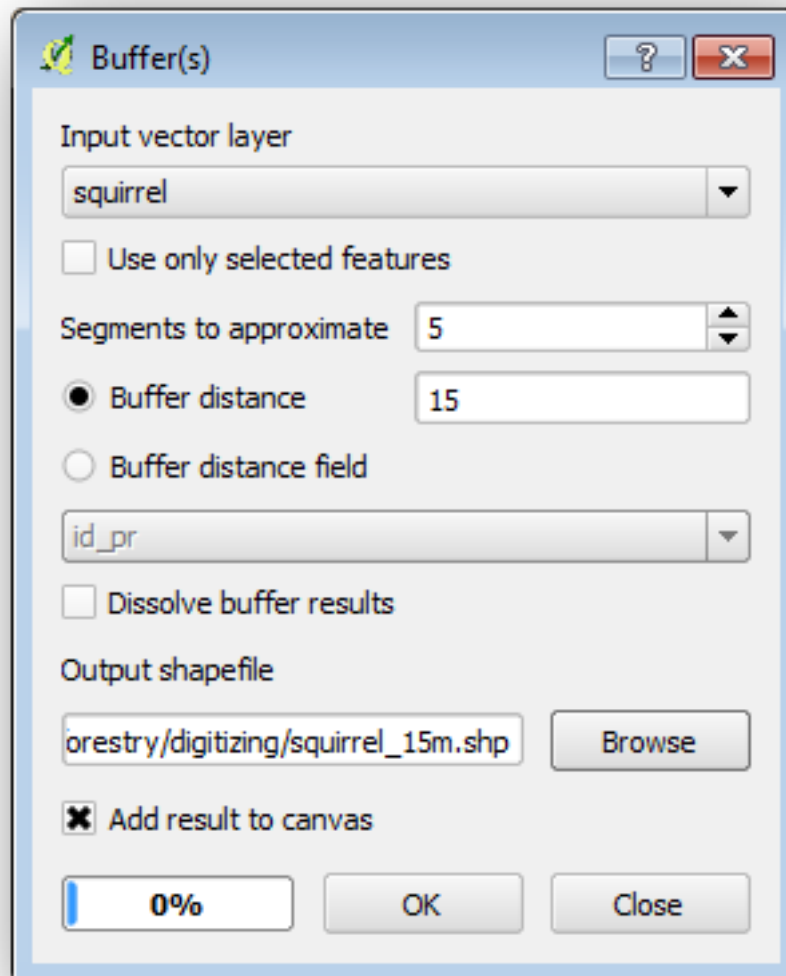
Now you have a new forest stands layer, `stands_squirrel` where there are new attributes corresponding to the protection information related to the Siberian flying squirrel.

Open the table of the new layer and order it so that the forest stands with information for the *Protection* attribute are on top. You should have now two forest stands where the squirrel has been located:

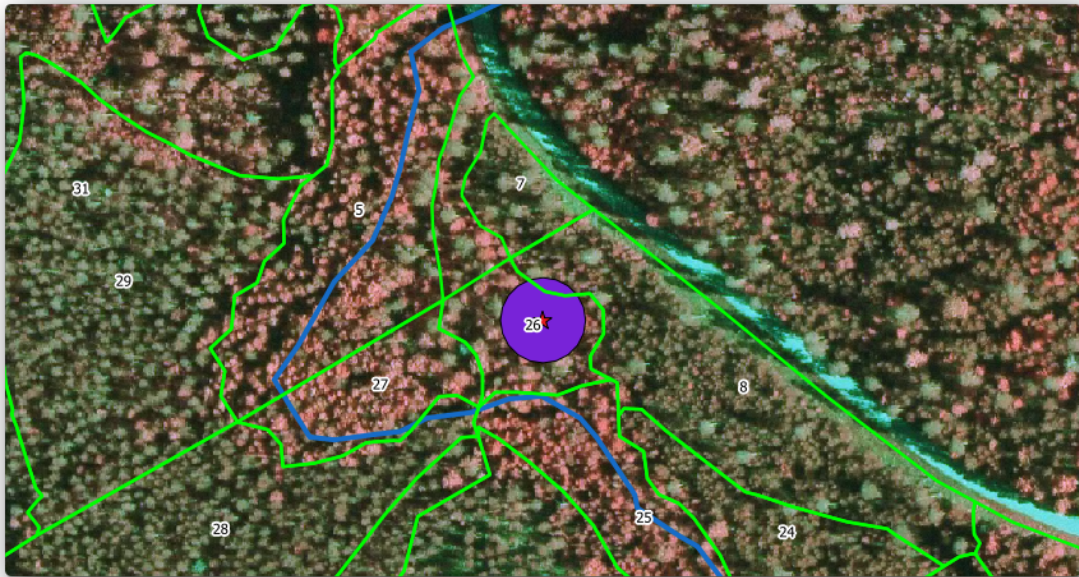
	Stand_id	id_pr	Protection	Distance
83	78	2	liito-orava	15
22	26	1	liito orava	15
0	1	NULL	NULL	NULL
1	33	NULL	NULL	NULL
2	32	NULL	NULL	NULL

Although this information might be enough, look at what areas related to the squirrels should be protected. You know that you have to leave a buffer of 15 meters around the squirrels location:

- Open *Vector* → *Geoprocessing Tools* → *Buffer*.
- Make a buffer of 15 meters for the `squirrel` layer.
- Name the result `squirrel_15m.shp`.

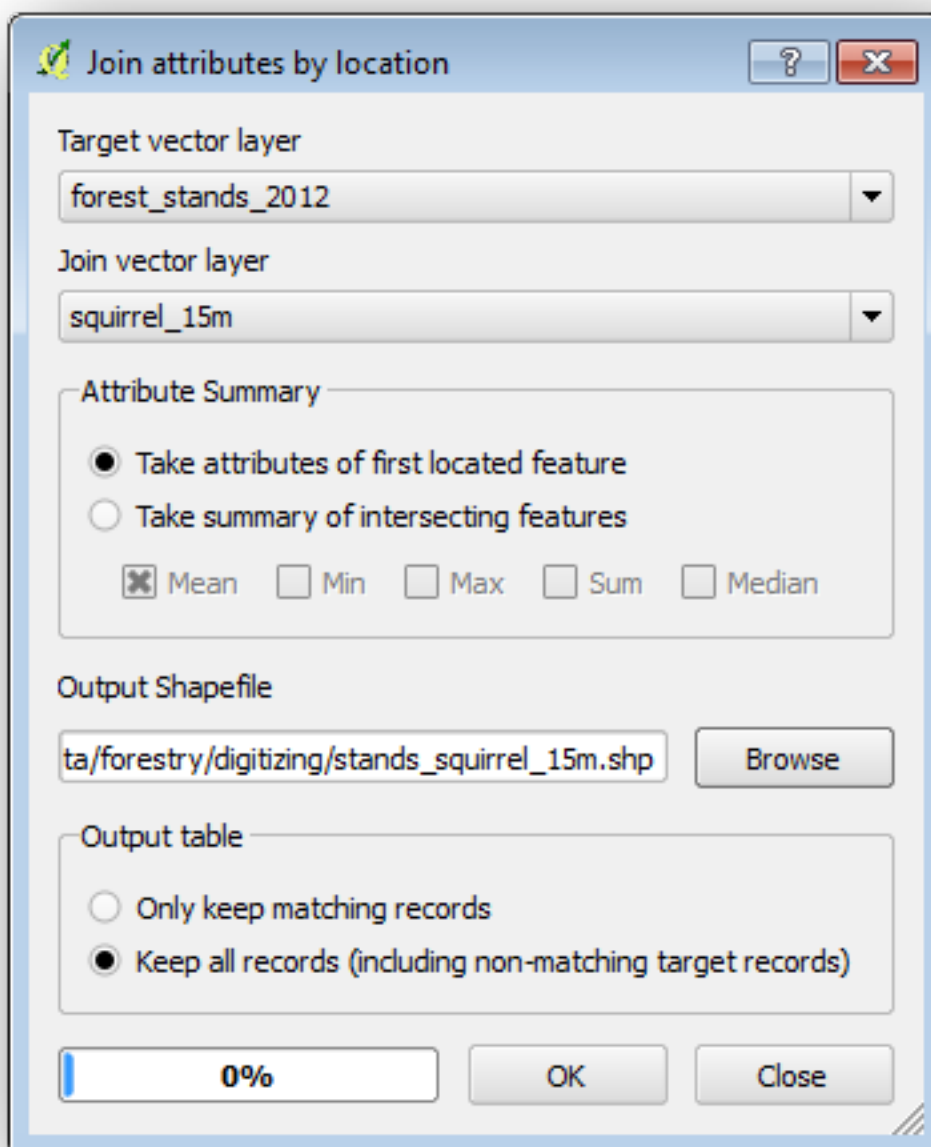


You will notice that if you zoom in to the location in the Northern part of the area, the buffer area extends to the neighbouring stand as well. This means that whenever a forest operation would take place in that stand, the protected location should also be taken into account.



From your previous analysis, you did not get that stand to register information about the protection status. To solve this problem:

- Run the *Join attributes by location* tool again.
- But this time use the `squirrel_15m` layer as join layer.
- Name the output file as `stands_squirrel_15m.shp`.



Open the attribute table for this new layer and note that now you have three forest stands that have the information about the protection locations. The information in the forest stands data will indicate to the forest manager that there are protection considerations to be taken into account. Then he or she can get the location from the `squirrel` dataset, and visit the area to mark the corresponding buffer around the location so that the operators in the field can avoid disturbing the squirrels environment.

15.4.5 Try Yourself Updating Forest Stands with Distance to the Stream

Following the same approach as indicated for the protected squirrel locations you can now update your forest stands with protection information related to the stream identified in the field:

- Remember that the buffer in this case is 20 meters around it.

- You want to have all the protection information in the same vector file, so use the `stands_squirrel_15m` layer as the target.
- Name your output as `forest_stands_2012_protect.shp`.

Open the attributes table for the new vector layer and confirm that you now have all the protection information for the stands that are affected by the protection measures to protect the riparian forest associated with the stream.

Save your QGIS project.

15.4.6 In Conclusion

You have seen how to interpret CIR images to digitize forest stands. Of course it would take some practice to make more accurate stands and usually using other information like soil maps would give better results, but you know now the basis for this type of task. And adding information from other datasets resulted to be quite a trivial task.

15.4.7 What's Next?

The forest stands you digitized will be used for planning forestry operations in the future, but you still need to get more information about the forest. In the next lesson, you will see how to plan a set of sampling plots to inventory the forest area you just digitized, and get the overall estimate of forest parameters.

15.5 Lesson: Systematic Sampling Design

You have already digitized a set of polygons that represent the forest stands, but you don't have information about the forest just yet. For that purpose you can design a survey to inventory the whole forest area and then estimate its parameters. In this lesson you will create a systematic set of sampling plots.

When you start planning your forest inventory it is important to clearly define the objectives, the types of sample plots that will be used, and the data that will be collected to achieve the objectives. For each individual case, those will depend on the type of forest and the management purpose; and should be carefully planned by someone with forestry knowledge. In this lesson, you will implement a theoretical inventory based on a systematic sampling plot design.

The goal for this lesson: To create a systematic sampling plot design to survey the forest area.

15.5.1 Inventorying the Forest

There are several methods to inventory forests, each of them suiting different purposes and conditions. For example, one very accurate way to inventory a forest (if you consider only tree species) would be to visit the forest and make a list of every tree and their characteristics. As you can imagine this is not commonly applicable except for some small areas or some special situations.

The most common way to find out about a forest is by sampling it, that is, taking measurements in different locations at the forest and generalizing that information to the whole forest. These measurements are often made in *sample plots* that are smaller forest areas that can be easily measured. The sample plots can be of any size (for ex. 50 m², 0.5 ha) and form (for ex. circular, rectangular, variable size), and can be located in the forest in different ways (for ex. randomly, systematically, along lines). The size, form and location of the sample plots are usually decided following statistical, economical and practical considerations. If you have no forestry knowledge, you might be interested in reading [this Wikipedia article](#).

15.5.2 Follow Along: Implementing a Systematic Sampling Plot Design

For the forest you are working with, the manager has decided that a systematic sampling design is the most appropriate for this forest and has decided that a fixed distance of 80 meters between the sample plots and sampling lines will yield reliable results (for this case, +- 5% average error at a probability of 68%). Variable size plots has been decided to be the most effective method for this inventory, for growing and mature stands, but a 4 meters fixed radius plots will be used for seedling stands.

In practice, you simply need to represented the sample plots as points that will be used by the field teams later:

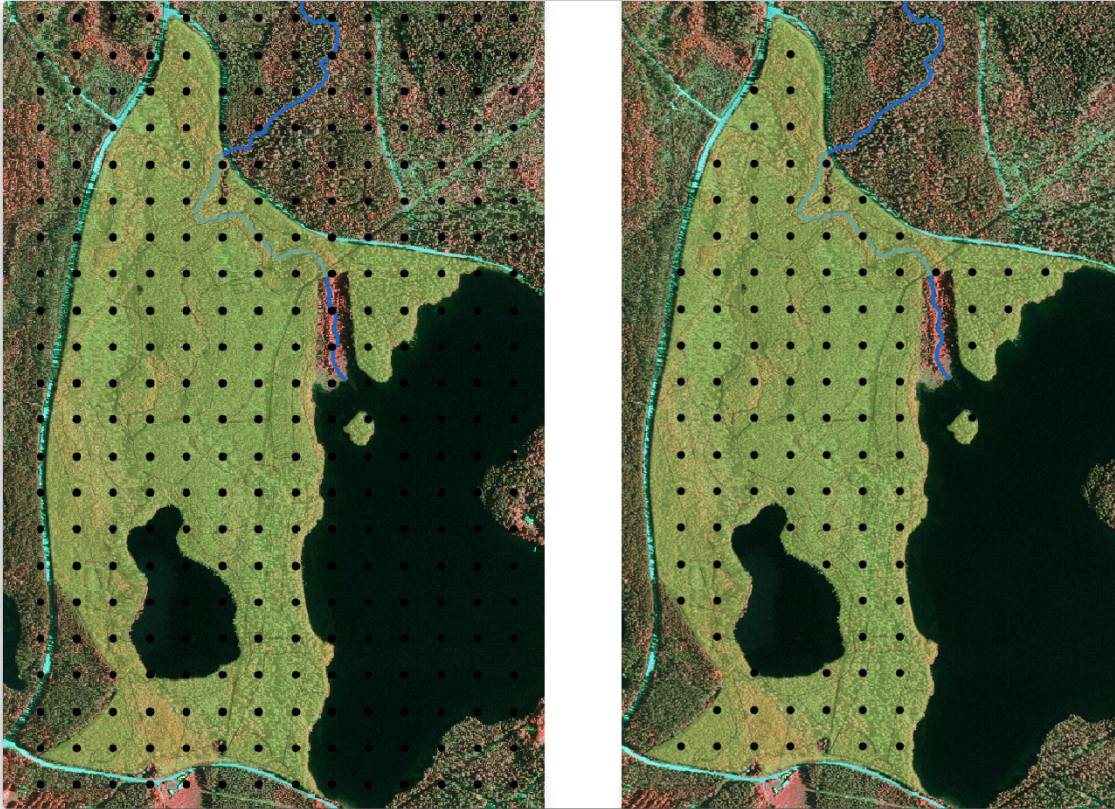
- Open your `digitizing_2012.qgs` project from the previous lesson.
- Remove all the layers except for `forest_stands_2012`.
- Save your project now as `forest_inventory.qgs`

Now you need to create a rectangular grid of points separated 80 meters from each other:

- Open *Vector* → *Research Tools* → *Regular points*.
- In the *Area* definitions select *Input Boundary Layer*.
- And as input layer set the `forest_stands_2012` layer.
- In the *Grid Spacing* settings, select *Use this point spacing* and set it to 80.
- Save the output as `systematic_plots.shp` in the `forestry\sampling\` folder.
- Check *Add result to canvas*.
- Click *OK*.

Nota: The suggested *Regular points* creates the systematic points starting in the corner upper-left corner of the extent of the selected polygon layer. If you want to add some randomness to this regular points, you could use a randomly calculated number between 0 and 80 (80 is the distance between our points), and then write it as the *Initial inset from corner (LH side)* parameter in the tool's dialog.

You notice that the tool has used the whole extent of your stands layer to generate a rectangular grid of points. But you are only interested on those points that are actually inside your forest area (see the images below):



- Open *Vector* → *Geoprocessing Tools* → *Clip*.
- Select `systematic_plots` as *Input vector layer*.
- Set `forest_stands_2012` as the *Clip layer*.
- Save the result as `systematic_plots_clip.shp`.
- Check *Add result to canvas*.
- Click *OK*.

You have now the points that the field teams will use to navigate to the designed sample plots locations. You can still prepare these points so that they are more useful for the field work. At the least you will have to add meaningful names for the points and export them to a format that can be used in their GPS devices.

Lets start with the naming of the sample plots. If you check the *Attribute table* for the plots inside the forest area, you can see that you have the default *id* field automatically generated by the *Regular points* tool. Label the points to see them in the map and consider if you could use those numbers as part of your sample plot naming:

- Open the *Layer Properties* → *Labels* for your `systematic_plots_clip`.
- Check *Label this layer with* and select the field `ID`.
- Go to the *Buffer* options and check the *Draw text buffer*, set the *Size* to 1.
- Click *OK*.

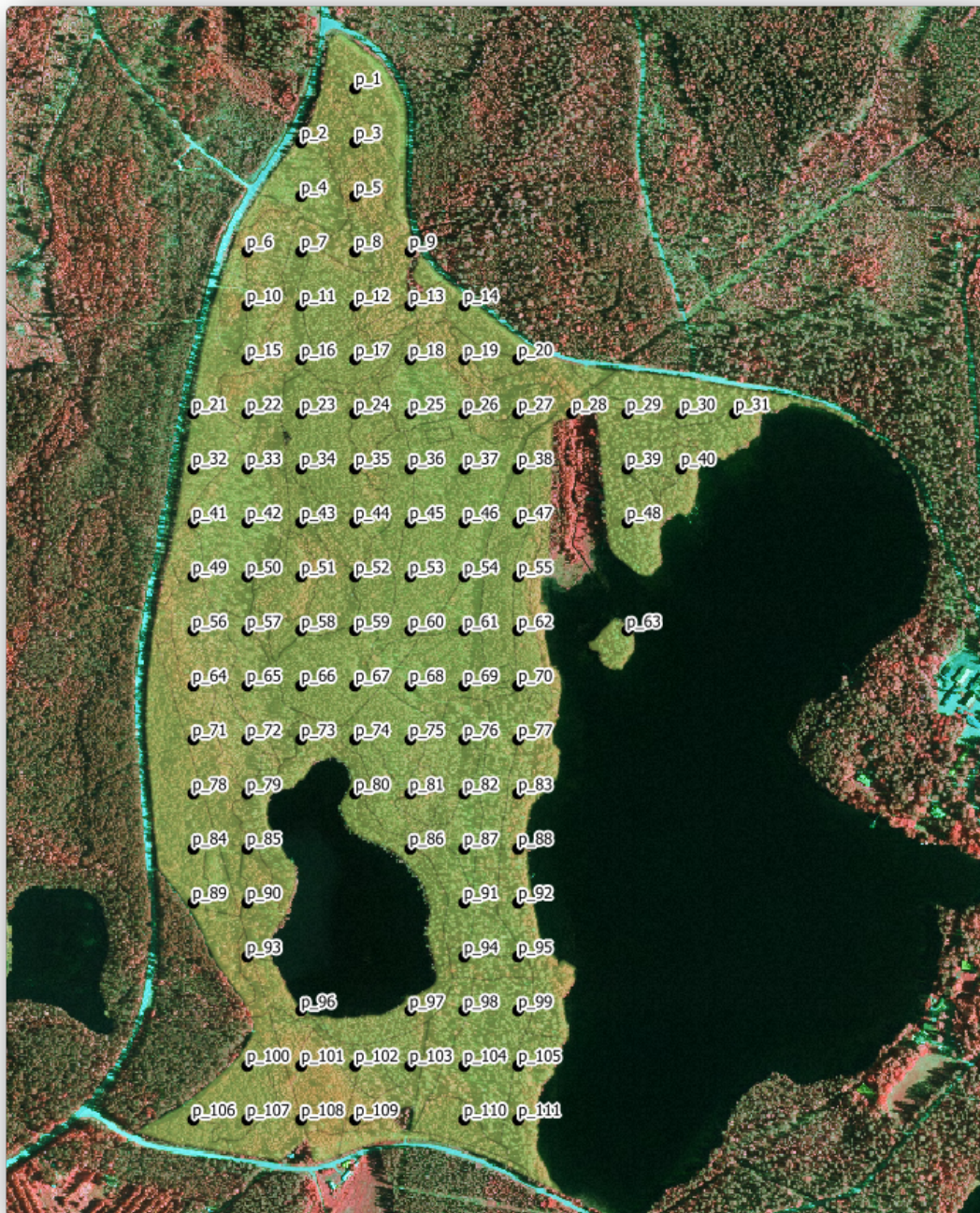
Now look at the labels on your map. You can see that the points have been created and numbered first West to East and then North to South. If you look at the attribute table again, you will notice that the order in the table is following also that pattern. Unless you would have a reason to name the sample plots in a different way, naming them in a West-East/North-South fashion follows a logical order and is a good option.

Nota: If you would like to order or name them in a different way, you could use a spreadsheet to be able to order and combine rows and columns in any different way.

Nevertheless, the number values in the `id` field are not so good. It would be better if the naming would be something like `p_1`, `p_2`. . . . You can create a new column for the `systematic_plots_clip` layer:

- Go to the *Attribute table* for `systematic_plots_clip`.
- Enable the edit mode.
- Open the *Field calculator* and name the new column `Plot_id`.
- Set the *Output field type* to `:kbd:Text (string)`.
- In the *Expression* field, write, copy or construct this formula `concat ('P_', $rownum)`. Remember that you can also double click on the elements inside the *Function list*. The `concat` function can be found under *String* and the `$rownum` parameter can be found under *Record*.
- Click *OK*.
- Disable the edit mode and save your changes.

Now you have a new column with plot names that are meaningful to you. For the `systematic_plots_clip` layer, change the field used for labeling to your new `Plot_id` field.



15.5.3 Follow Along: Exporting Sample Plots as GPX format

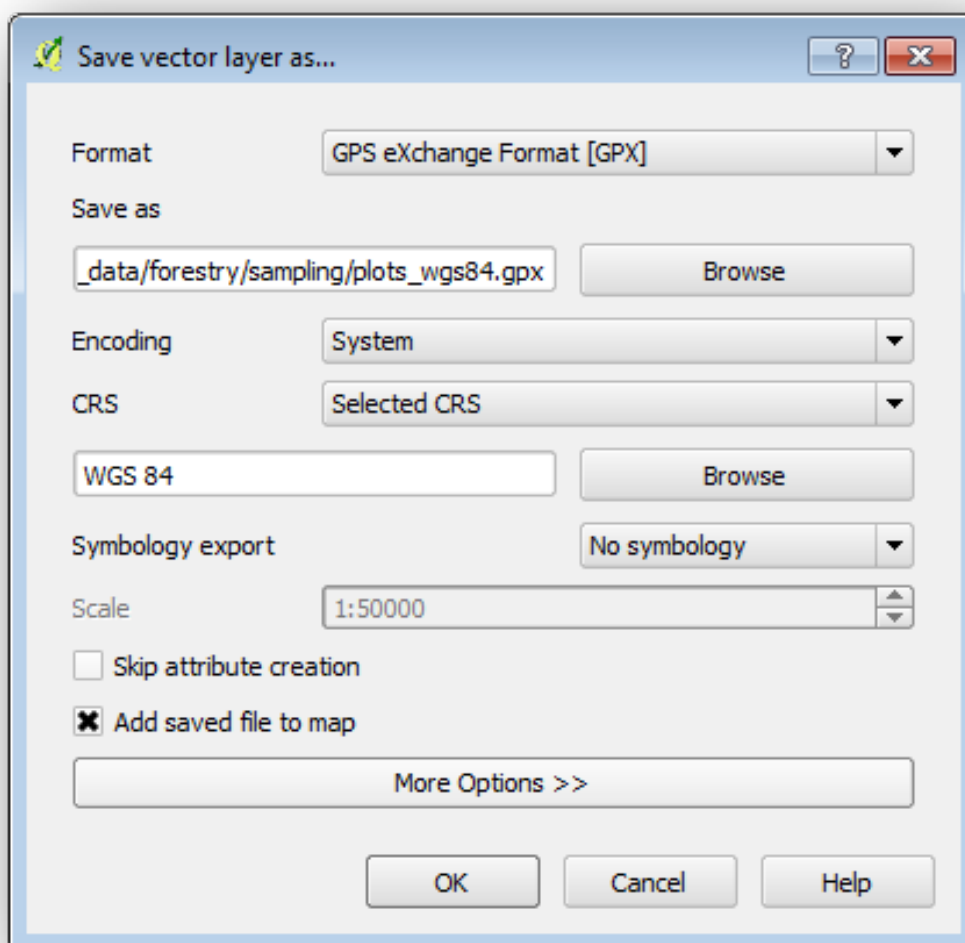
The field teams will be probably using a GPS device to locate the sample plots you planned. The next step is to export the points you created to a format that your GPS can read. QGIS allows you to save your point and line vector data in *GPS eXchange Format (GPX)* <http://en.wikipedia.org/wiki/GPS_Exchange_Format>, which is an standard GPS data format that can be read by most of the specialized software. You need to be careful with selecting the CRS when you save your data:

- Right click `systematic_plots_clip` and select *Save as*.
- In *Format* select *GPS eXchange Format [GPX]*.

- Save the output as `plots_wgs84.gpx`.
- In *CRS* select *Selected CRS*.
- Browse for WGS 84 (EPSG:4326).

..note:: The GPX format accepts only this CRS, if you select a different one, QGIS will give no error but you will get an empty file.

- Click *OK*.
- In the dialog that opens, select only the `waypoints` layer (the rest of the layers are empty).



The inventory sample plots are now in a standard format that can be managed by most of the GPS software. The field teams can now upload the locations of the sample plots to their devices. That would be done by using the specific devices own software and the `plots_wgs84.gpx` file you just saved. Other option would be to use the *GPS Tools* plugin but it would most likely involve setting the tool to work with your specific GPS device. If you are working with your own data and want to see how the tool works you can find out information about it in the section *Working with GPS Data* in the *QGIS User Manual*.

Save your QGIS project now.

15.5.4 In Conclusion

You just saw how easily you can create a systematic sampling design to be used in a forest inventory. Creating other types of sampling designs will involve the use of different tools within QGIS, spreadsheets or scripting to calculate the coordinates of the sample plots, but the general idea remains the same.

15.5.5 What's Next?

In the next lesson you will see how to use the Atlas capabilities in QGIS to automatically generate detailed maps that the field teams will be using to navigate to the sample plots assigned to them.

15.6 Lesson: Creating Detailed Maps with the Atlas Tool

The systematic sampling design is ready and the field teams have loaded the GPS coordinates in their navigation devices. They also have a field data form where they will collect the information measured at every sample plot. To easier find their way to every sample plot, they have requested a number of detail maps where some ground information can be clearly seen along with a smaller subset of sample plots and some information about the map area. You can use the Atlas tool to automatically generate a number of maps with a common format.

The goal for this lesson: Learn to use the Atlas tool in QGIS to generate detailed printable maps to assist in the field inventory work.

15.6.1 Follow Along: Preparing the Map Composer

Before we can automate the detailed maps of the forest area and our sampling plots, we need to create a map template with all the elements we consider useful for the field work. Of course the most important will be a properly styled but, as you have seen before, you will also need to add lots of other elements that complete the printed map.

Open the QGIS project from the previous lesson `forest_inventory.qgs`. You should have at least the following layers:

- `forest_stands_2012` (with a 50% transparency, green fill and darker green border lines).
- `systematic_plots_clip`.
- `rautjarvi_aerial`.

Save the project with a new name, `map_creation.qgs`.

To create a printable map, remember that you use the *Composer Manager*:

- Open *Project* → *Composer Manager...*
- In the *Composer manager* dialog.
- Click the *Add* button and name your composer `forest_map`.
- Click *OK*.
- Click the *Show* button.

Set up the printer options so that your maps will suit your paper and margins, for an A4 paper:

- Open menuselection: *Composer* → *Page Setup*.
- *Size* is *A4 (217 x 297 mm)*.
- *Orientation* is *Landscape*.
- *Margins (milimeters)* are all set to 5.

In the *Print Composer* window, go to the *Composition* tab (on the right panel) and make sure that these settings for *Paper and quality* are the same you defined for the printer:

- *Size*: A4 (210x297mm).
- *Orientation*: Landscape.
- *Quality*: 300dpi.


Composing a map is easier if you make use of the canvas grid to position the different elements. Review the settings for the composer grid:

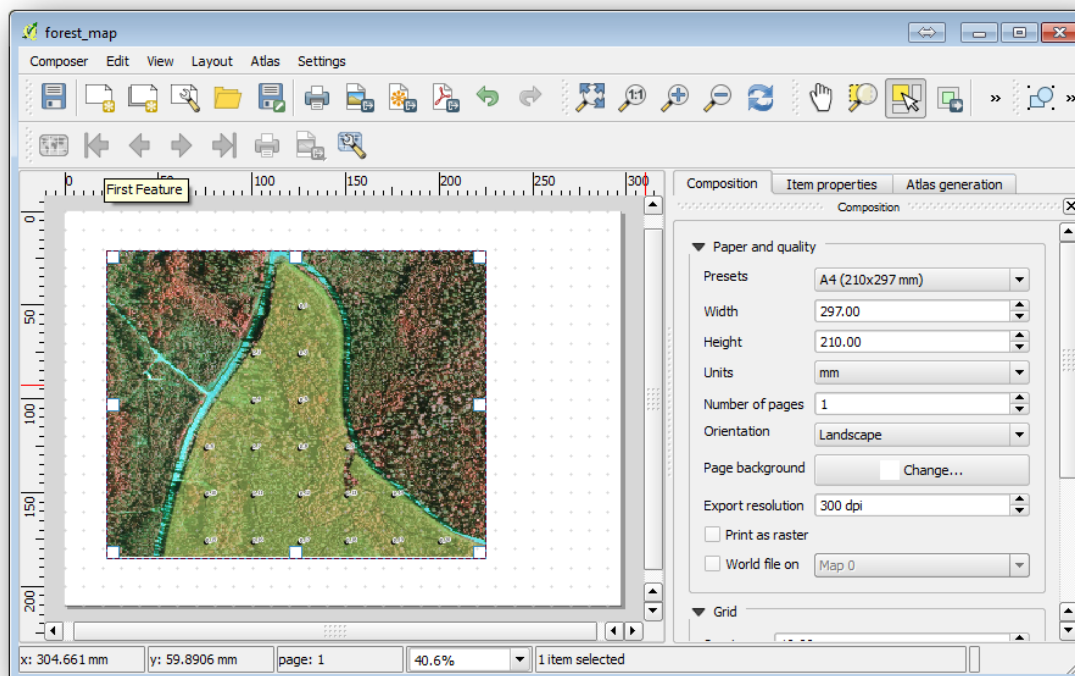
- In the *Composition* tab expand the *Grid* region.
- Check that *Spacing* is set to 10 mm.
- And that *Tolerance* is set to 2 mm.

You need to activate the use of the grid:

- Open the *View* menu.
- Check *Show grid*.
- Check *Snap to grid*.
- Notice that options for using *guides* are checked by default, which allows you to see red guiding lines when you are moving elements in the composer.

Now you can start to add elements to your map canvas. Add first a map element so you can review how it looks as you will be making changes in the layers symbology:

- Click on the *Add New Map* button: .
- Click and drag a box on the canvas so that the map occupies most of it.



Notice how the mouse cursor snaps to the canvas grid. Use this function when you add other elements. If you want to have more accuracy, change the grid *Spacing* setting. If for some reason you don't want to snap to the grid at some point, you can always check or uncheck it in the *View* menu.

15.6.2 Follow Along: Adding Background Map

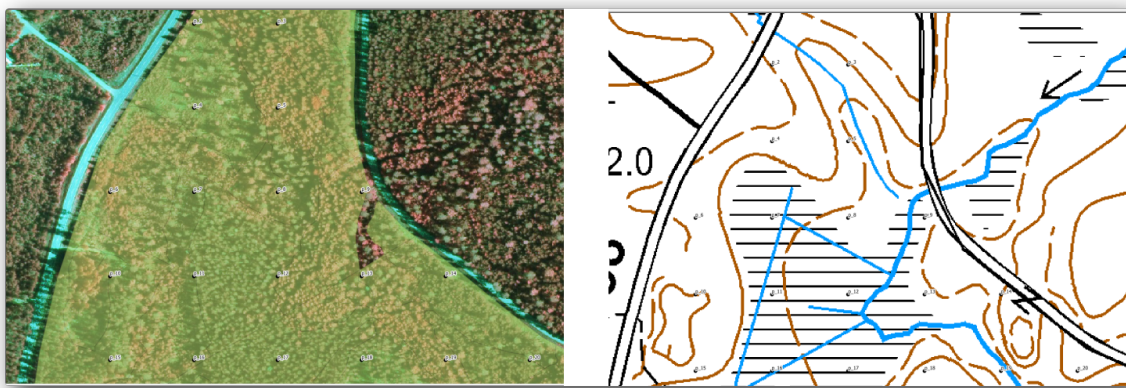
Leave the composer open but go back to the map. Lets add some background data and create some styling so that the map content is as clear as possible.

- Add the background raster `basic_map.tif` that you can find in the `exercise_data\forestry\` folder.
- When prompted select the `ETRS89 / ETRS-TM35FIN` CRS for the raster.


As you can see the background map is already styled. This type of ready to use cartography raster is very common. It is created from vector data, styled in a standard format and stored as a raster so that you don't have to bother styling several vector layers and worrying about getting a good result.

- Now zoom to your sample plots, so that you can see only about four or five lines of plots.

The current styling of the sample plots is not the best, but how does it look in the map composer?:



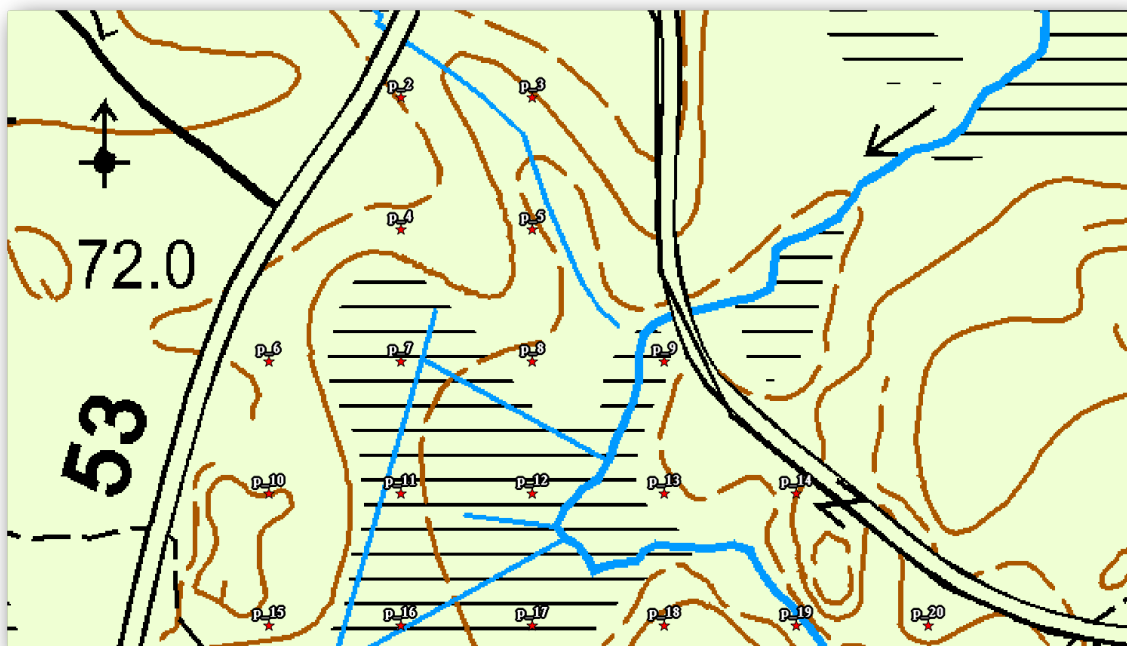
While during the last exercises, the white buffer was OK on top of the aerial image, now that the background image is mostly white you barely can see the labels. You can also check how it looks like on the composer:

- Go to the *Print Composer* window.
- Use the  button to select the map element in the composer.
- Go to the *Item properties* tab.
- Under *Extents* click on *Set to map canvas extent*.
- If you need to refresh the element, under *Main properties* click on the *Update preview*.

Obviously this is not good enough, you want to make the plot numbers as clearly visible as possible for the field teams.

15.6.3 Try Yourself Changing the Symbology of the Layers

You have been working in *Module: Creazione di una Mappa di Base* with symbology and in *Module: Classifying Vector Data* with labeling. Go back to those modules if you need to refresh about some of the available options and tools. Your goal is to get the plots locations and their name to be as clearly visible as possible but always allowing to see the background map elements. You can take some guidance from this image:

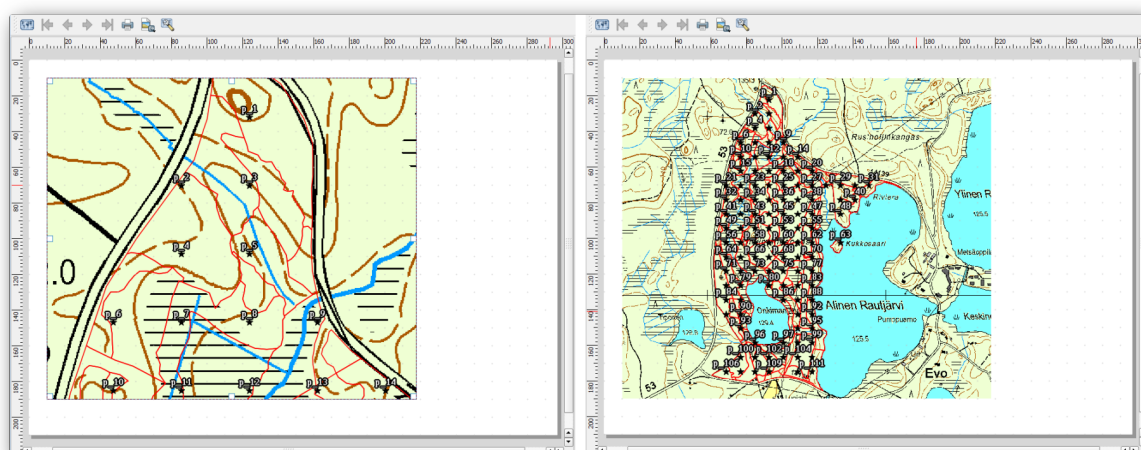


You will use later the the green styling of the `forest_stands_2012` layer. In order to keep it, and have a visualization of it that shows only the stand borders:

- Right click on `forest_stands_2012` and select *Duplicate*
- you get a new layer named `forest_stands_2012 copy` that you can use to define a different style, for example with no filling and red borders.

Now you have two different visualizations of the forest stands and you can decide which one to display for your detail map.

Go back to the *Print composer* window often to see what the map would look like. For the purposes of creating detailed maps, you are looking for a symbology that looks good not at the scale of the whole forest area (left image below) but at a closer scale (right image below). Remember to use *Update preview* and *Set to map canvas extent* whenever you change the zoom in your map or the composer.

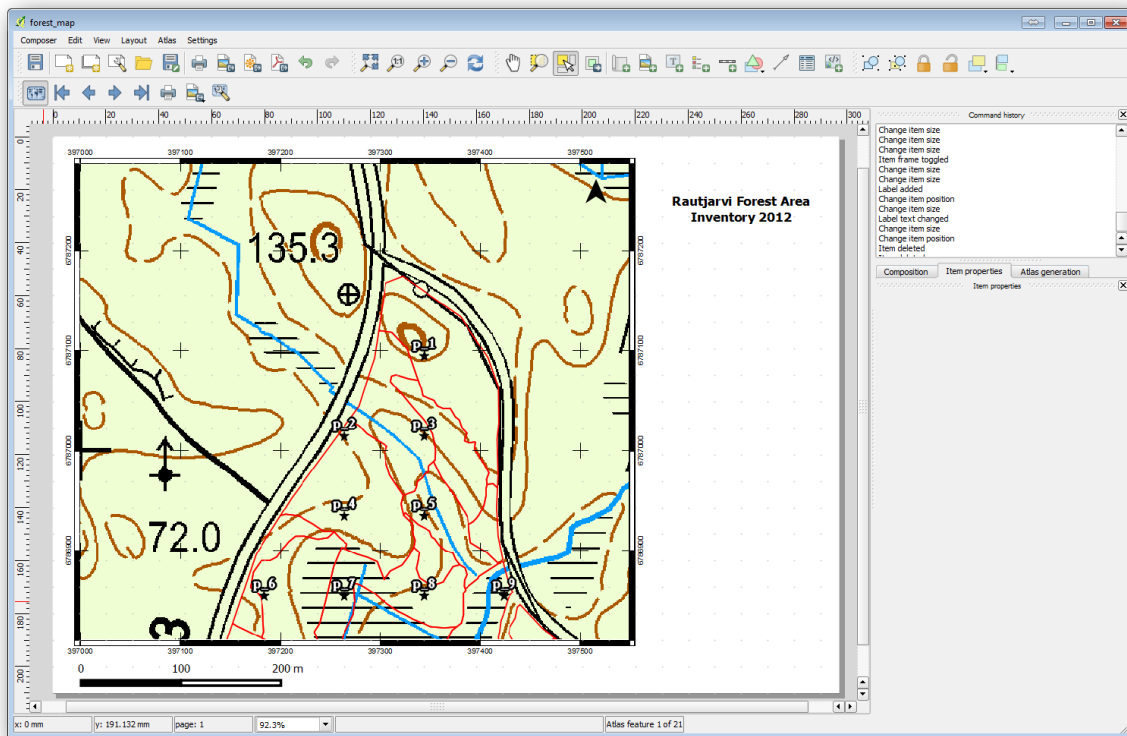


15.6.4 Try Yourself Create a Basic Map Template

Once you have a symbology your happy with, you are ready to add some more information to your printed map. Add at least the following elements:

- Title.
- A scale bar.
- Grid frame for your map.
- Coordinates on the sides of the grid.

You have created a similar composition already in *Module: Creazione di Mappe*. Go back to that module as you need. You can look at this example image for reference:



Export your map as an image and look at it.

- *Composer* → *Export as Image*.
- Use for example the JPG format.

That is what it will look like when printed.

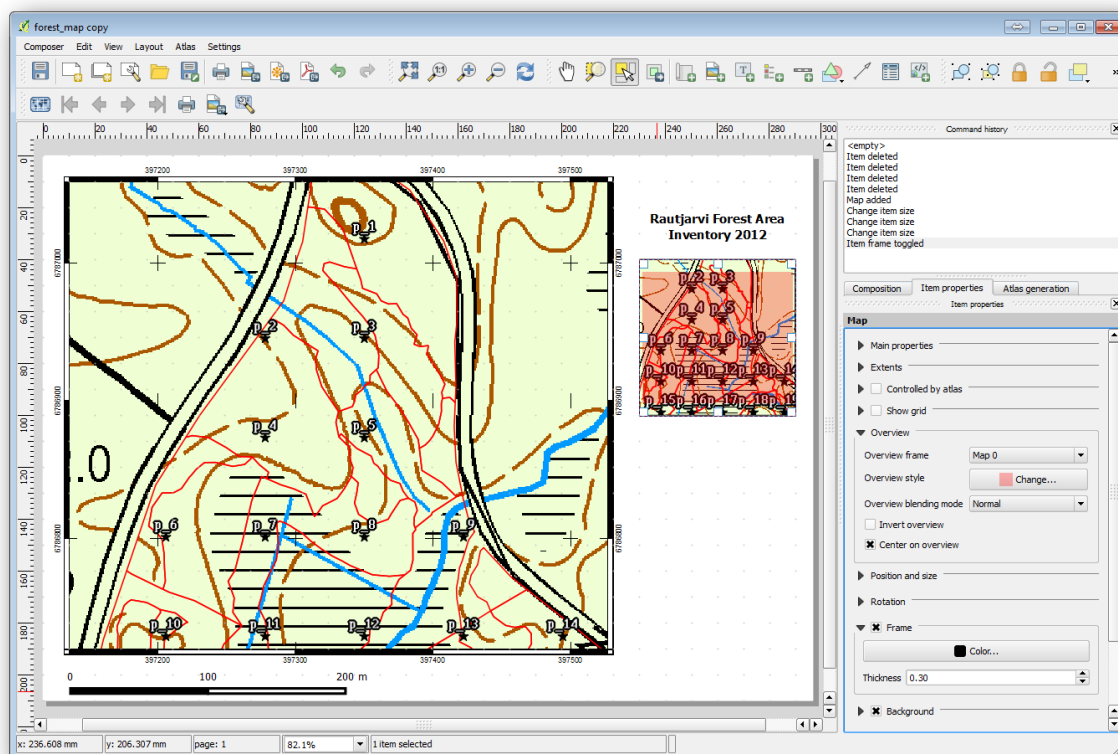
15.6.5 Follow Along: Adding More Elements to the Composer

As you probably noticed in the suggested map template images, there are plenty of room on the right side of the canvas. Lets see what else could go in there. For the purposes of our map, a legend is not really necessary, but an overview map and some text boxes could add value to the map.

The overview map will help the field teams place the detail map inside the general forest area:

- Add another map element to the canvas, right under the title text.
- In the *Item properties* tab, open the *Overview* dropdown.

- Set the *Overview frame* to *Map 0*. This creates a shadowed rectangle over the smaller map representing the extent visible in the bigger map.
- Check also the *Frame* option with a black color and a *Thickness* of 0.30.



Notice that your overview map is not really giving an overview of the forest area which is what you want. You want this map to represent the whole forest area and you want it to show only the background map and the forest_stands_2012 layer, and not display the sample plots. And also you want to lock its view so it does not change anymore whenever you change the visibility or order of the layers.

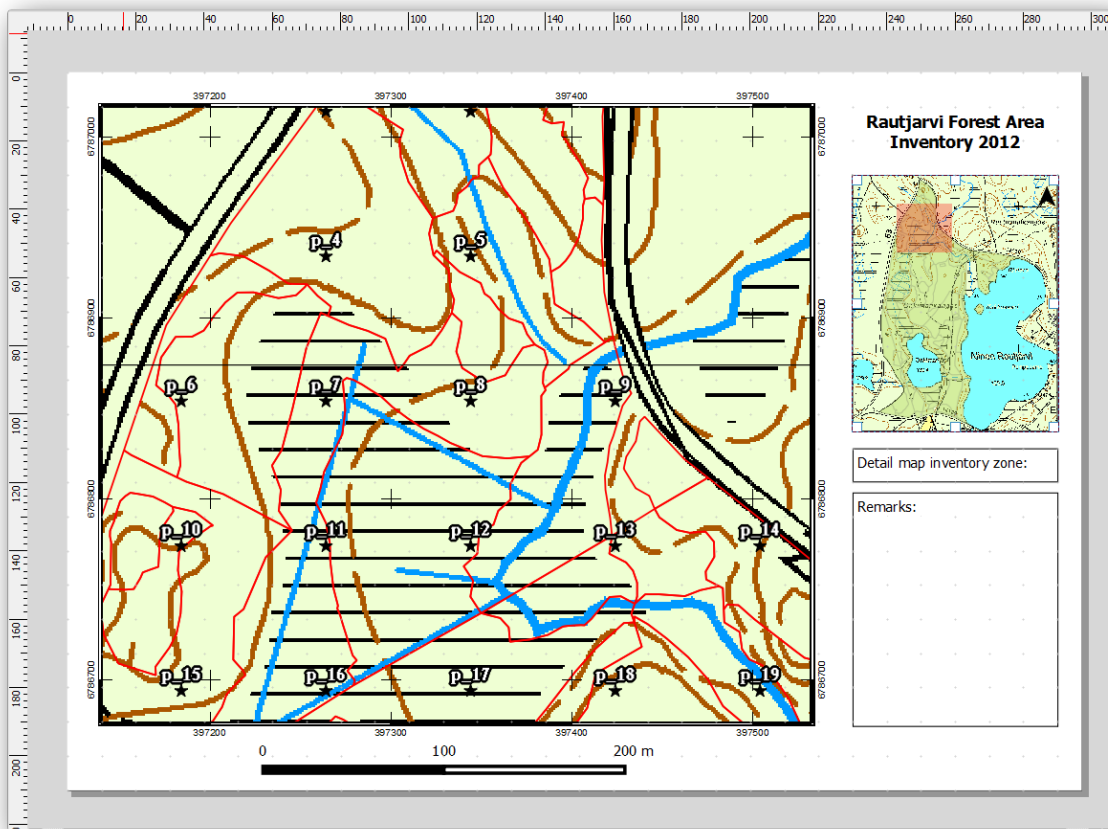
- Go back to the map, but don't close the *Print composer*.
- Right click the forest_stands_2012 layer and click on *Zoom to Layer Extent*.
- Deactivate all layers except for basic_map and forest_stands_2012.
- Go back to the *Print composer*.
- With the small map selected, click the *Set to map canvas extent* to set its extents to what you can see in the map window.
- Lock the view for the overview map by checking *Lock layers for map item* under *Main properties*.

Now your overview map is more what you expected and its view will not change anymore. But, of course, now your detail map is not showing anymore the stand borders nor the sample plots. Lets fix that:

- Go to the map window again and select the layers you want to be visible (systematic_plots_clip, forest_stands_2012 copy and Basic_map).
- Zoom again to have only a few lines of sample plots visible.
- Go back to the *Print composer* window.
- Select the bigger map in your composer (🖱️).
- In *Item properties* click on *Update preview* and *Set to map canvas extent*.


Notice that only the bigger map is displaying the current map view, and the small overview map is keeping the same view you had when you locked it.

Note also that the overview is showing a shaded frame for the extent shown in the detail map.



Your template map is almost ready. Add now two text boxes below the map, one containing the text ‘Detailed map zone: ‘ and the other one ‘Remarks: ‘. Place them as you can see in the image above.

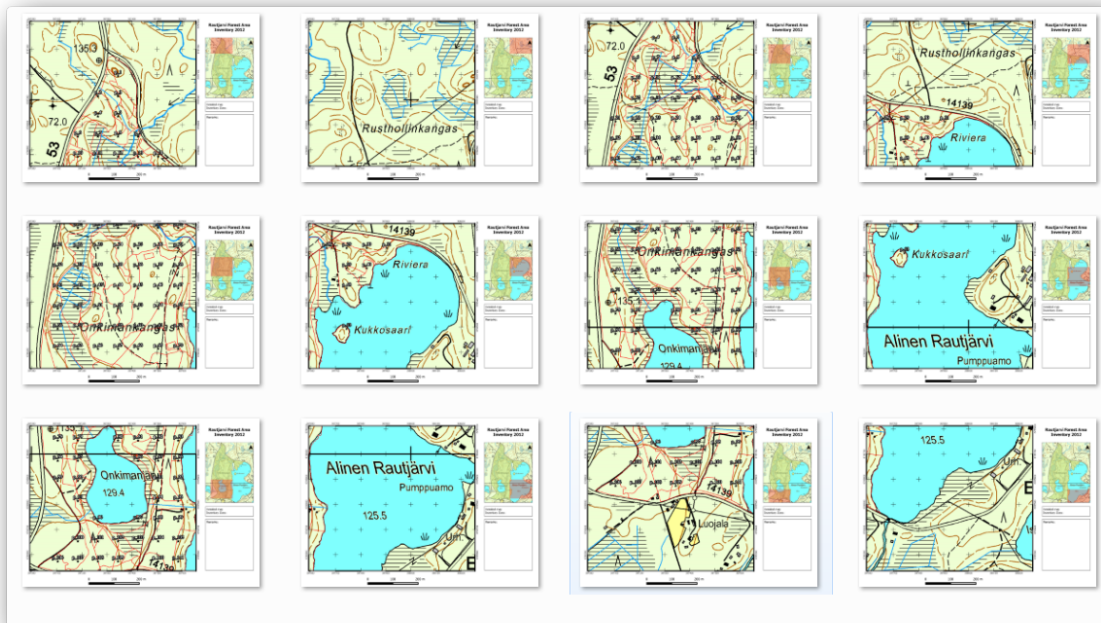
You can also add a North arrow to the overview map:

- Use the *Add image* tool, .
- Click at the upper right corner of the overview map.
- In *Item properties* open *Search directories* and browse for an arrow image.
- Under *Image rotation*, check the *Sync with map* and select *Map 1* (the overview map).
- Uncheck *Background*.
- Resize the arrow image to a size that looks good on the small map.

The basic map composer is ready, now you want to make use of the Atlas tool to generate as many detail maps in this format as you consider necessary.

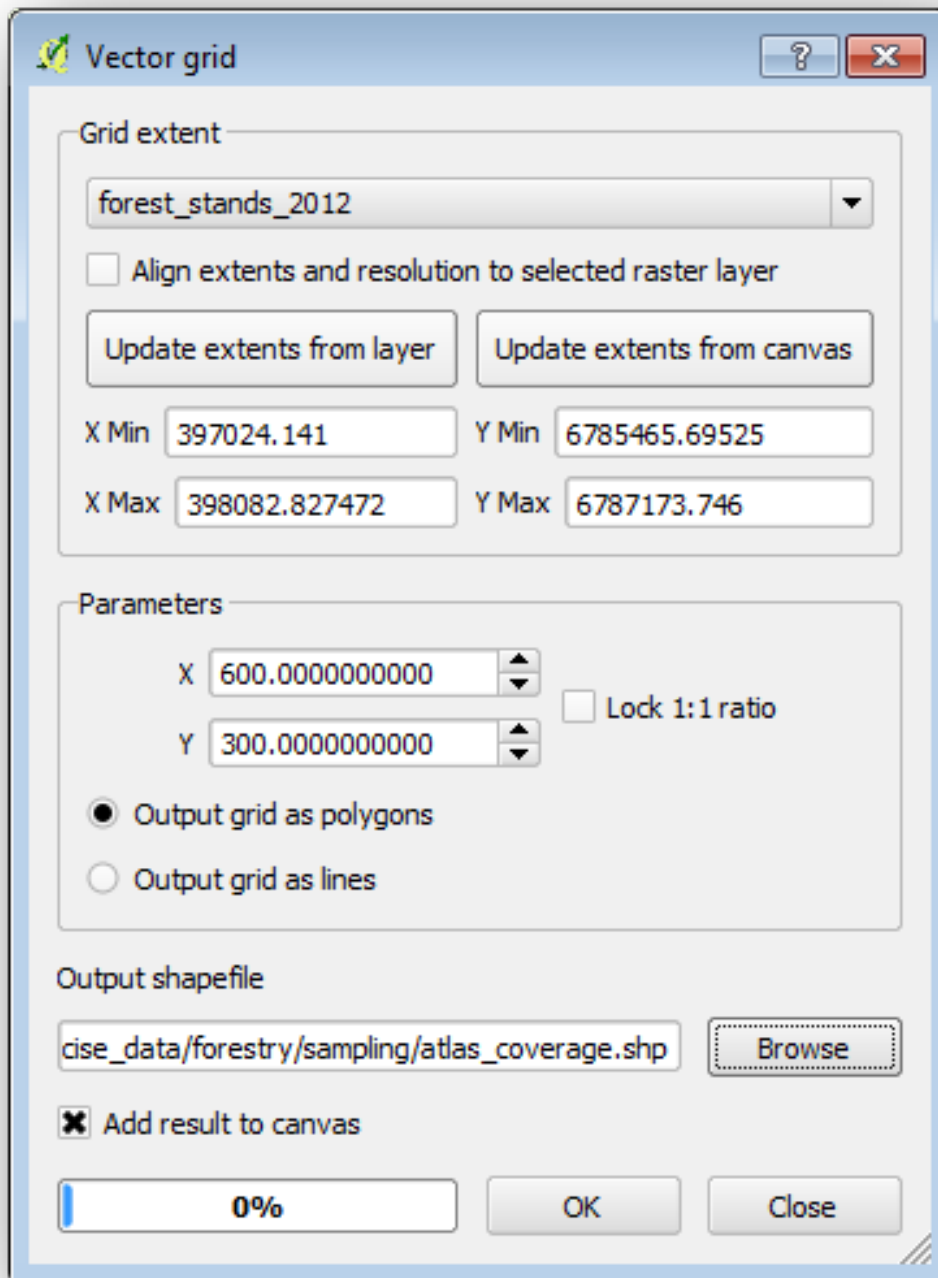
15.6.6 Follow Along: Creating an Atlas Coverage

The Atlas coverage is just a vector layer that will be used to generate the detail maps, one map for every feature in the coverage. To get an idea of what you will do next, here is a full set of detail maps for the forest area:



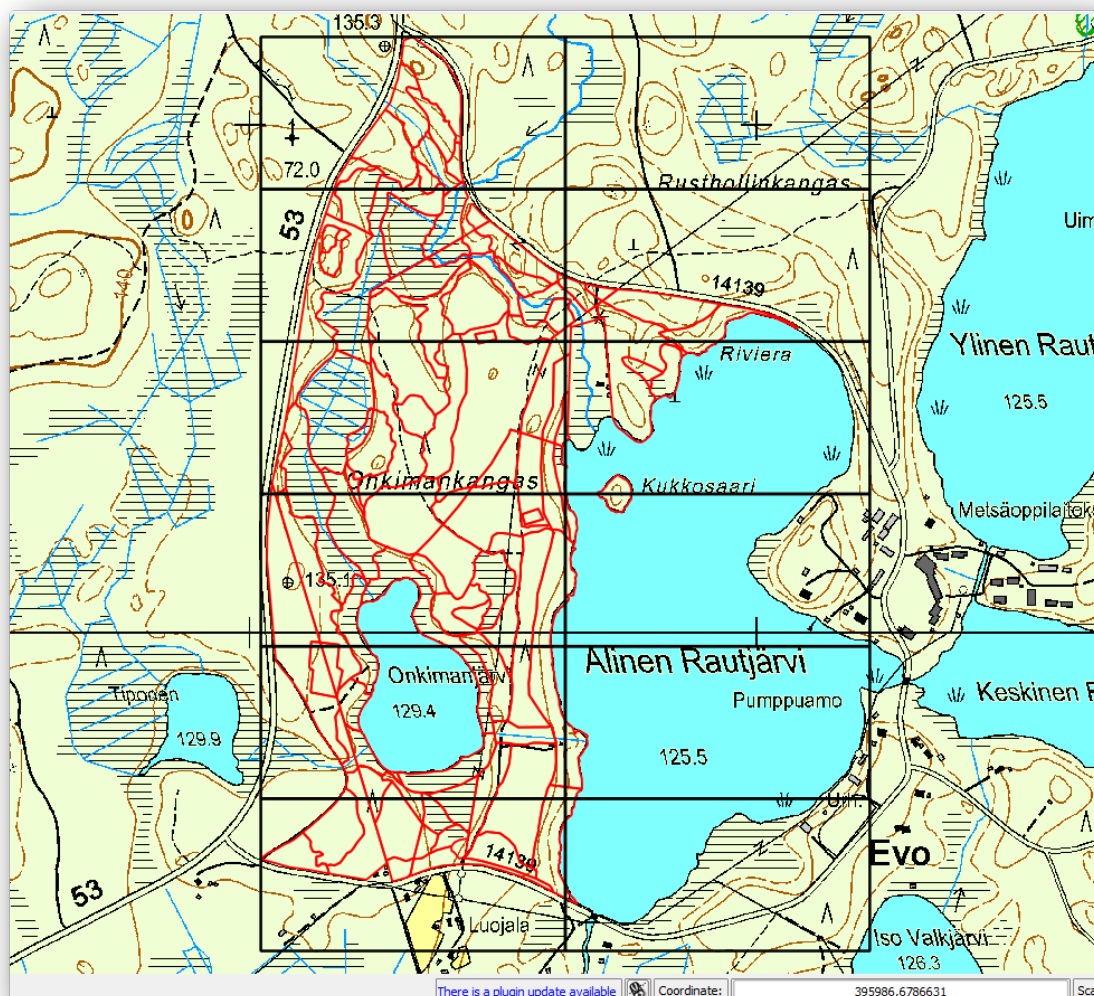
The coverage could be any existing layer, but usually it makes more sense to create one for the specific purpose. Let's create a grid of polygons covering the forest area:

- In the QGIS map view, open *Vector* → *Research Tools* → *Vector grid*.
- Set the tool as shown in this image:



- Save the output as atlas_coverage.shp.
- Style the new atlas_coverage layer so that the polygons have no filling.

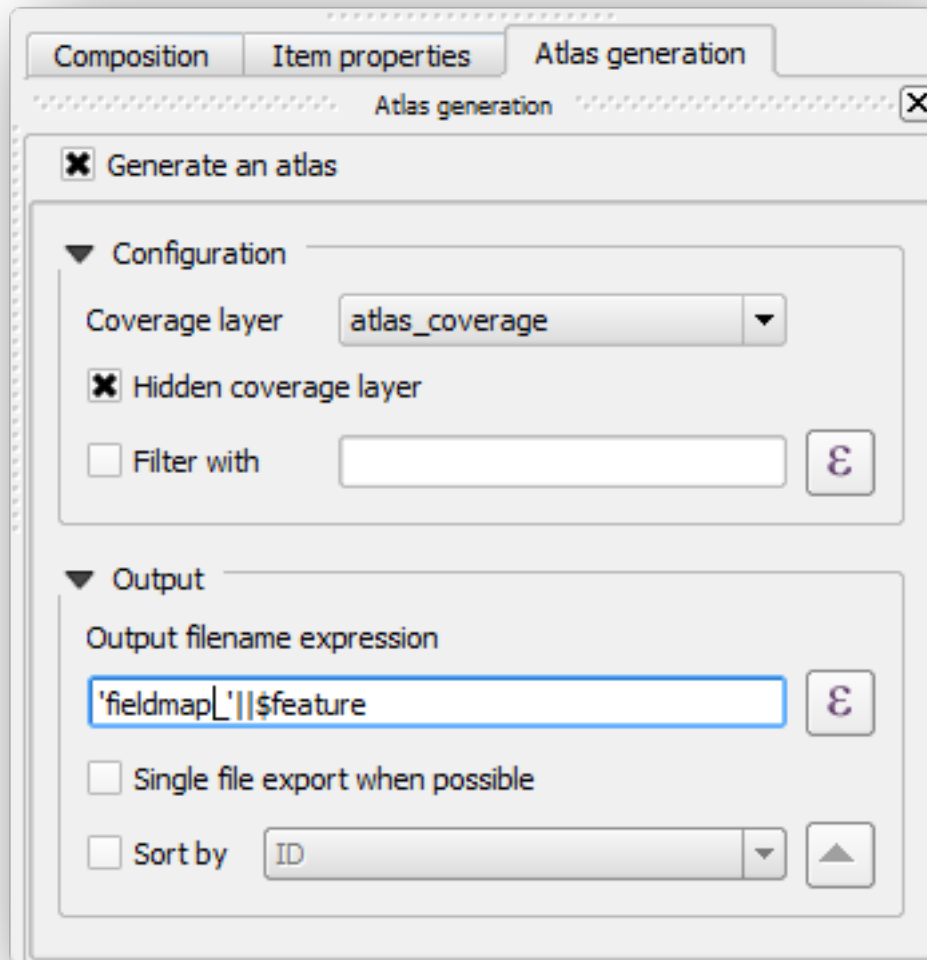
The new polygons are covering the whole forest area and they give you an idea of what each map (created from each polygon) will contain.



15.6.7 Follow Along: Setting Up the Atlas Tool

The last step is to set up the Atlas tool:

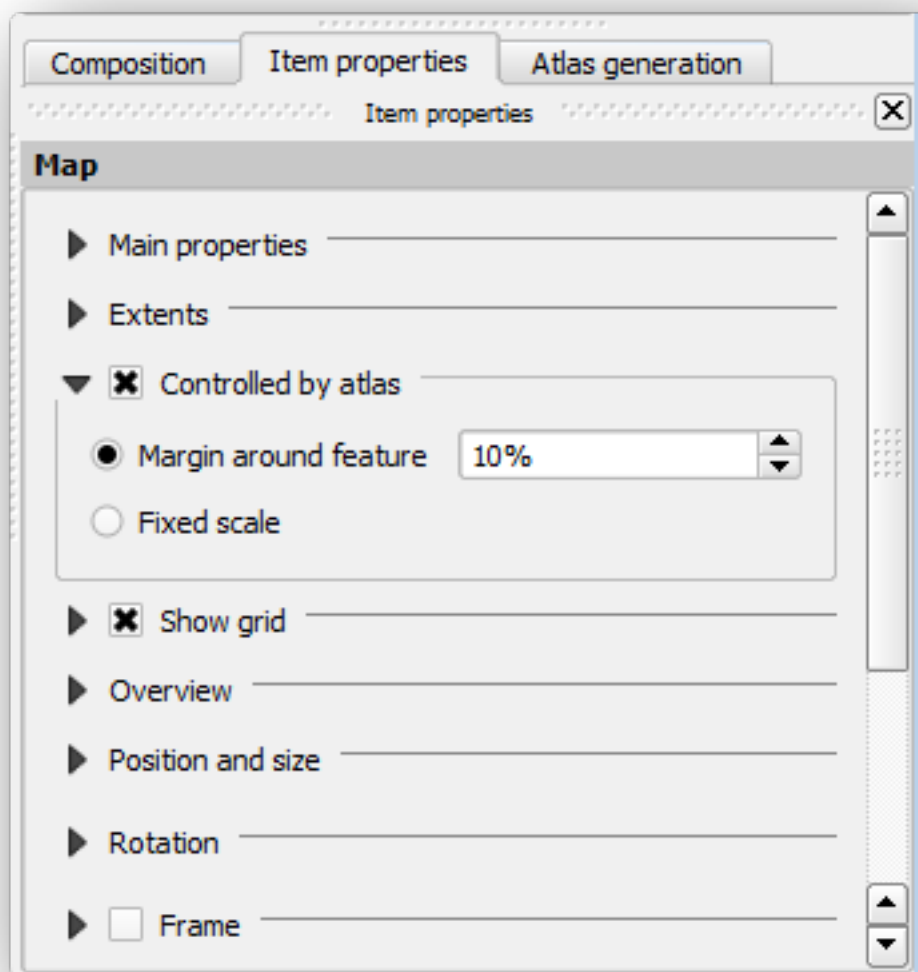
- Go back to the *Print Composer*.
- In the panel on the right, go to the *Atlas generation* tab.
- Set the options as follows:




That tells the Atlas tool to use the features (polygons) inside `atlas_coverage` as the focus for every detail map. It will output one map for every feature in the layer. The *Hidden coverage layer* tells the Atlas to not show the polygons in the output maps.

One more thing needs to be done. You need to tell the Atlas tool what map element is going to be updated for every output map. By now, you probably can guess that the map to be changed for every feature is the one you have prepared to contain detail views of the sample plots, that is the bigger map element in your canvas:

- Select the bigger map element.
- Go to the *Item properties* tab.
- In the list, check *Controlled by atlas*.
- And set the *Marging around feature* to 10%. The view extent will be 10% bigger than the polygons, which means that your detail maps will have a 10% overlap.



Now you can use the preview tool for Atlas maps to review what your maps will look like:

- Activate the Atlas previews using the button  or if your Atlas toolbar is not visible, via *Atlas* → *Preview Atlas*.
- You can use the arrows in the Atlas tool bar or in the *Atlas* menu to move through maps that will be created.

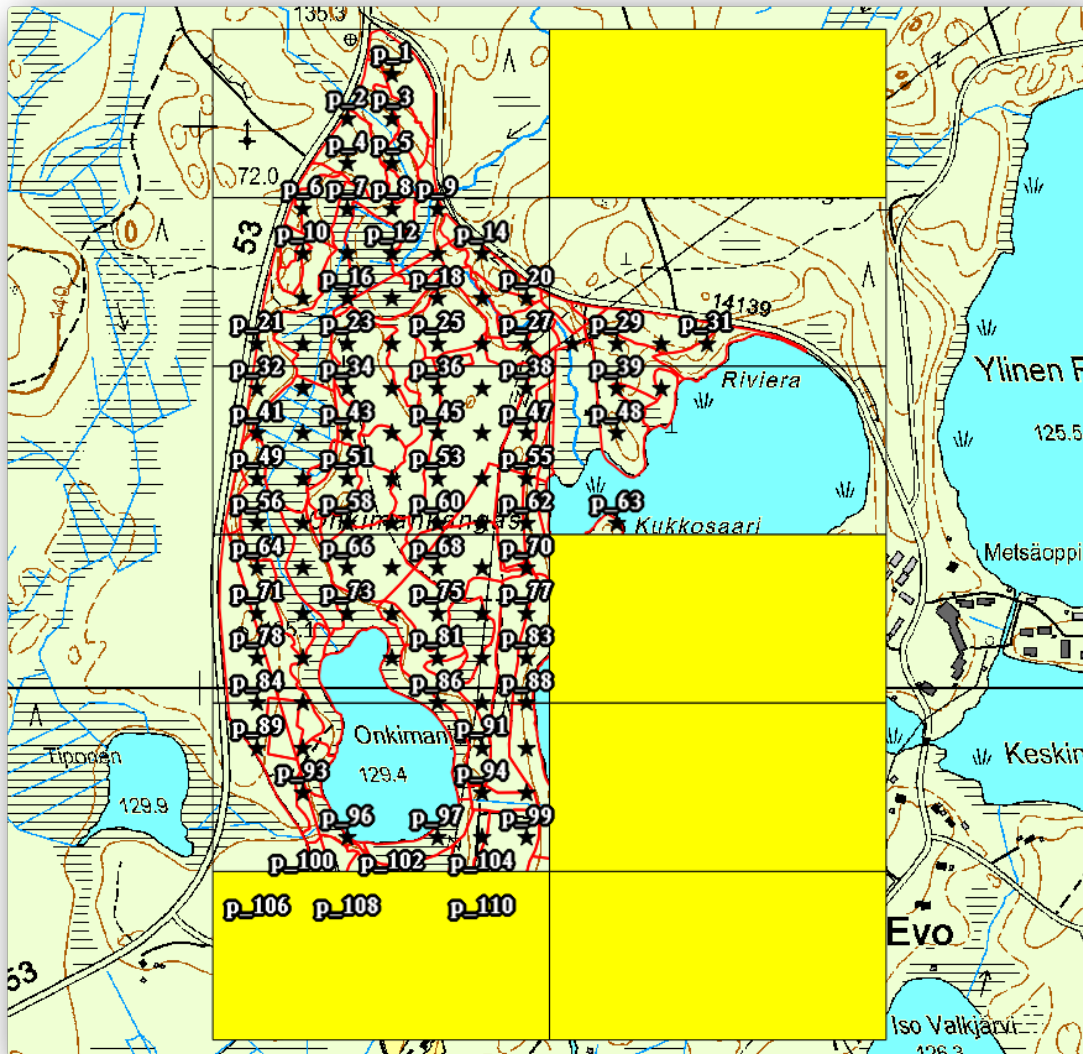
Note that some of them cover areas that are not interesting. Lets do something about it and save some trees by not printing those useless maps.

15.6.8 Follow Along: Editing the Coverage Layer

Besides removing the polygons for those areas that are not interesting, you can also customize the text labels in your map to be generated with content from the *Attribute table* of your coverage layer:


- Go back to the map view.
- Enable editing for the `atlas_coverage` layer.

- Select the polygons that are selected (in yellow) in the image below.
- Remove the selected polygons.
- Disable editing and save the edits.



You can go back to the *Print Composer* and check that the previews of the Atlas use only the polygons you left in the layer.

The coverage layer you are using does not yet have useful information that you could use to customize the content of the labels in your map. The first step is to create them, you can add for example a zone code for the polygon areas and a field with some remarks for the field teams to have into account:

- Open the *Attribute table* for the atlas_coverage layer.
- Enable editing.
- Use the  calculator to create and populate the following two fields.
- Create a field named *Zone* and type *Whole number (integer)*.
- In the *Expression* box write/copy/construct `$rownum`.
- Create another field named *Remarks*, of type *Text (string)* and a width of 255.

- In the *Expression* box write 'No remarks.'. This will set all the default value for all the polygons.

The forest manager will have some information about the area that might be useful when visiting the area. For example, the existence of a bridge, a swamp or the location of a protected species. The `atlas_coverage` layer is probably in edit mode still, add the following text in the `Remarks` field to the corresponding polygons (double click the cell to edit it):

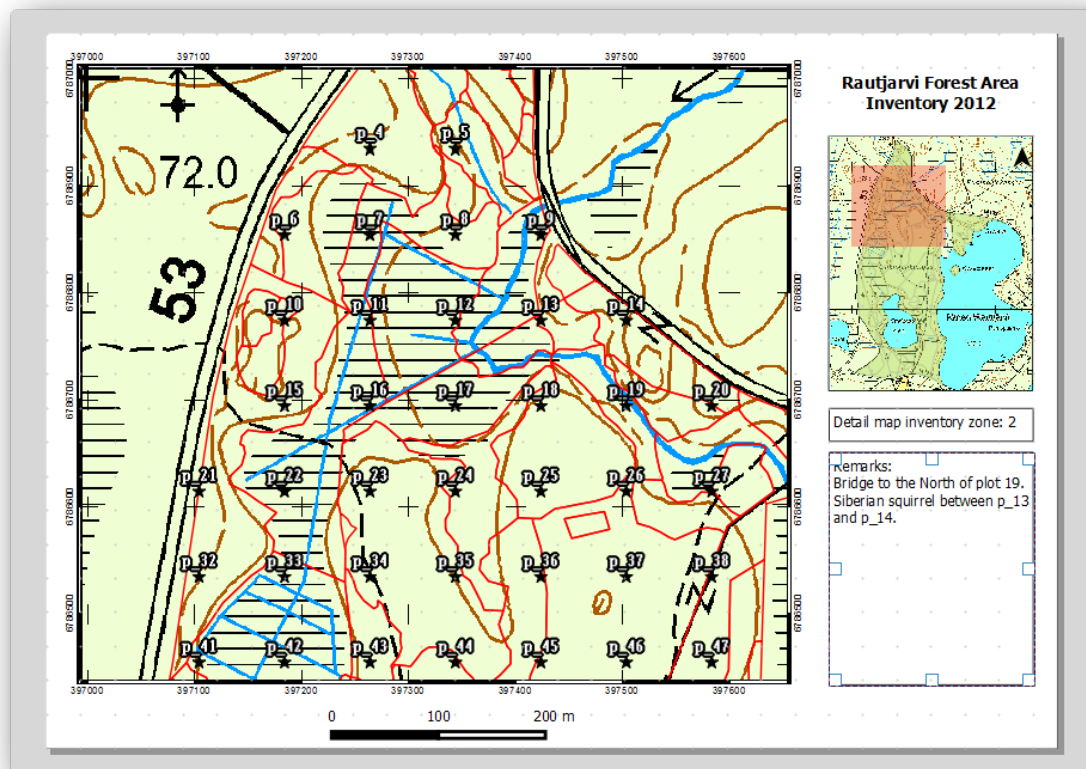
- For the Zone 2: Bridge to the North of plot 19. Siberian squirrel between p_13 and p_14..
- For the Zone 6: Difficult to transit in swamp to the North of the lake..
- For the Zone 7: Siberian squirrel to the South East of p_94..
- Disable editing and save your edits.

Almost ready, now you have to tell the Atlas tool that you want some of the text labels to use the information from the `atlas_coverage` layer's attribute table.

- Go back to the *Print Composer*.
- Select the text label containing Detailed map....
- Set the *Font* size to 12.
- Set the cursor at the end of the text in the label.
- In the *Item properties* tab, inside the *Main properties* click on *Insert an expression*.
- In the *Function list* double click on the field `Zone` under *Field and Values*.
- Click *OK*.
- The text inside the box in the *Item properties* should show Detail map inventory zone: [% "Zone" %]. Note that the [% "Zone" %] will be substituted by the value of the field `Zone` for the corresponding feature from the layer `atlas_coverage`.

Test the contents of the label by looking at the different Atlas preview maps.

Do the same for the labels with the text `Remarks`: using the field with the zone information. You can leave a break line before you enter the expression. You can see the result for the preview of zone 2 in the image below:



Use the Atlas preview to browse through all the maps you will be creating soon and enjoy!

15.6.9 Follow Along: Printing the Maps

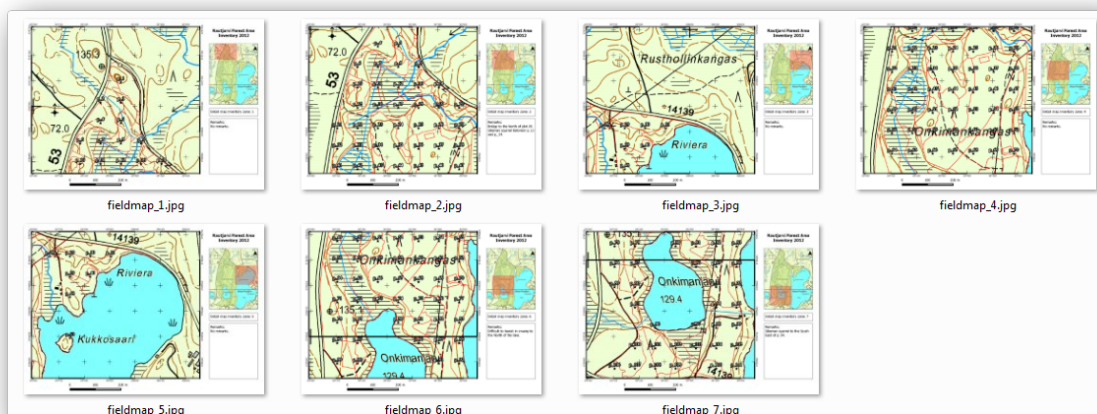
Last but not least, printing or exporting your maps to image files or PDF files. You can use the *Atlas* → *Export Atlas as Images...* or *Atlas* → *Export Atlas as PDF...* Currently the SVG export format is not working properly and will give a poor result.

Lets print the maps as a single PDF that you can send to the field office for printing:

- Go to the *Atlas generation* tab on the right panel.
- Under the *Output* check the *Single file export when possible*. This will put all the maps together into a PDF file, if this option is not checked you will get one file for every map.
- Open *Composer* → *Export as PDF...*
- Save the PDF file as `inventory_2012_maps.pdf` in your `exercise_data\forestry\samplig\map_creation\` folder.

Open the PDF file to check that everything went as expected.

You could just as easily create separate images for every map (remember to uncheck the single file creation), here you can see the thumbnails of the images that would be created:



In the *Print Composer*, save your map as a composer template as `forestry_atlas.qpt` in your `exercise_data\forestry\map_creation\` folder. Use *Composer* → *Save as Template*. You will be able to use this template again and again.

Close the *Print Composer* and save your QGIS project.

15.6.10 In Conclusion

You have managed to create a template map that can be used to automatically generate detail maps to be used in the field to help navigate to the different plots. As you noticed, this was not an easy task but the benefit will come when you need to create similar maps for other regions and you can use the template you just saved.

15.6.11 What's Next?

In the next lesson, you will see how you can use LiDAR data to create a DEM and then use it to your enhance your data and maps visibility.

15.7 Lesson: Calculating the Forest Parameters

Estimating the parameters of the forest is the goal of the forest inventory. Continuing the example from previous lesson, you will use the inventory information gathered in the field to calculate the forest parameters, for the whole forest first, and then for the stands you digitized before.

The goal for this lesson: Calculate forest parameters at general and stand level.

15.7.1 Follow Along: Adding the Inventory Results

The field teams visited the forest and with the help of the information you provided, gathered information about the forest at every sample plot.

Most often the information will be collected into paper forms in the field, then typed to a spreadsheet. The sample plots information has been condensed into a `.csv` file that can be easily open in QGIS.

Continue with the QGIS project from the lesson about designing the inventory, you probably named it `forest_inventory.qgs`.

First, add the sample plots measurements to your QGIS project:

- Go to *Layer* → *Add Delimited Text Layer...*

- Browse to the file `systematic_inventory_results.csv` located in `exercise_data\forestry\results\`.
- Make sure that the *Point coordinates* option is checked.
- Set the fields for the coordinates to the X and Y fields.
- Click *OK*.
- When prompted, select ETRS89 / ETRS-TM35FIN as the CRS.
- Open the new layer's *Attribute table* and have a look at the data.

You can read the type of data that is contained in the sample plots measurements in the text file `legend_2012_inventorydata.txt` located in the `exercise_data\forestry\results\` folder.

The `systematic_inventory_results` layer you just added is actually just a virtual representation of the text information in the `.csv` file. Before you continue, convert the inventory results to a real shapefile:

- Right click on the `systematic_inventory_results` layer.
- Browse to `exercise_data\forestry\results\` folder.
- Name the file `sample_plots_results.shp`.
- Check *Add saved file to map*.
- Remove the `systematic_inventory_results` layer from your project.

15.7.2 Follow Along: Whole Forest Parameters Estimation

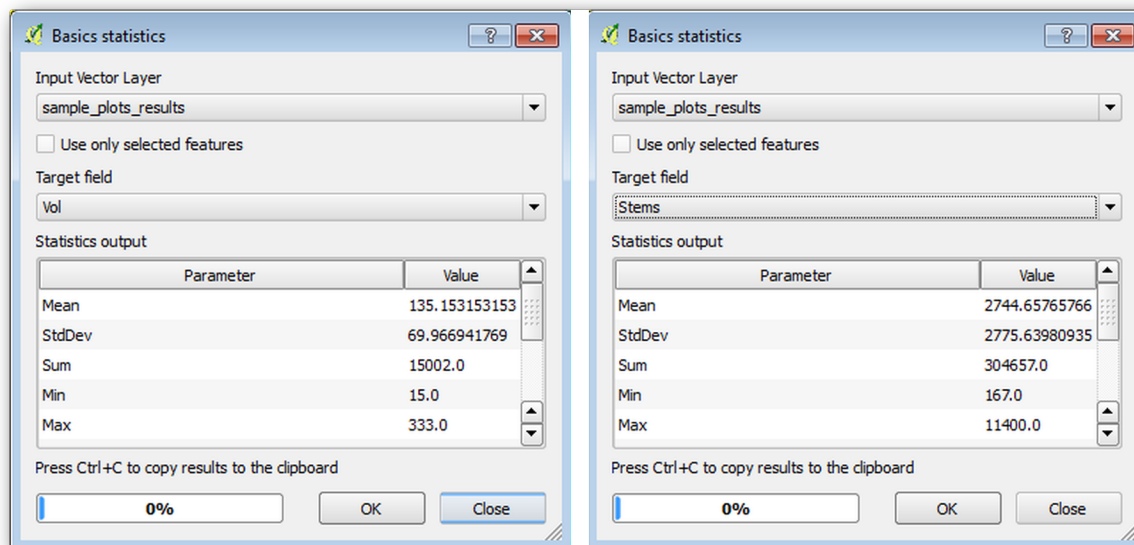
You can calculate the averages for this whole forest area from the inventory results for the some interesting parameters, like the volume and the number of stems per hectare. Since the systematic sample plots represent equal areas, you can directly calculate the averages of the volumes and number of stems per hectare from the `sample_plots_results` layer.

You can calculate the average of a field in a vector layer using the *Basic statistics* tool:

- Open *Vector* → *Analysis Tools* → *Basic statistics*.
- Select the `sample_plots_results` as the *Input Vector Layer*.
- Select `Vol` as *Target field*.
- Click *OK*.

The average volume in the forest is 135.2 m³/ha.

You can calculate the average for the number of stems in the same way, 2745 stems/ha.



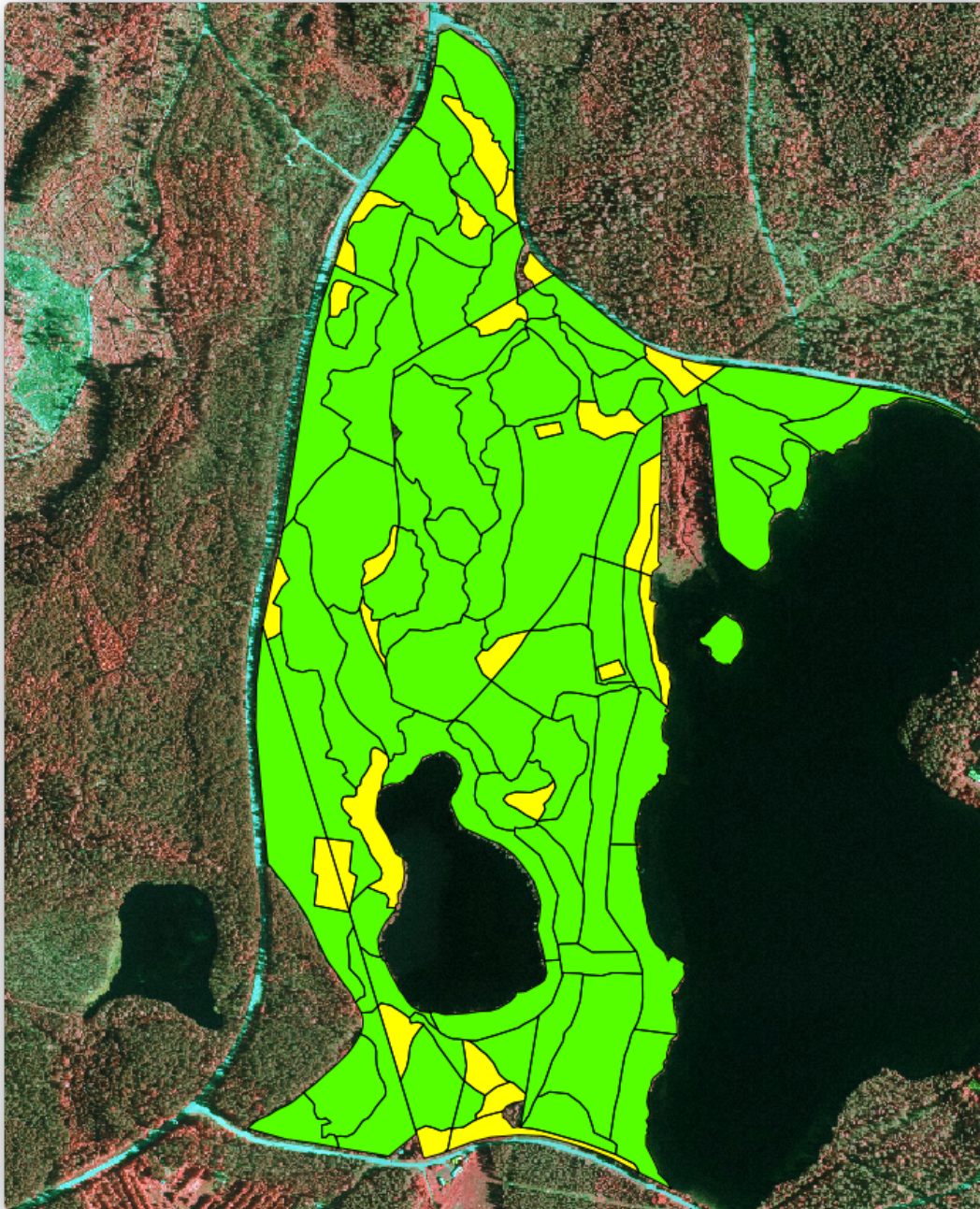
15.7.3 Follow Along: Estimating Stand Parameters

You can make use of those same systematic sample plots to calculate estimates for the different forest stands you digitized previously. Some of the forest stands did not get any sample plot and for those you will not get information. You could have planned some extra sample plots when you planned the systematic inventory, so that the field teams would have measured a few extra sample plots for this purpose. Or you could send a field team later to get estimates of the missing forest stands to complete the stand inventory. Nevertheless, you will get information for a good number of stands just using the planned plots.

What you need is to get the averages of the sample plots that are falling within each of the forest stands. When you want to combine information based on their relative locations, you perform a spatial join:

- Open the *Vector* → *Data Management* → *Join attributes by location* tool.
- Set *forest_stands_2012* as the *Target vector layer*. The layer you want the results for.
- Set *sample_plots_results* as the *Join vector layer*. The layer you want to calculate estimates from.
- Check *Take summary of intersecting features*.
- Check to calculate only the *Mean*.
- Name the result as *forest_stands_2012_results.shp* and save it in the *exercise_data\forestry\results* folder.
- Finally select *Keep all records...*, so you can check later what stands did not get information.
- Click *OK*.
- Accept adding the new layer to your project when prompted.
- Close the *Join attributes by location* tool.

Open the *Attribute table* for *forest_stands_2012_results* and review the results you got. Note that a number of forest stands have NULL as the value for the calculations, those are the ones having no sample plots. Select them all review them in the map, they are some of the smaller stands:



Lets calculate now the same averages for the whole forest as you did before, only this time you will use the averages you got for the stands as the bases for the calculation. Remember that in the previous situation, each sample plot represented a theoretical stand of 80×80 m. Now you have to consider the area of each of the stands individually instead. That way, again, the average values of the parameters that are in, for example, m^3/ha for the volumes are converted to total volumes for the stands.

You need to first calculate the areas for the stands and then calculate total volumes and stem numbers for each of them:

- In the *Attribute table* enable editing.
- Open the *Field calculator*.
- Create a new field called `area`.

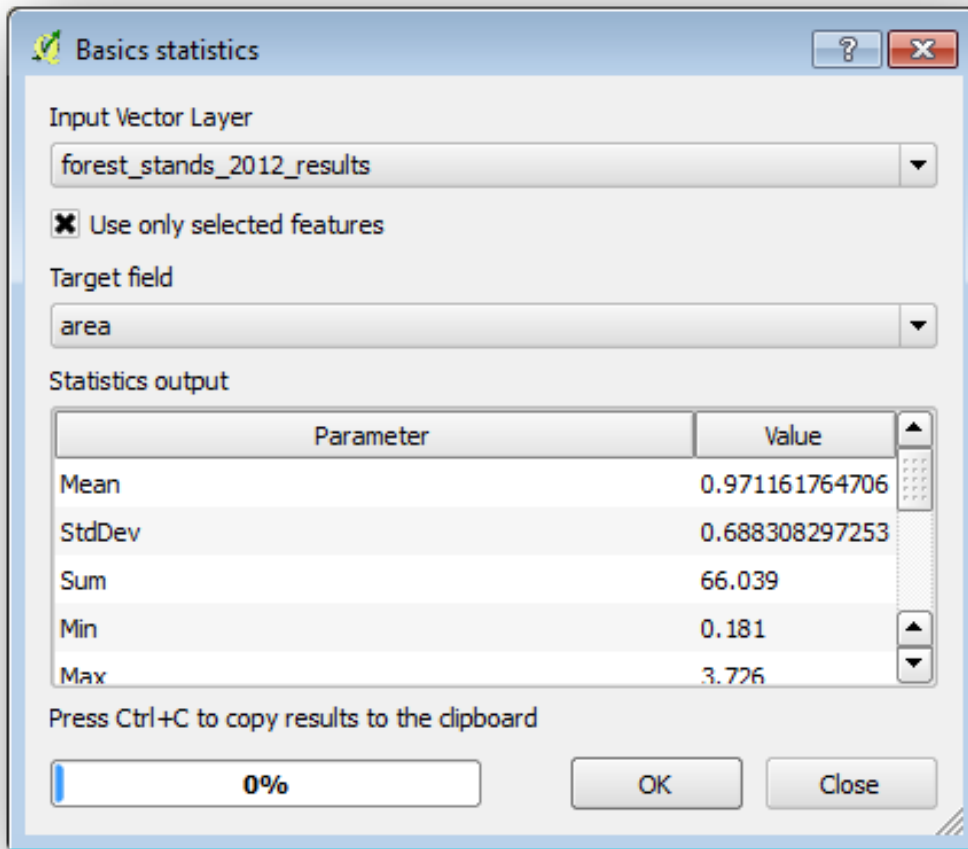
- Leave the *Output field type* to `Decimal number (real)`.
- Set the *Precision* to 2.
- In the *Expression* box, write `$area / 10000`. This will calculate the area of the forest stands in ha.
- Click *OK*.

Now calculate a field with the total volumes and number of stems estimated for every stand:

- Name the fields `s_vol` and `s_stem`.
- The fields can be integer numbers or you can use real numbers also.
- Use the expressions `"area" * "MEANVol"` and `"area" * "MEANStems"` for total volumes and total stems respectively.
- Save the edits when you are finished.
- Disable editing.

In the previous situation, the areas represented by every sample plot were the same, so it was enough to calculate the average of the sample plots. Now to calculate the estimates, you need to divide the sum of the stands volumes or number of stems by the sum of the areas of the stands containing information.

- In the *Attribute table* for the `forest_stands_2012_results` layer, select all the stands containing information.
- Open *Vector* → *Analysis Tools* → *Basic statistics*.
- Select the `forest_stands_2012_results` as the *Input Vector Layer*.
- Select `area` as *Target field*.
- Check the *Use only selected features*
- Click *OK*.



As you can see, the total sum of the stands' areas is 66.04 ha. Note that the area of the missing forest stands is only about 7 ha.

In the same way, you can calculate that the total volume for these stands is 8908 m³/ha and the total number of stems is 179594 stems.

Using the information from the forest stands, instead of directly using that from the sample plots, gives the following average estimates:

- 184.9 m³/ha and
- 2719 stems/ha.

Save your QGIS project, `forest_inventory.qgs`.

15.7.4 In Conclusion

You managed to calculate forest estimates for the whole forest using the information from your systematic sample plots, first without considering the forest characteristics and also using the interpretation of the aerial image into forest stands. And you also got some valuable information about the particular stands, which could be used to plan the management of the forest in the coming years.

15.7.5 What's Next?

In the following lesson, you will first create a hillshade background from a LiDAR dataset which you will use to prepare a map presentation with the forest results you just calculated.

15.8 Lesson: DEM da dati LiDAR

Puoi migliorare l'aspetto delle tue mappe utilizzando diverse immagini di sfondo. Puoi utilizzare la mappa di base o l'immagine aerea che hai utilizzato prima, ma in alcune situazioni sarà meglio un raster di ombreggiatura del terreno.

Puoi usare LAStools per ricavare un DEM da un insieme di dati LiDAR e quindi creare un raster di ombreggiatura da utilizzare nella tua mappa.

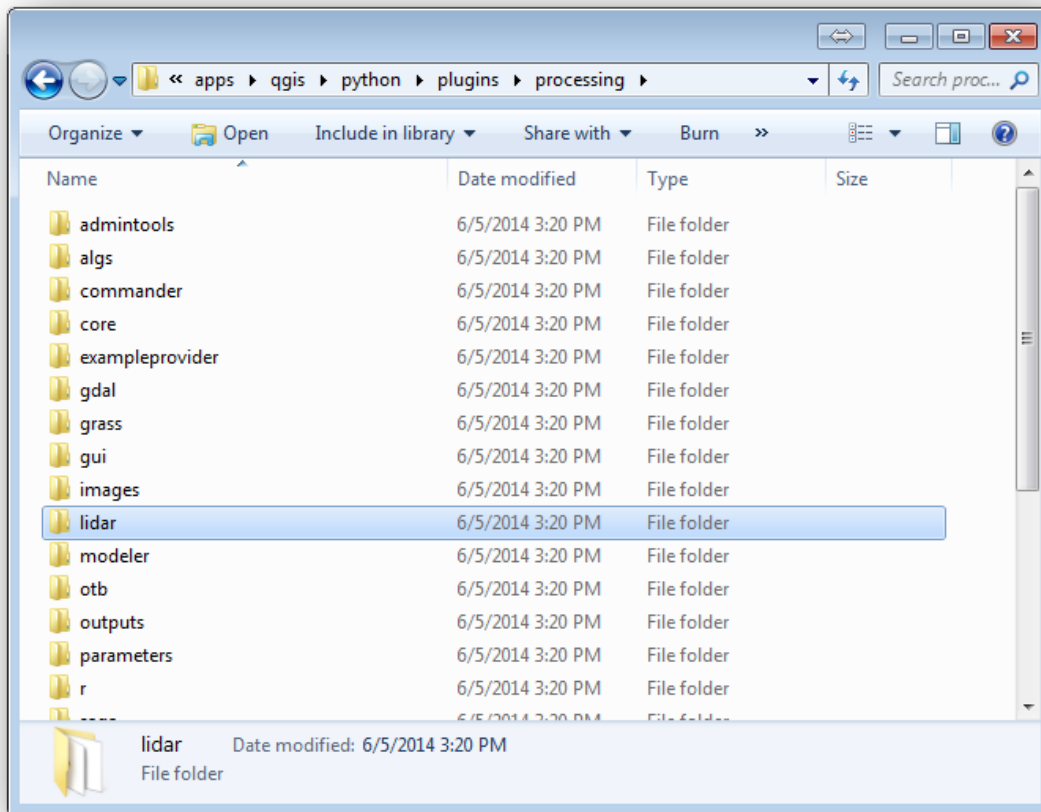
L'obiettivo di questa lezione: Installa LAStools e costruisci un DEM da dati LiDAR e un raster di ombreggiatura.

15.8.1 Follow Along: Installare Lastools

Managing LiDAR data within QGIS is possible using the Processing framework and the algorithms provided by LAStools.

Puoi ottenere un modello digitale di elevazione (DEM) da una nuvola di punti LiDAR e quindi creare un raster di ombreggiatura che è visivamente più intuitivo per le presentazioni. Innanzitutto dovrai impostare lo strumento *Processing* per funzionare correttamente con LAStools:

- Se è aperto, chiudi QGIS.
- Un vecchio lidar plugin potrebbe essere installato di default nel tuo sistema nella cartella `C:/Program Files/QGIS Valmiera/apps/qgis/python/plugins/processing/`.
- Se disponi di una cartella denominata `lidar`, eliminala. Questo è valido per alcune installazioni di QGIS 2.2 e 2.4.



- Go to the `exercise_data\forestry\lidar\` folder, there you can find the file `QGIS_2_2_toolbox.zip`. Open it and extract the `lidar` folder to replace the one you just deleted.
- If you are using a different QGIS version, you can see more installation instructions in [this tutorial](#).

Now you need to install the LAStools to your computer. Get the newest `lastools` version [here](#) and extract the content of the `lastools.zip` file into a folder in your system, for example, `c:\lastools\`. The path to the `lastools` folder cannot have spaces or special characters.

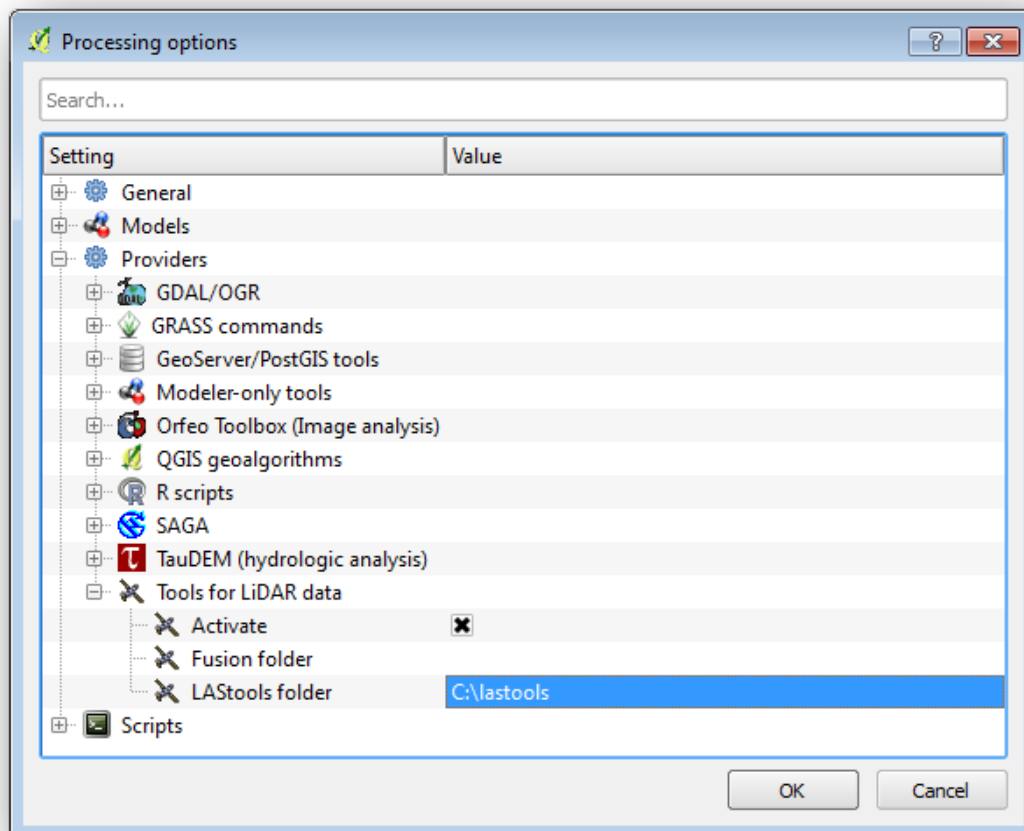
Nota: Leggi il file `LICENSE.txt` dentro la cartella `lastools`. Alcuni dei LAStools sono open source e altri sono closed source e richiedono di licenza per l'uso commerciale e governativo. Ai fini educativi o di valutazione puoi usare e provare LAStools quanto è necessario.

Il plugin e gli algoritmi sono ora installati nel tuo computer e quasi pronto per l'uso, è sufficiente impostare lo strumento Processing per iniziare a utilizzarli:

- Apri un nuovo progetto in QGIS
- Imposta SR del progetto come `ETRS89 / ETRS-TM35FIN`.
- Salva il progetto come `forest_lidar.qgs`.

Per configurare LAStools in QGIS

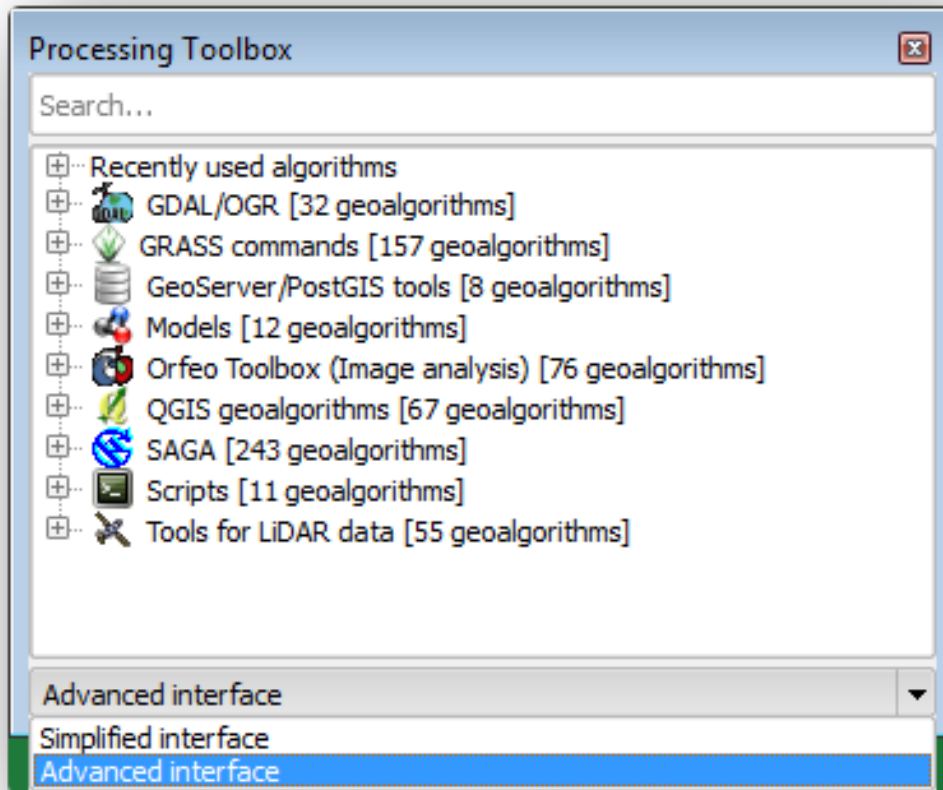
- Vai a *Processing* → *Opzioni...*
- Nella finestra *Opzioni di Processing* vai a *Programmi* e poi a *:guilabel:'Strumenti per i dati LiDAR'*.
- Spunta *Attiva*.
- Per *cartella LAStools* scegli `c:\lastools\` (o la cartella dove hai estratto LAStools).



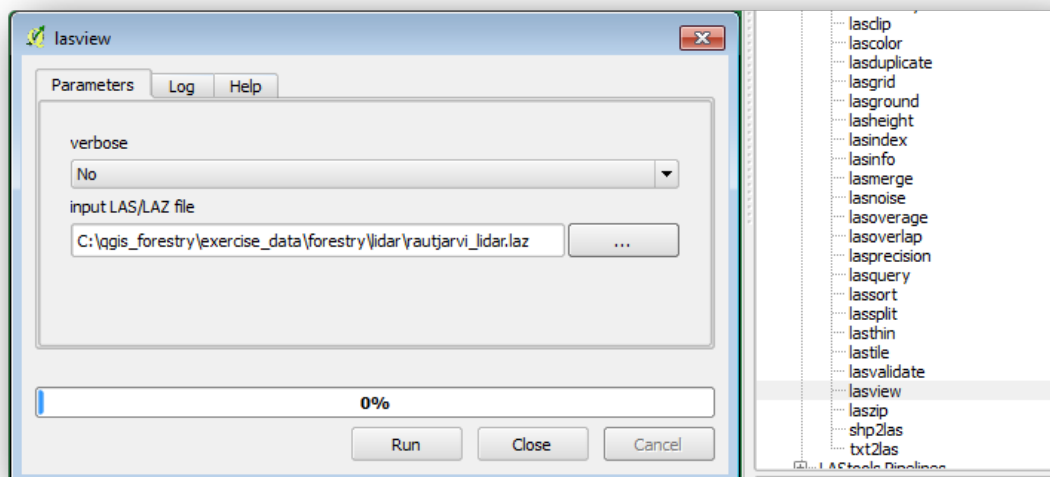
15.8.2 Follow Along: Costruire un DEM con LAStools

Hai già utilizzato lo strumento *Processing* in: doc:‘ ../ vector_analysis / spatial_statistics’ per eseguire algoritmi SAGA. Ora lo userai per eseguire programmi LAStools:

- Apri *Processing* → *Strumenti*.
- Nel menu a tendina in basso seleziona: *Advanced interface*.
- Dovresti vedere la categoria :guilabel::*Strumenti per dati LiDAR*

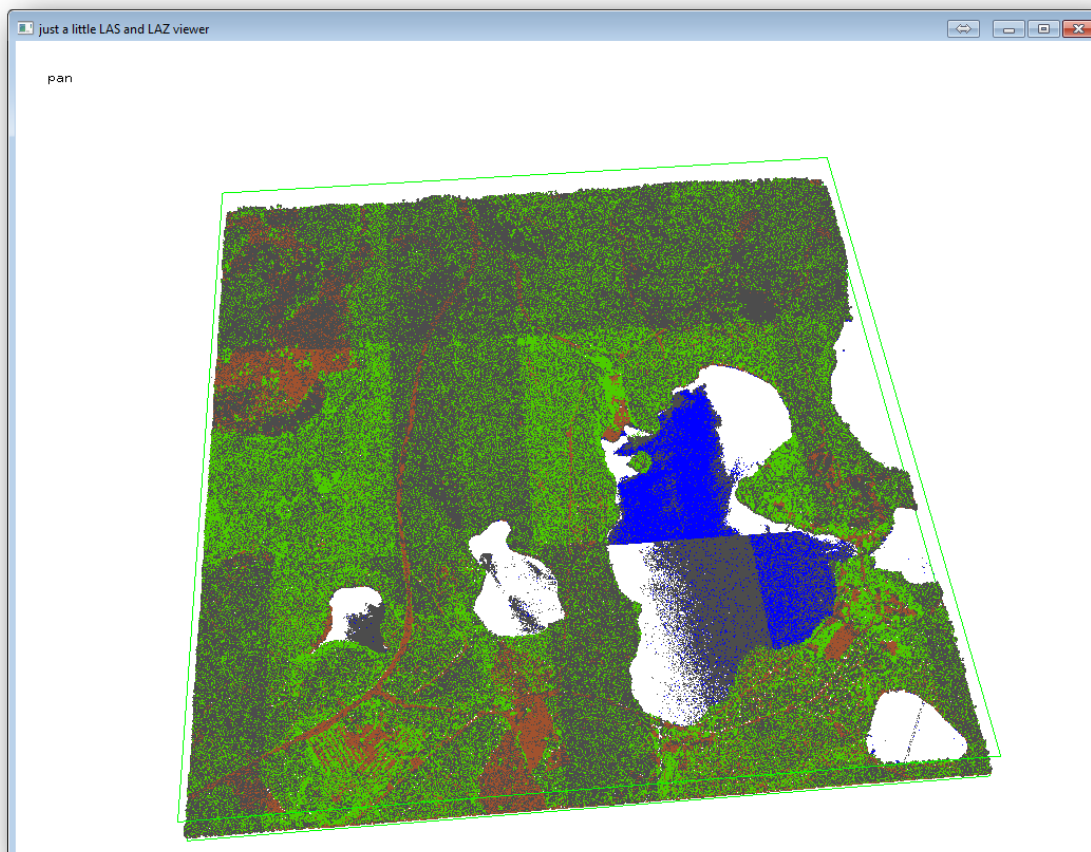


- Espandi per vedere gli strumenti a disposizione, e espandi anche la sottocategoria *LAStools* (il numero di algoritmi possono variare).
- Scorri fino a trovare l'algoritmo *lasview*, fai doppio clic su di esso per aprirlo.
- At *Input LAS/LAZ file*, browse to `exercise_data\forestry\lidar\` and select the `rautjarvi_lidar.laz` file.



- Click *Run*.

Ora puoi vedere i dati LiDAR nella finestra di dialogo *just a little LAS and LAZ viewer*.



Ci sono molte cose che puoi fare con questo visualizzatore, ma per ora puoi fare clic su di esso per muovere la nuvola di punti LiDAR.

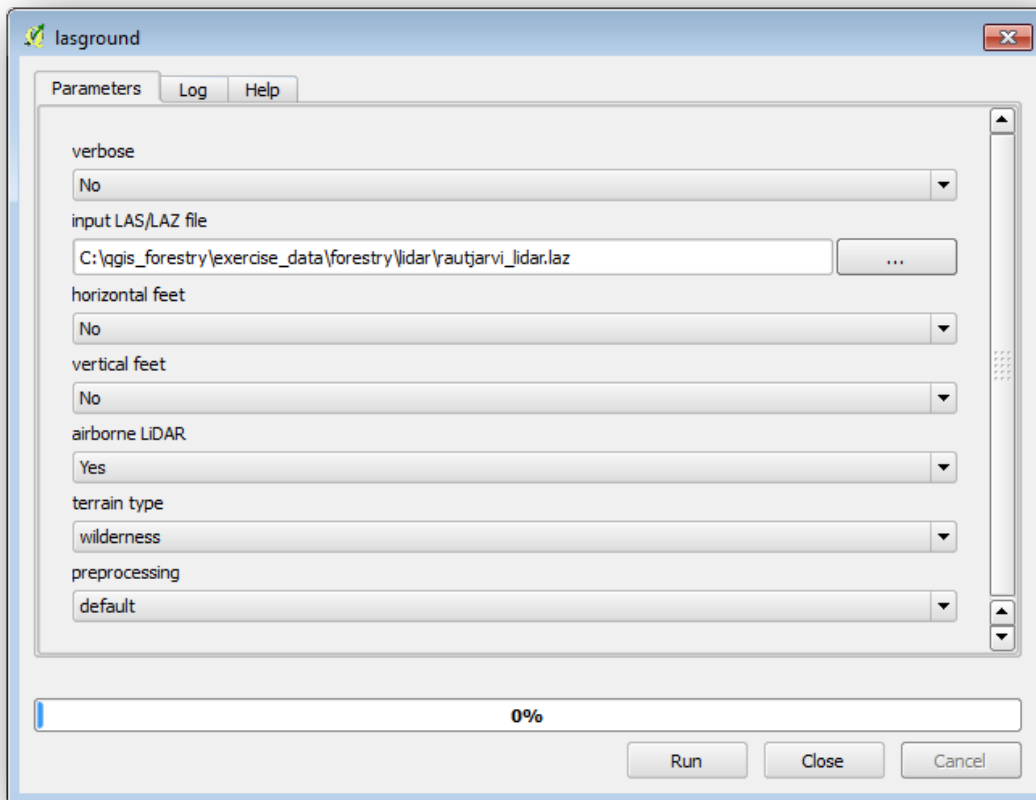
Nota: If you want to know further details on how the LAStools work, you can read the README text files

about each of the tools, in the `C:\lastools\bin\` folder. Tutorials and other materials are available at the [Rapidlasso webpage](#).

- Chiudi il visualizzatore quando hai finito.

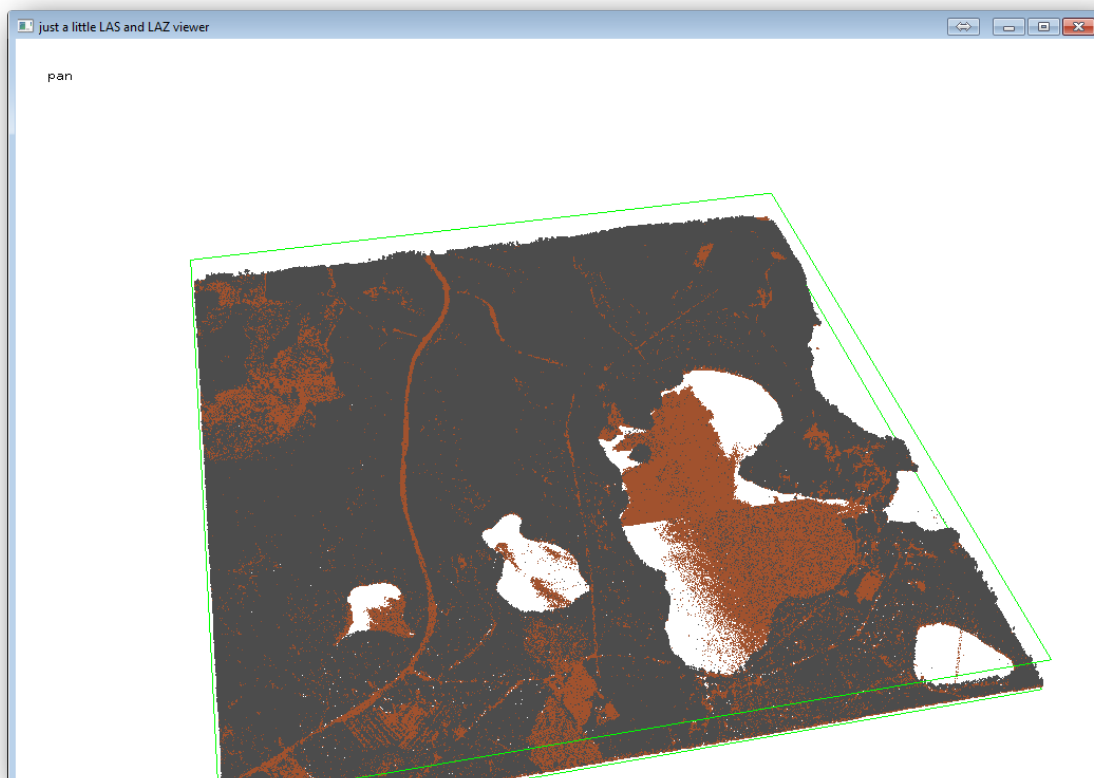
Puoi creare un DEM con LAsTools in due fasi: la prima classifica la nuvola di punti in `ground` e `no ground` e la seconda calcola il DEM utilizzando solo i punti `ground`.

- Torna a *Strumenti di Processing*.
- Segna su *Cerca...* `lasground`.
- Fai doppio click per aprire la finestra *lasground* tool e compilala come nell'immagine:



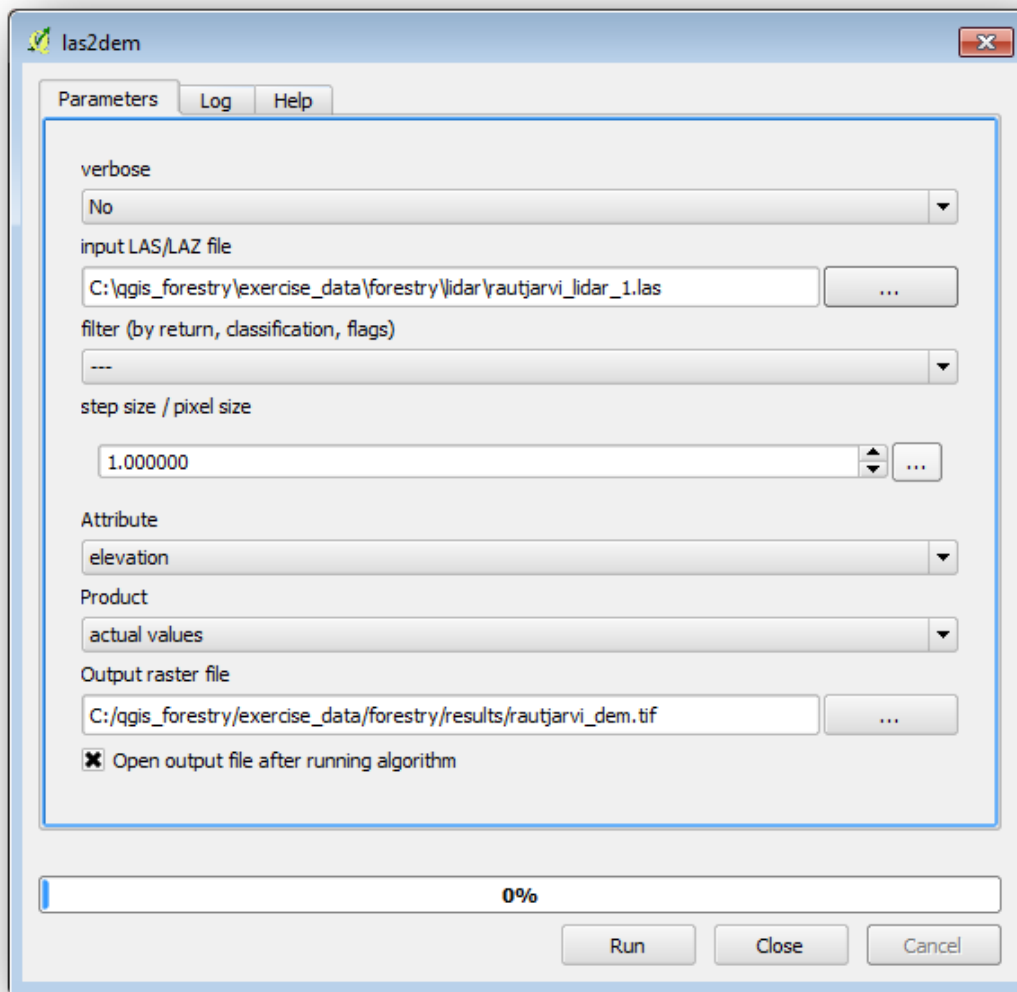
- The output file is saved to the same folder where the `rautjarvi_lidar.laz` is located and it is named `rautjarvi_lidar_1.las`.

Puoi aprirlo con *lasview* per il controllo.



The brown points are the points classified as ground and the gray ones are the rest, you can click the letter `g` to visualize only the ground points or the letter `u` to see only the unclassified points. Click the letter `a` to see all the points again. Check the `lasview_README.txt` file for more commands. If you are interested, also this [tutorial](#) about editing LiDAR points manually will show you different operations within the viewer.

- Chiudi il visualizzatore.
- In *Strumenti di Processing*, cerca per `las2dem`.
- Apri la finestra `las2dem` tool e compilala come nell'immagine:



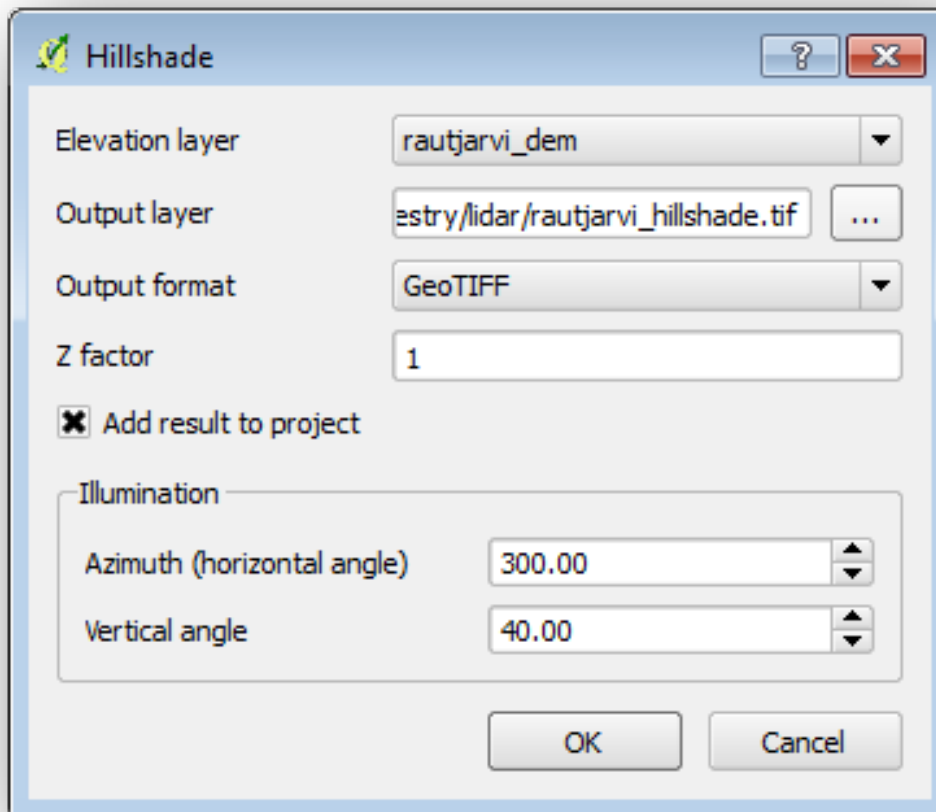
Il DEM che ne risulta è aggiunto alla mappa con il nome generico `Output raster file`.

Nota: I moduli *lasground* e *las2dem* tools richiedono la licenza. Puoi utilizzare lo strumento come indicato nel file di licenza e comunque puoi apprezzarne i risultati

15.8.3 Follow Along: Creare un'ombreggiatura del suolo

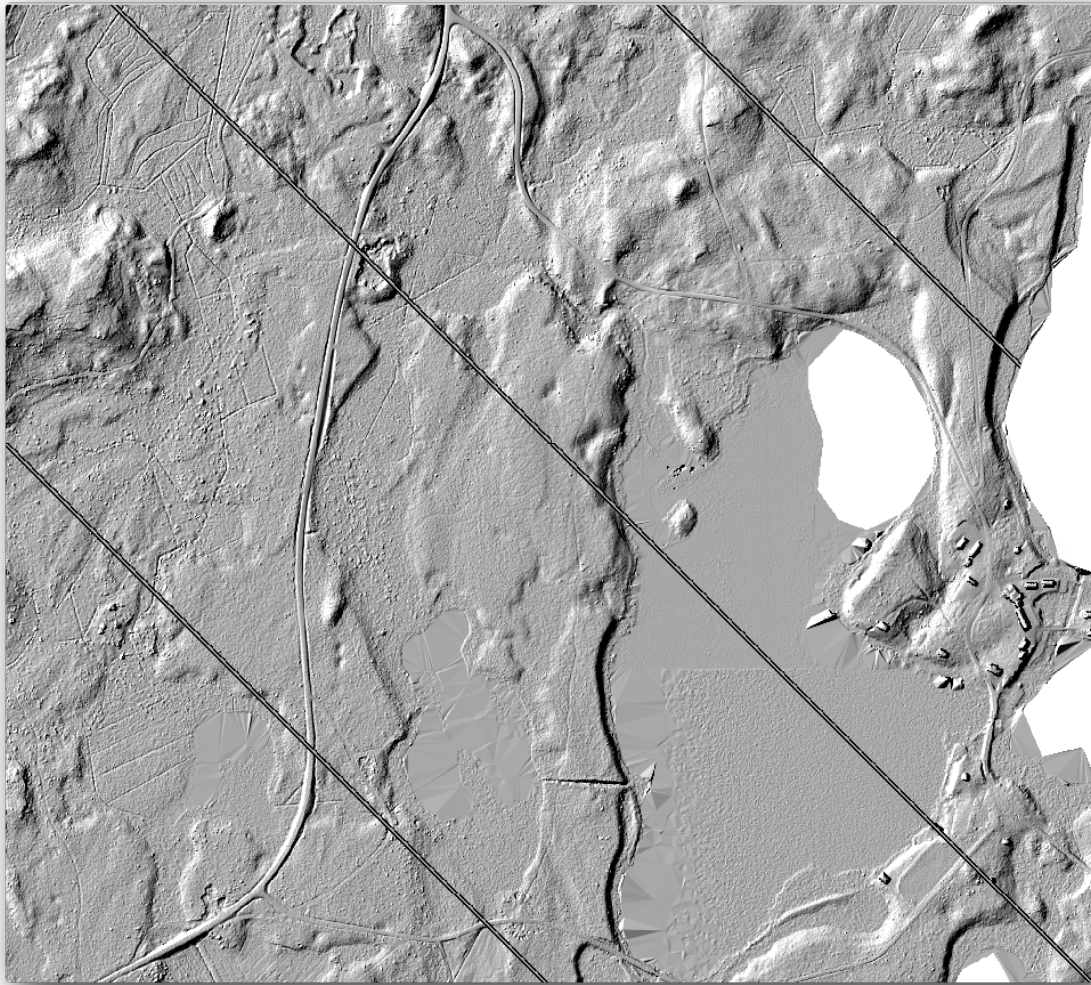
For visualization purposes, a hillshade generated from a DEM gives a better visualization of the terrain:

- Apri *Raster* → *Analisi* → *DEM (Analisi morfologica)*.
- As the *Output layer*, browse to `exercise_data\forestry\lidar\` and name the file `hillshade.tif`.
- Lascia gli altri parametri con le impostazioni predefinite.



- Scegli ETRS89 / ETRS-TM35FIN come SR quando richiesto.

Nonostante le linee diagonali che rimangono nel risultato di ombreggiamento del raster, puoi vedere un rilievo preciso della zona. Puoi anche vedere i diversi canali di scolo dei terreni che sono stati scavati nelle foreste.



15.8.4 In Conclusion

Using LiDAR data to get a DEM, specially in forested areas, gives good results with not much effort. You could also use ready LiDAR derived DEMs or other sources like the [SRTM 9m resolution DEMs](#). Either way, you can use them to create a hillshade raster to use in your map presentations.

15.8.5 What's Next?

Nella prossima e ultima lezione di questo modulo userai l'ombreggiamento raster e i risultati dell'inventario forestale per creare una mappa di presentazione dei risultati.

15.9 Lesson: Map Presentation

In the previous lessons you have imported an old forest inventor as a GIS project, updated it to the current situation, designed a forest inventory, created maps for the field work and calculated forest parameters from the field measurements.

It is often important to create maps with the results of a GIS project. A map presenting the results of the forest inventory will make it easier for anyone to have a good idea of what the results are in a quick glance, without looking at the specific numbers.

The goal for this lesson: Create a map to present the inventory results using a hillshade raster as background.

15.9.1 Follow Along: Preparing the Map Data

Open the QGIS project from the parameters calculations lesson, `forest_inventory.qgs`. Keep at least the following layers:

- `forest_stands_2012_results`.
- `basic_map`.
- `rautjarvi_aerial`.
- `lakes` (if you don't have it, add it from the `exercise_data\forestry\` folder).

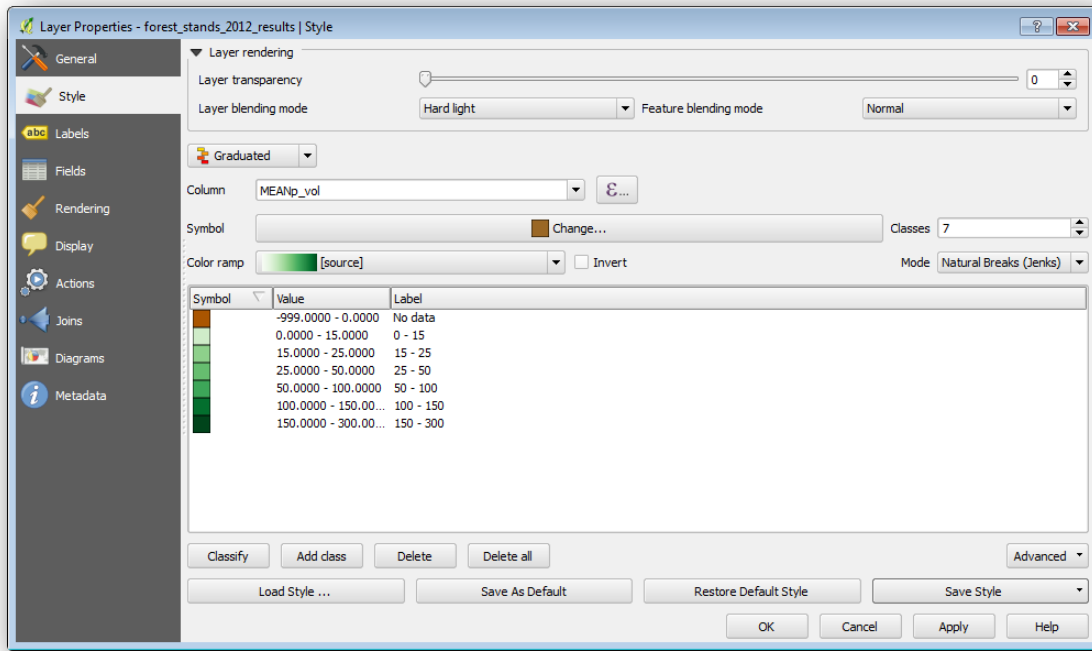
You are going to present the average volumes of your forest stands in a map. If you open the *Attribute table* for the `forest_stands_2012_results` layer, you can see the NULL values for the stands without information. To be able to get also those stands into your styling you should change the NULL values to, for example, `-999`, knowing that those negative numbers mean there is no data for those polygons.

For the `forest_stands_2012_results` layer:

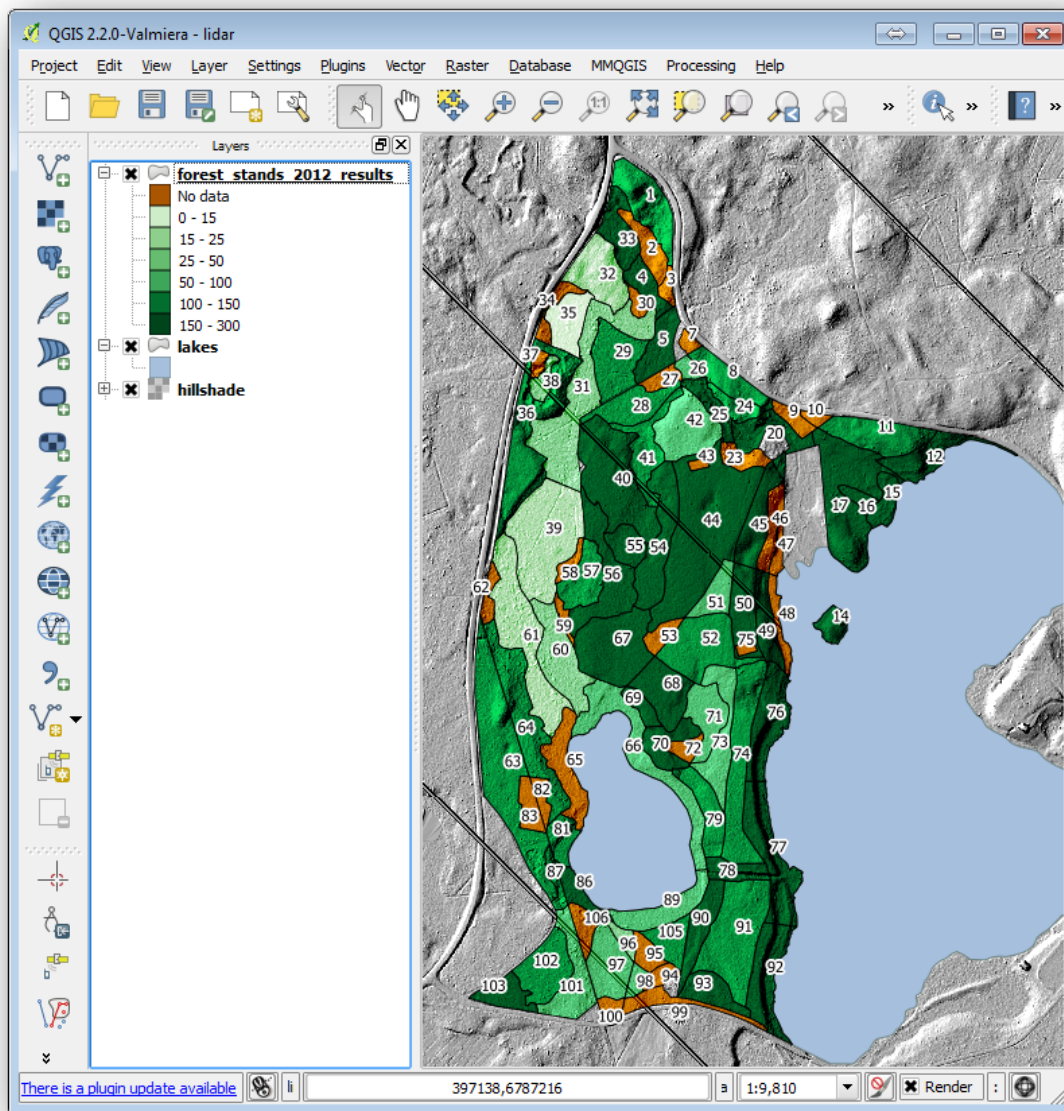
- Open the *Attribute table* and enable editing.
- Select the polygons with NULL values.
- Use the calculator to update the values of the `MEANVol` field to `-999` only for the selected features.
- Disable editing and save the changes.

Now you can use a saved style for this layer:

- Go to the *Style* tab.
- Click on *Load Style*.
- Select the `forest_stands_2012_results.qml` from the `exercise_data\forestry\results\` folder.
- Click *OK*.

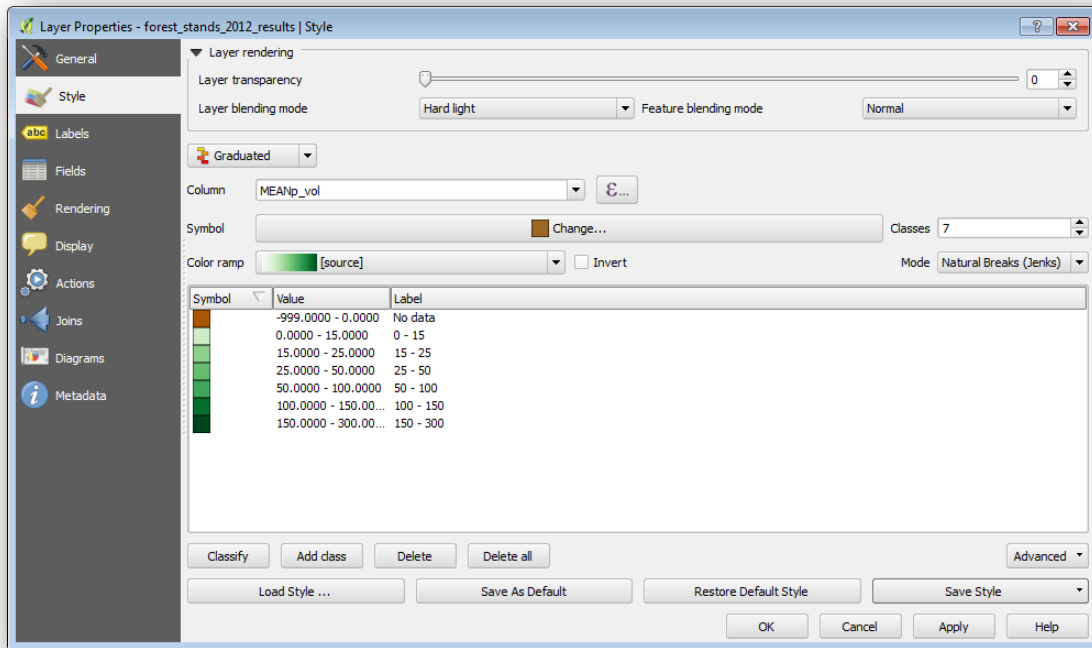


Your map will look something like this:



15.9.2 Try Yourself Try Different Blending Modes

The style you loaded:

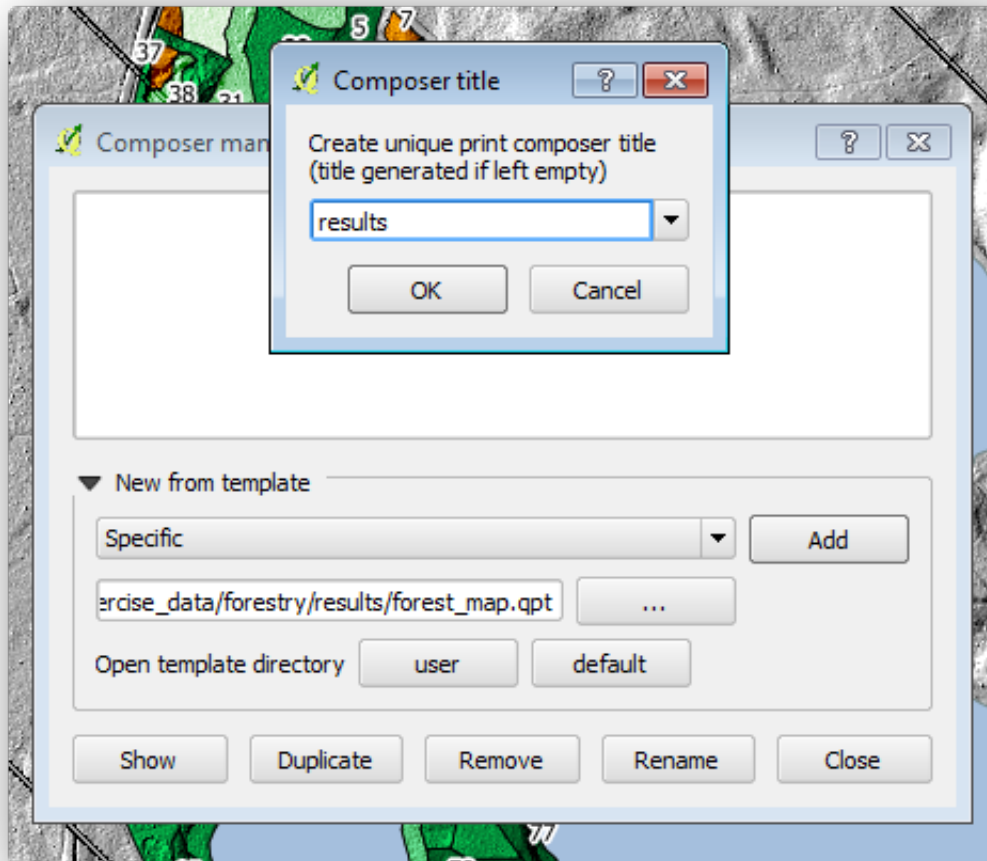


is using the `Hard light` mode for the *Layer blending mode*. Note that the different modes apply different filters combining the underlying and overlying layers, in this case the hillshade raster and your forest stands are used. You can read about these modes in the [User Guide](#).

Try with different modes and see the differences in your map. Then choose the one you like better for your final map.

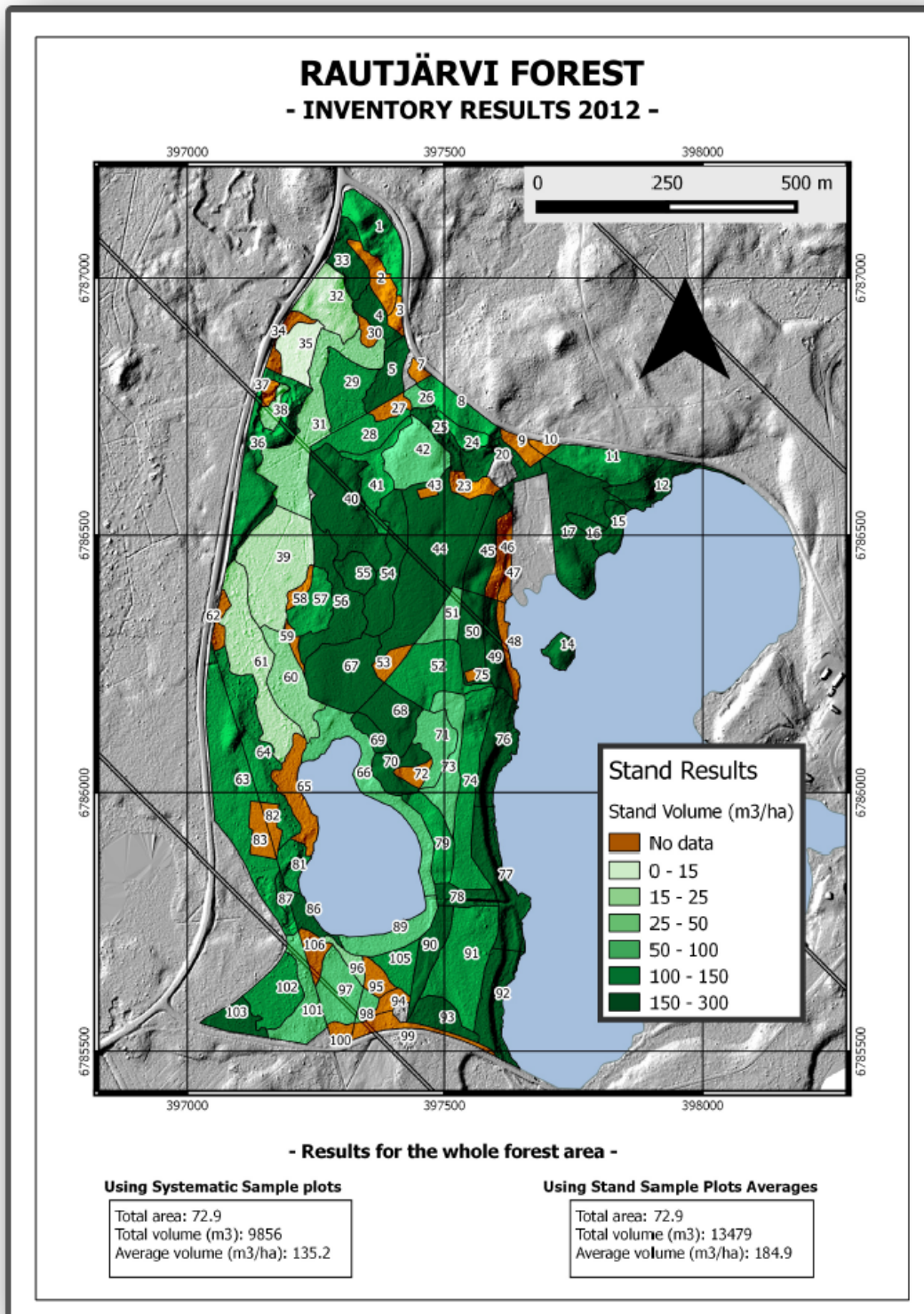
15.9.3 Try Yourself Using a Composer Template to Create the Map result

Use a template prepared in advanced to present the results. The template `forest_map.qpt` is located in the `exercise_data\forestry\results\` folder. Load it using the *Project → Composer Manager...* dialog.



Open the map composer and edit the final map to get a result you are happy with.

The map template you are using will give a map similar to this one:



Save your QGIS project for future references.

15.9.4 In Conclusion

Through this module you have seen how a basic forest inventory can be planned and presented with QGIS. Many more forest analysis are possible with the variety of tools that you can access, but hopefully this manual has given you a good starting point to explore how you could achieve the specific results you need.

Module: Nozioni sui database con PostgreSQL

I database relazionali sono una parte importante di qualsiasi sistema GIS. In questo modulo, imparerai i concetti relativi al sistema di gestione dei database relazionali (RDBMS) e userai PostgreSQL per creare un nuovo database per memorizzare i dati come per conoscere altre funzioni tipiche di RDBMS.

16.1 Lesson: Introduzione ai database

Prima di usare PostgreSQL, assicurati di conoscere la teoria generale dei database. Non avrai bisogno di inserire codice; è solo a scopo illustrativo.

L'obiettivo di questa lezione: Comprendere i concetti fondamentali dei database.

16.1.1 Cos'è un database?

Un database consiste in una raccolta organizzata di dati per uno o più usi. - *Wikipedia*

Un sistema di gestione del database (DBMS) è costituito da un software che gestisce i database, fornendo spazio di archiviazione, accesso, sicurezza, backup e altri servizi. - *Wikipedia*

16.1.2 Tabelle

Nei database relazionali e nei database di file flat, una tabella è un insieme di elementi di dati (valori) organizzati utilizzando un modello di colonne verticali (identificate dal loro nome) e righe orizzontali. Una tabella ha un numero specificato di colonne, ma può avere un numero qualsiasi di righe. Ogni riga è identificata dai valori che appaiono in un particolare sottoinsieme di colonne che è stato identificato come una chiave univoca. - *Wikipedia*

```
id | name  | age
---+-----+-----
 1 | Tim   |  20
 2 | Horst |  88
(2 rows)
```

Nei database SQL una tabella è anche nota come **relazione**.

16.1.3 Colonne / Campi

Una colonna è un insieme di valori di dati di un particolare tipo, uno per ogni riga della tabella. Le colonne forniscono la struttura in base alla quale sono composte le righe. Il termine campo viene spesso utilizzato in modo intercambiabile con colonna, anche se molti ritengono più corretto utilizzare campo (o valore del campo) per fare riferimento in modo specifico al singolo elemento esistente all'intersezione tra una riga e una colonna. - *Wikipedia*

Una colonna:

```
| name |
+-----+
| Tim  |
| Horst |
```

Un campo:

```
| Horst |
```

16.1.4 Record

Un record è l'informazione memorizzata in una riga della tabella. Ogni record avrà un campo per ciascuna delle colonne nella tabella.

```
2 | Horst | 88 <-- one record
```

16.1.5 Tipi di dati

Il tipo di dato limita il tipo di informazioni che possono essere archiviate in una colonna.

Ci sono diversi tipi di dato. Concentrati sui più comuni:

- Stringa - per memorizzare dati di testo
- Intero - per memorizzare numeri interi
- Reale - per memorizzare i numeri decimali
- Date - per memorizzare i compleanni
- Booleano - per memorizzare i valori di vero/falso

Puoi dire al database di permetterti di non memorizzare nulla in un campo. Se non c'è nulla in un campo, allora il contenuto del campo viene definito come un valore **valore 'null'**:

```
insert into person (age) values (40);
```

```
select * from person;
```

Risultato:

```
id | name | age
---+-----+-----
 1 | Tim  | 20
 2 | Horst | 88
 4 |      | 40 <-- null for name
(3 rows)
```

There are many more datatypes you can use - [check the PostgreSQL manual!](#)

16.1.6 Creazione di un database di indirizzi

Usa un semplice caso di studio per vedere come viene costruito un database. Vuoi creare un database di indirizzi.

Try Yourself

Annota le proprietà che costituiscono un indirizzo semplice e che memorizzerai nel database.

Verifica i tuoi risultati

Struttura indirizzi

Le proprietà di ogni indirizzo sono espresse nelle colonne. Il tipo di informazioni memorizzate in ogni colonna è il suo tipo di dati. Nella prossima sezione analizzerai la nostra tabella degli indirizzi concettuali per vedere come migliorarla

16.1.7 Teoria dei database

Il processo di creazione di un database comporta la creazione di un modello del mondo reale; prendi concetti del mondo reale e rappresentali nel database come entità.

16.1.8 Normalizzazione

Una delle idee principali in un database è di evitare la duplicazione / ridondanza dei dati. Il processo di rimozione della ridondanza da un database è chiamato Normalizzazione.

La normalizzazione è un modo sistematico per garantire che una struttura di database sia adatta per l'interrogazione e priva di determinati e indesiderabili caratteristiche - inserimento, aggiornamento e anomalia di cancellazione - che potrebbero portare a una perdita dell'integrità dei dati. - *Wikipedia*

Esistono diversi tipi di 'moduli' di normalizzazione.

Guarda un semplice esempio:

Table "public.people"

Column	Type	Modifiers
id	integer	not null default nextval('people_id_seq'::regclass)
name	character varying(50)	
address	character varying(200)	not null
phone_no	character varying	

Indexes:

"people_pkey" **PRIMARY KEY**, btree (id)

```
select * from people;
```

id	name	address	phone_no
1	Tim Sutton	3 Buirski Plein, Swellendam	071 123 123
2	Horst Duester	4 Avenue du Roix, Geneva	072 121 122

(2 rows)

Immagina di avere molti amici con lo stesso nome di via o città. Ogni volta che questi dati vengono duplicati, viene consumato spazio. Peggio ancora, se il nome di una città cambia, devi fare un sacco di lavoro per aggiornare il tuo database.

16.1.9 Try Yourself

Ridisegnare la tabella sopra per ridurre la duplicazione e normalizzare la struttura dei dati.

You can read more about database normalisation [here](#)

Verifica i tuoi risultati

16.1.10 Indici

Un indice di database è una struttura di dati che migliora la velocità delle operazioni di recupero dei dati su una tabella di database. - *Wikipedia*

Immagina di leggere un libro di testo e di cercare la spiegazione di un concetto - e il libro di testo non ha indice! Dovrai iniziare a leggere dall'inizio e farti strada attraverso l'intero libro fino a trovare le informazioni di cui hai bisogno. L'indice sul retro di un libro ti aiuta a saltare rapidamente alla pagina con le informazioni pertinenti:

```
create index person_name_idx on people (name);
```

Ora le ricerche sul nome saranno più veloci:

Table "public.people"

Column	Type	Modifiers
id	integer	not null default nextval('people_id_seq'::regclass)
name	character varying(50)	
address	character varying(200)	not null
phone_no	character varying	

Indexes:

```
"people_pkey" PRIMARY KEY, btree (id)
"person_name_idx" btree (name)
```

16.1.11 Sequenze

Una sequenza è un generatore di numeri univoco. Viene normalmente utilizzato per creare un identificativo univoco per una colonna in una tabella.

In questo esempio, id è una sequenza: il numero viene incrementato ogni volta che un record viene aggiunto alla tabella:

id	name	address	phone_no
1	Tim Sutton	3 Buirski Plein, Swellendam	071 123 123
2	Horst Duster	4 Avenue du Roix, Geneva	072 121 122

16.1.12 Diagramma Entità Relazione

In un database normalizzato, in genere si hanno molte relazioni (tabelle). Il diagramma entità-relazione (diagramma ER) viene utilizzato per progettare le dipendenze logiche tra le relazioni. Considera la tabella delle persone non normalizzate di prima nella lezione:

```
select * from people;
```

id	name	address	phone_no
1	Tim Sutton	3 Buirski Plein, Swellendam	071 123 123
2	Horst Duster	4 Avenue du Roix, Geneva	072 121 122

(2 rows)

Con un piccolo lavoro puoi dividerlo in due tabelle, eliminando la necessità di ripetere il nome della via per le persone che vivono nella stessa strada:

```
select * from streets;
```

id	name
----	------

```
1 | Plein Street
(1 row)
```

e:

```
select * from people;
```

```
id | name | house_no | street_id | phone_no
-----+-----+-----+-----+-----
1 | Horst Duster | 4 | 1 | 072 121 122
(1 row)
```

Puoi quindi collegare le due tabelle usando le ‘chiavi’ `streets.id` e `people.streets_id`.

Se disegnassi un diagramma ER per questi due tabelle, sarebbe simile a questo:



Il diagramma ER ti aiuta ad esprimere relazioni ‘da uno a molti’. In questo caso il simbolo della freccia indica che una strada può avere molte persone che vivono su di essa.

Try Yourself

Il nostro modello di ‘people’ ha ancora alcuni problemi di normalizzazione: prova a vedere se puoi normalizzarlo ulteriormente e mostrarlo per mezzo di un diagramma ER.

Verifica i tuoi risultati

16.1.13 Vincoli, chiavi primarie e chiavi esterne

Puoi usare un vincolo di database per garantire che i dati in una relazione corrispondano a come tali dati devono essere memorizzati. Ad esempio un vincolo sul tuo codice postale potrebbe garantire che il numero sia tra 1000 e 9999.

Una chiave primaria è uno o più valori di campo che rendono un record univoco. Di solito la chiave primaria è chiamata `id` ed è una sequenza.

Una chiave esterna viene utilizzata per fare riferimento a un record univoco su un’altra tabella (utilizzando la chiave primaria di quell’altra tabella).

Nel diagramma ER, il collegamento tra tabelle è normalmente basato su chiavi esterne che si collegano a chiavi primarie.

Se guardiamo all’esempio `people`, la definizione della tabella mostra che la colonna stradale è una chiave esterna che fa riferimento alla chiave primaria nella tabella `streets`:

Table "public.people"

Column	Type	Modifiers
id	integer	not null default nextval('people_id_seq'::regclass)
name	character varying(50)	
house_no	integer	not null
street_id	integer	not null
phone_no	character varying	

Indexes:

```
"people_pkey" PRIMARY KEY, btree (id)
```

Foreign-key constraints:

```
"people_street_id_fkey" FOREIGN KEY (street_id) REFERENCES streets(id)
```

16.1.14 Transazioni

Quando aggiungi, modifichi o elimini dati in un database, è sempre importante che il database sia lasciato in buono stato. La maggior parte dei database fornisce una funzionalità chiamata supporto per le transazioni. Le transazioni consentono di creare una posizione di rollback a cui è possibile tornare se le modifiche al database non sono state eseguite come pianificato.

Fai uno scenario in cui hai un sistema di contabilità. Devi trasferire fondi da un account e aggiungerli a un altro. La sequenza di passaggi sarebbe come questa:

- remove R20 from Joe
- add R20 to Anne

Se qualcosa andasse storto durante il processo (ad esempio un'interruzione dell'alimentazione), la transazione verrà ripristinata.

16.1.15 In Conclusion

I database ti consentono di gestire i dati in modo strutturato utilizzando semplici strutture di codice.

16.1.16 What's Next?

Ora che hai visto come i database funzionano in teoria, crea un nuovo database per implementare la teoria trattata.

16.2 Lesson: Realizzazione del modello di dati

Ora dopo aver trattato tutta la teoria, crea un nuovo database. Questo database verrà utilizzato per gli esercizi delle lezioni che seguiranno.

L'obiettivo di questa lezione: Installare il software richiesto e utilizzarlo per realizzare il database di esempio.

16.2.1 Installa PostgreSQL

Nota: Although outside the scope of this document, Mac users can install PostgreSQL using [Homebrew](#). Windows users can use the graphical installer located here: <http://www.postgresql.org/download/windows/>. Please note that the documentation will assume users are running QGIS under Ubuntu.

Sotto Ubuntu:

```
sudo apt-get install postgresql-9.1
```

Dovresti avere un messaggio come questo:

```
[sudo] password for qgis:
Reading package lists... Done
Building dependency tree
Reading state information... Done
The following extra packages will be installed:
postgresql-client-9.1 postgresql-client-common postgresql-common
Suggested packages:
oidentd ident-server postgresql-doc-9.1
```

```
The following NEW packages will be installed:
postgresql-9.1 postgresql-client-9.1 postgresql-client-common postgresql-common
0 upgraded, 4 newly installed, 0 to remove and 5 not upgraded.
Need to get 5,012kB of archives.
After this operation, 19.0MB of additional disk space will be used.
Do you want to continue [Y/n]?
```

Premi S e Enter e aspetta la fine dell'installazione.

16.2.2 Guida

PostgreSQL has very good [online](#) documentation.

16.2.3 Crea un utente del database

Sotto Ubuntu:

Al termine dell'installazione, esegui questo comando per diventare utente postgres e quindi creare un nuovo utente del database:

```
sudo su - postgres
```

Digita la normale password di accesso quando richiesto (è necessario disporre dei diritti sudo).

Ora, al prompt di bash dell'utente postgres, crea l'utente del database. Assicurati che il nome utente corrisponda al tuo nome utente unix: renderà la tua vita molto più semplice, poiché postgres ti autenticherà automaticamente quando avrai effettuato l'accesso come tale utente:

```
createuser -d -E -i -l -P -r -s qgis
```

Immetti una password quando richiesto. È necessario utilizzare una password diversa per la password di accesso.

Cosa significano queste opzioni?

```
-d, --createdb      role can create new databases
-E, --encrypted    encrypt stored password
-i, --inherit      role inherits privileges of roles it is a member of (default)
-l, --login        role can login (default)
-P, --pwprompt     assign a password to new role
-r, --creatorole   role can create new roles
-s, --superuser    role will be superuser
```

Ora dovresti lasciare l'ambiente shell bash dell'utente postgres digitando:

```
exit
```

16.2.4 Verifica il nuovo account

```
psql -l
```

Dovrebbe restituire qualcosa del genere:

Name	Owner	Encoding	Collation	Ctype
postgres	postgres	UTF8	en_ZA.utf8	en_ZA.utf8
template0	postgres	UTF8	en_ZA.utf8	en_ZA.utf8
template1	postgres	UTF8	en_ZA.utf8	en_ZA.utf8

(3 rows)

Type q to exit.

16.2.5 Crea un database

Puoi usare il comando “createdb” per creare un nuovo database. Dovrebbe essere eseguito dal prompt della shell bash:

```
createdb address -O qgis
```

Puoi verificare l’esistenza del nuovo database utilizzando questo comando:

```
psql -l
```

Che dovrebbe tornare qualcosa di simile:

Name	Owner	Encoding	Collation	Ctype	Access privileges
address	qgis	UTF8	en_ZA.utf8	en_ZA.utf8	
postgres	postgres	UTF8	en_ZA.utf8	en_ZA.utf8	
template0	postgres	UTF8	en_ZA.utf8	en_ZA.utf8	=c/postgres: postgres=CtC/postgres
template1	postgres	UTF8	en_ZA.utf8	en_ZA.utf8	=c/postgres: postgres=CtC/postgres

(4 rows)

Type q to exit.

16.2.6 Avvio di una sessione shell del database

Puoi connetterti facilmente al tuo database in questo modo:

```
psql address
```

Per uscire dalla shell del database psql, digita:

```
\q
```

Per informazioni sull’utilizzo della shell, digita:

```
\?
```

Per informazioni sull’utilizzo dei comandi SQL, digita:

```
\help
```

Per ottenere aiuto su un comando specifico, digita (ad esempio):

```
\help create table
```

See also the [Psql cheat sheet](#) - available online [here](#).

16.2.7 Crea tabelle in SQL

Inizia a fare alcune tabelle! Usa il diagramma ER come guida. Innanzitutto, connettiti al database address:

```
psql address
```

Then create a `streets` table:

```
create table streets (id serial not null primary key, name varchar(50));
```

`serial` e `varchar` sono **tipi di dato**. `serial` dice a PostgreSQL di iniziare una sequenza di interi (autoincrementale) automaticamente su `id` per ogni nuovo record. `varchar(50)` dice a PostgreSQL di creare un campo di testo lungo 50 caratteri.

Noterai che il comando termina con un `;` - tutti i comandi SQL dovrebbero essere terminati in questo modo. Quando premi `Enter`, `psql` Invio, `psql` riporterà qualcosa del genere:

```
NOTICE: CREATE TABLE will create implicit sequence "streets_id_seq"
        for serial column "streets.id"
NOTICE: CREATE TABLE / PRIMARY KEY will create implicit index
        "streets_pkey" for table "streets"
CREATE TABLE
```

Ciò significa che la tua tabella è stata creata correttamente, con una chiave primaria `streets_pkey` usando `streets.id`.

Nota: se se non inserisci un `;`, otterrai una richiesta come questa: `address-#`. Questo perché PG si aspetta che tu inserisca altro. Inserisci `;` per eseguire il tuo comando.

Per vedere lo schema della tabella:

```
\d streets
```

Dovrebbe mostrarti qualcosa di simile:

```
Table "public.streets"
Column |          Type          | Modifiers
-----+-----+-----
 id    | integer                | not null default
       |                        | nextval('streets_id_seq'::regclass)
 name  | character varying(50) |
Indexes:
 "streets_pkey" PRIMARY KEY, btree (id)
```

Per vedere il contenuto della tabella:

```
select * from streets;
```

Dovrebbe mostrarti qualcosa di simile:

```
id | name
---+-----
(0 rows)
```

Come puoi vedere, la tabella è attualmente vuota

Try Yourself

Usa l'approccio mostrato sopra per creare una tabella chiamata `people`:

Aggiungi campi come numero di telefono, indirizzo di casa, nome, ecc. (Questi non sono tutti nomi validi: cambiali per renderli validi). Assicurati di dare alla tabella una colonna ID con lo stesso tipo di dati di cui sopra.

Verifica i risultati

16.2.8 Create Keys in SQL

Il problema ora è che il database non sa che `people` e `streets` hanno una relazione logica. Per esprimere questa relazione, dobbiamo definire una chiave esterna che punta alla chiave primaria della tabella `streets`.



Puoi farlo in due modi:

- Add the key after the table has been created

- Define the key at time of table creation

La tabella è già stata creata, quindi fallo nel primo modo:

```
alter table people
  add constraint people_streets_fk foreign key (street_id) references streets(id);
```

Questo indica alla tabella people che il campo street_id deve corrispondere a id della tabella streets.

Il modo più usuale per creare una relazione è farlo quando crei la tabella:

```
create table people (id serial not null primary key,
  name varchar(50),
  house_no int not null,
  street_id int references streets(id) not null,
  phone_no varchar null);
```

```
\d people
```

Dopo aggiunto il vincolo lo schema della tabella appare ora così:

```
Table "public.people"
```

Column	Type	Modifiers
id	integer	not null default nextval('people_id_seq'::regclass)
name	character varying(50)	
house_no	integer	not null
street_id	integer	not null
phone_no	character varying	

Indexes:

```
"people_pkey" PRIMARY KEY, btree (id)
```

Foreign-key constraints:

```
"people_streets_fk" FOREIGN KEY (id) REFERENCES streets(id)
```

16.2.9 Crea indici in SQL

Vuoi ricerche veloci sui nomi delle persone. Per fare ciò, puoi creare un indice sulla colonna del nome della nostra tabella people:

```
create index people_name_idx on people(name);
```

```
\d people
```

Che risulta:

```
Table "public.people"
```

Column	Type	Modifiers
id	integer	not null default nextval ('people_id_seq'::regclass)
name	character varying(50)	
house_no	integer	not null
street_id	integer	not null
phone_no	character varying	

Indexes:

```
"people_pkey" PRIMARY KEY, btree (id)
```

```
"people_name_idx" btree (name) <-- new index added!
```

Foreign-key constraints:

```
"people_streets_fk" FOREIGN KEY (id) REFERENCES streets(id)
```

16.2.10 Elimina tabelle in SQL

Se vuoi sbarazzarti di una tabella puoi usare il comando `drop`:

```
drop table streets;
```

Nota: Nell'esempio corrente il comando sopra non funzionerebbe. Perché *Vedi perché*

Se hai usato lo stesso comando `drop table` sulla tabella `people`, sarebbe riuscito:

```
drop table people;
```

Nota: Se hai inserito quel comando ed eliminato la tabella `people`, ora sarebbe il momento giusto per ricostruirlo, poiché ne avrai bisogno nei prossimi esercizi.

16.2.11 Una parola su pgAdmin III

Ti mostriamo i comandi SQL dal prompt di `psql` perché è un modo molto utile per conoscere i database. Tuttavia, ci sono modi più rapidi e semplici per fare molto di quello che ti stiamo mostrando. Installa `pgAdmin III` e puoi creare, eliminare, modificare le tabelle etc usando le operazioni in una GUI.

Sotto Ubuntu, puoi installarlo così:

```
sudo apt-get install pgadmin3
```

`pgAdmin III` sarà trattato in maggior dettaglio in un altro modulo.

16.2.12 In Conclusion

Ora hai visto come creare un nuovo database, iniziando completamente da zero.

16.2.13 What's Next?

Adesso imparerai come usare il DBMS per aggiungere nuovi dati.

16.3 Lesson: Adding Data to the Model

The models we've created will now need to be populated with the data they're intended to contain.

The goal for this lesson: To learn how to insert new data into the database models.

16.3.1 Insert statement

How do you add data to a table? The sql `INSERT` statement provides the functionality for this:

```
insert into streets (name) values ('High street');
```

A couple of things to note:

- After the table name (`streets`), you list the column names that you will be populating (in this case only the `name` column).
- After the `values` keyword, place the list of field values.
- Strings should be quoted using single quotes.

- Note that we did not insert a value for the `id` column; this is because it is a sequence and will be auto-generated.
- If you do manually set the `id`, you may cause serious problems with the integrity of your database.

You should see `INSERT 0 1` if it is successful.

You can see the result of your insert action by selecting all the data in the table:

```
select * from streets;
```

Result:

```
select * from streets;
 id | name
----+-----
  1 | High street
(1 row)
```

Try Yourself

Use the `INSERT` command to add a new street to the `streets` table.

Check your results

16.3.2 Sequencing Data Addition According to Constraints

16.3.3 Try Yourself

Try to add a person object to the `people` table with the following details:

```
Name: Joe Smith
House Number: 55
Street: Main Street
Phone: 072 882 33 21
```

Nota: Recall that in this example, we defined phone numbers as strings, not integers.

At this point, you should have an error report if you try to do this without first creating a record for Main Street in the `streets` table.

You should have also noticed that:

- You can't add the street using its name
- You can't add a street using a street `id` before first creating the street record on the `streets` table

Remember that our two tables are linked via a Primary/Foreign Key pair. This means that no valid person can be created without there also being a valid corresponding street record.

Using the above knowledge, add the new person to the database.

Check your results

16.3.4 Select data

We have already shown you the syntax for selecting records. Let's look at a few more examples:

```
select name from streets;
```

```
select * from streets;

select * from streets where name='Main Road';
```

In later sessions we will go into more detail on how to select and filter data.

16.3.5 Update data

What if you want to make a change to some existing data? For example, a street name is changed:

```
update streets set name='New Main Road' where name='Main Road';
```

Be very careful using such update statements - if more than one record matches your WHERE clause, they will all be updated!

A better solution is to use the primary key of the table to reference the record to be changed:

```
update streets set name='New Main Road' where id=2;
```

It should return UPDATE 1.

Nota: the WHERE statement criteria are case sensitive Main Road is not the same as Main road

16.3.6 Delete Data

In order to delete an object from a table, use the DELETE command:

```
delete from people where name = 'Joe Smith';
```

Let's look at our people table now:

```
address=# select * from people;

 id | name | house_no | street_id | phone_no
-----+-----+-----+-----+-----
(0 rows)
```

16.3.7 Try Yourself

Use the skills you have learned to add some new friends to your database:

name	house_no	street_id	phone_no
Joe Bloggs	3	2	072 887 23 45
Jane Smith	55	3	072 837 33 35
Roger Jones	33	1	072 832 31 38
Sally Norman	83	1	072 932 31 32

16.3.8 In Conclusion

Now you know how to add new data to the existing models you created previously. Remember that if you want to add new kinds of data, you may want to modify and/or create new models to contain that data.

16.3.9 What's Next?

Now that you've added some data, you'll learn how to use queries to access this data in various ways.

16.4 Lesson: Queries

When you write a `SELECT . . .` command it is commonly known as a query - you are interrogating the database for information.

The goal of this lesson: To learn how to create queries that will return useful information.

Nota: If you did not do so in the previous lesson, add the following people objects to your `people` table. If you receive any errors related to foreign key constraints, you will need to add the 'Main Road' object to your `streets` table first

```
insert into people (name,house_no, street_id, phone_no)
  values ('Joe Bloggs',3,2,'072 887 23 45');
insert into people (name,house_no, street_id, phone_no)
  values ('Jane Smith',55,3,'072 837 33 35');
insert into people (name,house_no, street_id, phone_no)
  values ('Roger Jones',33,1,'072 832 31 38');
insert into people (name,house_no, street_id, phone_no)
  values ('Sally Norman',83,1,'072 932 31 32');
```

16.4.1 Ordering Results

Let's retrieve a list of people ordered by their house numbers:

```
select name, house_no from people order by house_no;
```

Result:

name	house_no
Joe Bloggs	3
Roger Jones	33
Jane Smith	55
Sally Norman	83

(4 rows)

You can sort the results by the values of more than one column:

```
select name, house_no from people order by name, house_no;
```

Result:

name	house_no
Jane Smith	55
Joe Bloggs	3
Roger Jones	33
Sally Norman	83

(4 rows)

16.4.2 Filtering

Often you won't want to see every single record in the database - especially if there are thousands of records and you are only interested in seeing one or two.

Here is an example of a numerical filter which only returns objects whose `house_no` is less than 50:

```
select name, house_no from people where house_no < 50;
```

name	house_no
------	----------

```

-----+-----
Joe Bloggs |      3
Roger Jones |     33
(2 rows)

```

You can combine filters (defined using the WHERE clause) with sorting (defined using the ORDER BY clause):

```
select name, house_no from people where house_no < 50 order by house_no;
```

```

      name      | house_no
-----+-----
Joe Bloggs     |      3
Roger Jones    |     33
(2 rows)

```

You can also filter based on text data:

```
select name, house_no from people where name like '%s%';
```

```

      name      | house_no
-----+-----
Joe Bloggs     |      3
Roger Jones    |     33
(2 rows)

```

Here we used the LIKE clause to find all names with an s in them. You'll notice that this query is case-sensitive, so the Sally Norman entry has not been returned.

If you want to search for a string of letters regardless of case, you can do a case in-sensitive search using the ILIKE clause:

```
select name, house_no from people where name ilike '%r%';
```

```

      name      | house_no
-----+-----
Roger Jones    |     33
Sally Norman   |     83
(2 rows)

```

That query returned every **people** object with an r or R in their name.

16.4.3 Joins

What if you want to see the person's details and their street's name instead of the ID? In order to do that, you need to join the two tables together in a single query. Lets look at an example:

```
select people.name, house_no, streets.name
from people, streets
where people.street_id=streets.id;
```

Nota: With joins, you will always state the two tables the information is coming from, in this case people and streets. You also need to specify which two keys must match (foreign key & primary key). If you don't specify that, you will get a list of all possible combinations of people and streets, but no way to know who actually lives on which street!

Here is what the correct output will look like:

```

      name      | house_no |      name
-----+-----+-----
Joe Bloggs     |      3 | Low Street
Roger Jones    |     33 | High street
Sally Norman   |     83 | High street

```



```
Jane Smith |          55 | Main Road
(4 rows)
```

We will revisit joins as we create more complex queries later. Just remember they provide a simple way to combine the information from two or more tables.

16.4.4 Sub-Select

Sub-selections allow you to select objects from one table based on the data from another table which is linked via a foreign key relationship. In our case, we want to find people who live on a specific street.

First, let's do a little tweaking of our data:

```
insert into streets (name) values ('QGIS Road');
insert into streets (name) values ('OGR Corner');
insert into streets (name) values ('Goodle Square');
update people set street_id = 2 where id=2;
update people set street_id = 3 where id=3;
```

Let's take a quick look at our data after those changes: we can reuse our query from the previous section:

```
select people.name, house_no, streets.name
from people, streets
where people.street_id=streets.id;
```

Result:

```
      name      | house_no |      name
-----+-----+-----
Roger Jones    |        33 | High street
Sally Norman   |        83 | High street
Jane Smith     |        55 | Main Road
Joe Bloggs    |         3 | Low Street
(4 rows)
```

Now let's show you a sub-selection on this data. We want to show only people who live in `street_id` number 1:

```
select people.name
from people, (
    select *
    from streets
    where id=1
) as streets_subset
where people.street_id = streets_subset.id;
```

Result:

```
      name
-----
Roger Jones
Sally Norman
(2 rows)
```

Although this is a very simple example and unnecessary with our small data-sets, it illustrates how useful and important sub-selections can be when querying large and complex data-sets.

16.4.5 Aggregate Queries

One of the powerful features of a database is its ability to summarise the data in its tables. These summaries are called aggregate queries. Here is a typical example which tells us how many people objects are in our people table:

```
select count(*) from people;
```

Result:

```
count
-----
      4
(1 row)
```

If we want the counts to be summarised by street name we can do this:

```
select count(name), street_id
from people
group by street_id;
```

Result:

```
count | street_id
-----+-----
      2 |          1
      1 |          3
      1 |          2
(3 rows)
```

Nota: Because we have not used an `ORDER BY` clause, the order of your results may not match what is shown here.

Try Yourself

Summarise the people by street name and show the actual street names instead of the `street_ids`.

Check your results

16.4.6 In Conclusion

You've seen how to use queries to return the data in your database in a way that allows you to extract useful information from it.

16.4.7 What's Next?

Next you'll see how to create views from the queries that you've written.

16.5 Lesson: Views

When you write a query, you need to spend a lot of time and effort formulating it. With views, you can save the definition of an SQL query in a reusable 'virtual table'.

The goal for this lesson: To save a query as a view.

16.5.1 Creating a View

You can treat a view just like a table, but its data is sourced from a query. Let's make a simple view based on the above:

```
create view roads_count_v as
  select count(people.name), streets.name
  from people, streets where people.street_id=streets.id
  group by people.street_id, streets.name;
```

As you can see the only change is the `create view roads_count_v` as part at the beginning. We can now select data from that view:

```
select * from roads_count_v;
```

Result:

```
count | name
-----+-----
      1 | Main Road
      2 | High street
      1 | Low Street
(3 rows)
```

16.5.2 Modifying a View

A view is not fixed, and it contains no ‘real data’. This means you can easily change it without impacting on any data in your database:

```
CREATE OR REPLACE VIEW roads_count_v AS
  SELECT count(people.name), streets.name
  FROM people, streets WHERE people.street_id=streets.id
  GROUP BY people.street_id, streets.name
  ORDER BY streets.name;
```

(This example also shows the best practice convention of using UPPER CASE for all SQL keywords.)

You will see that we have added an `ORDER BY` clause so that our view rows are nicely sorted:

```
select * from roads_count_v;

count | name
-----+-----
      2 | High street
      1 | Low Street
      1 | Main Road
(3 rows)
```

16.5.3 Dropping a View

If you no longer need a view, you can delete it like this:

```
drop view roads_count_v;
```

16.5.4 In Conclusion

Using views, you can save a query and access its results as if it were a table.

16.5.5 What’s Next?

Sometimes, when changing data, you want your changes to have effects elsewhere in the database. The next lesson will show you how to do this.

16.6 Lesson: Rules

Rules allow the “query tree” of an incoming query to be rewritten. One common usage is to implement views, including updatable view. - *Wikipedia*

The goal for this lesson: To learn how to create new rules for the database.

16.6.1 Materialised Views (Rule based views)

Say you want to log every change of phone_no in your people table in to a people_log table. So you set up a new table:

```
create table people_log (name text, time timestamp default NOW());
```

In the next step, create a rule that logs every change of a phone_no in the people table into the people_log table:

```
create rule people_log as on update to people
  where NEW.phone_no <> OLD.phone_no
  do insert into people_log values (OLD.name);
```

To test that the rule works, let’s modify a phone number:

```
update people set phone_no = '082 555 1234' where id = 2;
```

Check that the people table was updated correctly:

```
select * from people where id=2;
```

```
id | name      | house_no | street_id | phone_no
----+-----+-----+-----+-----
  2 | Joe Bloggs |         3 |          2 | 082 555 1234
(1 row)
```

Now, thanks to the rule we created, the people_log table will look like this:

```
select * from people_log;
```

```
name      | time
-----+-----
Joe Bloggs | 2014-01-11 14:15:11.953141
(1 row)
```

Nota: The value of the time field will depend on the current date and time.

16.6.2 In Conclusion

Rules allow you to automatically add or change data in your database to reflect changes in other parts of the database.

16.6.3 What’s Next?

The next module will introduce you to Spatial Database using PostGIS, which takes these database concepts and applies them to GIS data.

Module: Nozioni di database spaziale con PostGIS

Spatial Databases allow the storage of the geometries of records inside a Database as well as providing functionality for querying and retrieving the records using these Geometries. In this module we will use PostGIS, an extension to PostgreSQL, to learn how to setup a spatial database, import data from shapefiles into the database and make use of the geographic functions that PostGIS offers.

While working through this section, you may want to keep a copy of the **PostGIS cheat sheet** available from [Boston GIS user group](#). Another useful resource is the [online PostGIS documentation](#).

Ci sono anche alcuni tutorial più completi su PostGIS e i database spaziali disponibili da Boundless Geo:

- [Introduzione a PostGIS](#)
- [Database spaziali suggerimenti e trucchi](#)

Vedi anche [PostGIS online](#).

17.1 Lesson: Configura PostGIS

L'impostazione delle funzioni PostGIS ti consentirà di accedere alle funzioni spaziali da PostgreSQL.

obiettivo di questa lezione: Installare funzioni spaziali e dimostrarne gli effetti.

Nota: In questo esercizio assumeremo l'uso di PostGIS versione 2.1. L'installazione e la configurazione del database sono diverse per le versioni precedenti, ma il resto di questo materiale continuerà a funzionare. Consulta la documentazione della tua piattaforma per aiuto con l'installazione e la configurazione del database.

17.1.1 Installa su Ubuntu

Installa facilmente PostGIS con apt

```
$ sudo apt-get install postgis
$ sudo apt-get install postgresql-9.1-postgis
```

Veramente facile...

Nota: Depending on which version of Ubuntu you are using, and which repositories you have configured, these commands will install PostGIS 1.5, or 2.x. You can find the version installed by issuing a `select PostGIS_full_version();` query with `psql` or another tool.

Per installare l'ultima versione di PostGIS, puoi utilizzare i seguenti comandi.

```
$ sudo apt-add-repository ppa:sharpie/for-science
$ sudo apt-add-repository ppa:sharpie/postgis-nightly
```

```
$ sudo apt-get update
$ sudo apt-get install postgresql-9.1-postgis-nightly
```

17.1.2 Installe su Windows

L'installazione su Windows è un po' più complicata, ma non difficile. Nota che devi essere online per installare la struttura dati PostGis.

First Visit [the download page](#).

Then follow [this guide](#).

More information about installing on Windows can be found on the [PostGIS website](#).

17.1.3 Installing on Other Platforms

The [PostGIS website download](#) has information about installing on other platforms including macOS and on other linux distributions

17.1.4 Configura i database per usare PostGIS

Una volta installato PostGIS, avrai bisogno di configurare il database per utilizzare le estensioni. Se hai installato PostGIS versione > 2.0, basta eseguire il seguente comando con psql utilizzando il database degli indirizzi del nostro esercizio precedente.

```
$ psql -d address -c "CREATE EXTENSION postgis;"
```

Nota: If you are using PostGIS 1.5 and a version of PostgreSQL lower than 9.1, you will need to follow a different set of steps in order to install the postgis extensions for your database. Please consult the [PostGIS Documentation](#) for instructions on how to do this. There are also some instructions in the [previous version](#) of this manual.

17.1.5 Guarda le funzioni PostGIS installate

Puoi pensare a PostGIS come a una raccolta di funzioni del database che estendono le funzionalità di base di PostgreSQL in modo che possa trattare con i dati spaziali. Con 'trattare con', intendi memorizzare, recuperare, interrogare e manipolare. Per fare questo, un certo numero di funzioni sono installate nel database.

Il database PostgreSQL `address` è ora abilitato ad operare come geospaziale, grazie a PostGIS. Approfondirai meglio nelle prossime sezioni, ma puoi avere un piccolo assaggio. Vuoi creare un punto dal testo. Per prima cosa usa il comando psql per trovare le funzioni relative al punto. Se non sei già connesso al database `address`, fallo ora. Quindi esegui:

```
\df *point*
```

This is the command we're looking for: `st_pointfromtext`. To page through the list, use the down arrow, then press `q` to quit back to the psql shell.

Prova a eseguire questo comando:

```
select st_pointfromtext('POINT(1 1)');
```

Risultato:

```
st_pointfromtext
-----
010100000000000000000000F03F000000000000F03F
(1 row)
```

Nota tre cose:

- Definisci un punto nella posizione 1,1 (è assunto EPSG:4326) usando `POINT(1 1)`,
- Hai eseguito un'istruzione SQL, ma non su alcuna tabella, solo sui dati immessi dal prompt SQL,
- The resulting row does not make much sense.

La riga risultante è nel formato OGC chiamato 'Well Known Binary' (WKB). Vedrai questo formato in dettaglio nella prossima sezione.

Per ottenere i risultati come testo, puoi fare una rapida scansione attraverso l'elenco delle funzioni per qualcosa che restituisce il testo:

```
\df *text
```

La query che stai cercando ora è `st_astext`. Combinalo con l'interrogazione precedente:

```
select st_astext(st_pointfromtext('POINT(1 1)'));
```

Risultato:

```
st_astext
-----
POINT(1 1)
(1 row)
```

Hai inserito la stringa `POINT(1,1)`, l'hai trasformata in un punto usando `st_pointfromtext()`, e l'hai ritrasformata in un formato leggibile con `st_astext()`, che ti ha ritornato la stringa originale.

Un ultimo esempio prima di entrare nel dettaglio dell'utilizzo di PostGIS:

```
select st_astext(st_buffer(st_pointfromtext('POINT(1 1)'),1.0));
```

Cosa hai fatto? Hai creato un buffer di 1 grado attorno al punto e hai il risultato come testo.

17.1.6 Sistemi di riferimento spaziale

Oltre alle funzioni PostGIS, l'estensione contiene una raccolta di definizioni del sistema di riferimento spaziale (SRS) come definito dall'European Petroleum Survey Group (EPSG). Questi vengono utilizzati durante operazioni come le conversioni del sistema di riferimento di coordinate (CRS).

Puoi verificare queste definizioni SRS nel database così come sono memorizzate nelle normali tabelle del database.

Dapprima esamina lo schema della tabella immettendo il seguente comando nel terminale di psql:

```
\d spatial_ref_sys
```

Il risultato dovrebbe essere questo:

```
Table "public.spatial_ref_sys"
  Column | Type | Modifiers
-----+-----+-----
 srid    | integer | not null
 auth_name | character varying(256) |
 auth_srid | integer |
 srtext  | character varying(2048) |
 proj4text | character varying(2048) |
Indexes:
"spatial_ref_sys_pkey" PRIMARY KEY, btree (srid)
```

Puoi utilizzare interrogazioni SQL predefinite (come hai appreso nelle sezioni introduttive), per visualizzare e manipolare questa tabella, anche se non è una buona idea aggiornare o eliminare qualsiasi record a meno che non si sappia cosa si sta facendo.

Un SRID a cui potresti essere interessato è EPSG: 4326 - il sistema di riferimento geografico / lat lon che utilizza l'ellissoide WGS 84. Dai un'occhiata a questo:


```
select * from spatial_ref_sys where srid=4326;
```

Risultato:

```
srid          | 4326
auth_name     | EPSG
auth_srid     | 4326
srtext       | GEOGCS["WGS 84",DATUM["WGS_1984",SPHEROID["WGS
84",6378137,298.257223563,AUTHORITY["EPSG","7030"]],TOWGS84[0,
0,0,0,0,0,0],AUTHORITY["EPSG","6326"]],PRIMEM["Greenwich",0,
AUTHORITY["EPSG","8901"]],UNIT["degree",0.01745329251994328,
AUTHORITY["EPSG","9122"]],AUTHORITY["EPSG","4326"]]
proj4text     | +proj=longlat +ellps=WGS84 +datum=WGS84 +no_defs
```

Il `srtext` è la definizione della proiezione in well known text (puì riconoscerlo nei file `.prj` degli shapefile).

17.1.7 In Conclusion

Ora hai le funzioni PostGIS installate nella tua copia di PostgreSQL. Con questo sarai in grado di utilizzare le varie funzioni spaziali di PostGIS.

17.1.8 What's Next?

Adesso imparerai come gli elementi spaziali sono rappresentate in un database.

17.2 Lesson: Simple Feature Model

Come memorizziamo e rappresentiamo delle entità geografiche in un database? In questa lezione tratteremo di uno dei possibili approcci, il Simple Feature Model definito da OGC.

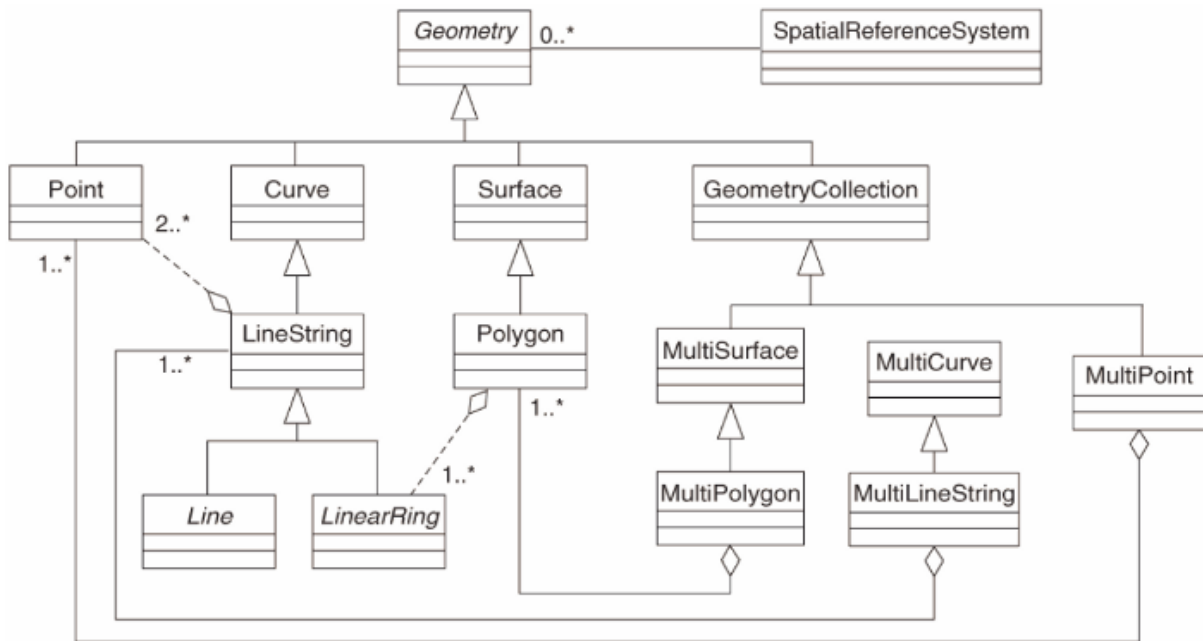
Obiettivo di questa lezione: Imparare cosa è il modello SFS e come usarlo.

17.2.1 Cos'è OGC

Open Geospatial Consortium (OGC) è un'organizzazione internazionale no-profit, basata sul consenso volontario, che si occupa di definire specifiche tecniche per i servizi geospaziali e di localizzazione (location based). OGC è formato da oltre 370 membri (governi, industria privata, università) con l'obiettivo di sviluppare ed implementare standard per il contenuto, i servizi e l'interscambio di dati geografici (GIS - Sistema informativo geografico) che siano "aperti ed estensibili". Le specifiche definite da OGC sono pubbliche (PAS) e disponibili gratuitamente. - *Wikipedia*

17.2.2 Cos'è il modello SFS

Il Simple Feature per SQL (SFS) Model è un modo *non-topologico* per l'uso di dati geospaziali in un database e definisce le funzioni per l'accesso, il funzionamento e la costruzione di questi dati.



Il modello definisce dati geospaziali provenienti da Vettori di punti, linee e poligoni (e aggregazioni multioggetto). For further information, have a look at the [OGC Simple Feature for SQL](#) standard.

17.2.3 Aggiungi un campo geometria alla tavola

Aggiungi un campo punto alla tabella people:

```
alter table people add column the_geom geometry;
```

17.2.4 Aggiungi un vincolo in base al tipo di geometria

Noterai che il tipo di campo della geometria non specifica in modo implicito quale *tipo* di geometria per il campo - per questo abbiamo bisogno di un vincolo:

```
alter table people
add constraint people_geom_point_chk
check (st_geometrytype(the_geom) = 'ST_Point'::text
OR the_geom IS NULL);
```

Questo aggiunge un vincolo alla tabella in modo che accetterà solo una geometria punto o un valore nullo.

17.2.5 Prova

Crea una nuova tabella denominata cities e inserisci alcune colonne appropriate, tra cui un campo geometry per poligoni (i confini della città). Assicurarti che esiste un vincolo per rispettare geometrie poligoni.

Controlla i risultati

17.2.6 Compila la tabella geometry_columns

A questo punto dovresti aggiungere nella tabella geometry_columns:

```
insert into geometry_columns values
('','public','people','the_geom',2,4326,'POINT');
```

Perché? `geometry_columns` viene utilizzato da alcune applicazioni per sapere quali tabelle del database contengono dati geometrici.

Nota: Se la precedente istruzione `INSERT` causa un errore, esegui prima questa interrogazione:

```
select * from geometry_columns;
```

Se la colonna `f_table_name` contiene il valore `people`, allora questa tabella è già stata registrata e non è necessario fare altro.

The value 2 refers to the number of dimensions; in this case, two: `x` and `y`.

Il valore 4326 si riferisce alla proiezione che stai utilizzando; in questo caso, WGS 84, riferita con il numero 4326 (vedere la precedente discussione sul EPSG).

Prova

Aggiungi un'appropriata `geometry_columns` per il tuo vettore `new cities`

Controlla i risultati

17.2.7 Aggiungi una riga alla tabella usando SQL

Ora che le tabelle sono spazialmente abilitate, puoi archiviare le geometrie in esse:

```
insert into people (name,house_no, street_id, phone_no, the_geom)
  values ('Fault Towers',
        34,
        3,
        '072 812 31 28',
        'SRID=4326;POINT(33 -33)');
```

Nota: Nei nuovi dati inseriti, dovrai specificare la proiezione (SRID) che desideri utilizzare. Questo è perché hai inserito la geometria del nuovo punto utilizzando una stringa di testo semplice ma che non aggiunge automaticamente le informazioni di proiezione corrette. Ovviamente, il nuovo punto deve utilizzare lo stesso SRID come i dati aggiunti, quindi devi specificarlo.

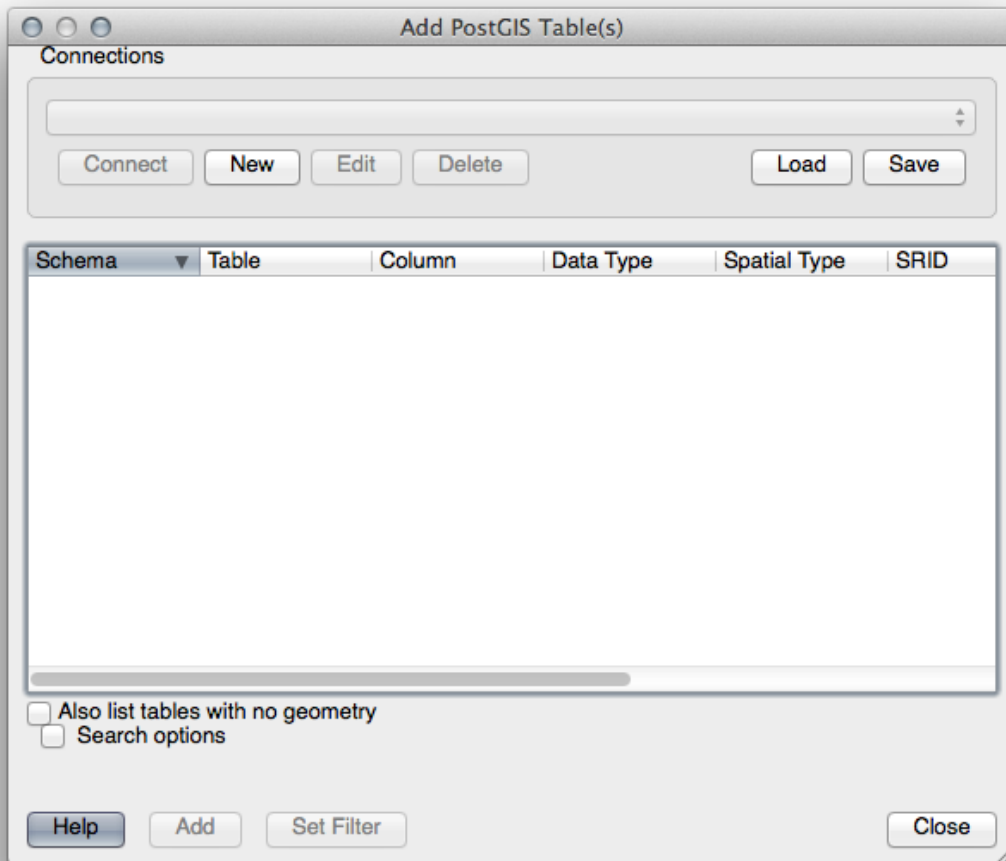
Se a questo punto stai utilizzando una interfaccia grafica, per esempio, specificando la proiezione per ciascun punto dovrebbe essere automatico. In altre parole non ti preoccuperai di usare la proiezione corretta per ogni punto che desideri aggiungere, se lo hai già specificato.

Adesso apri QGIS e prova a vedere la tua tabella `people`. Puoi modificare/aggiungere/cancellare righe e interrogare il database per vedere come è cambiato.

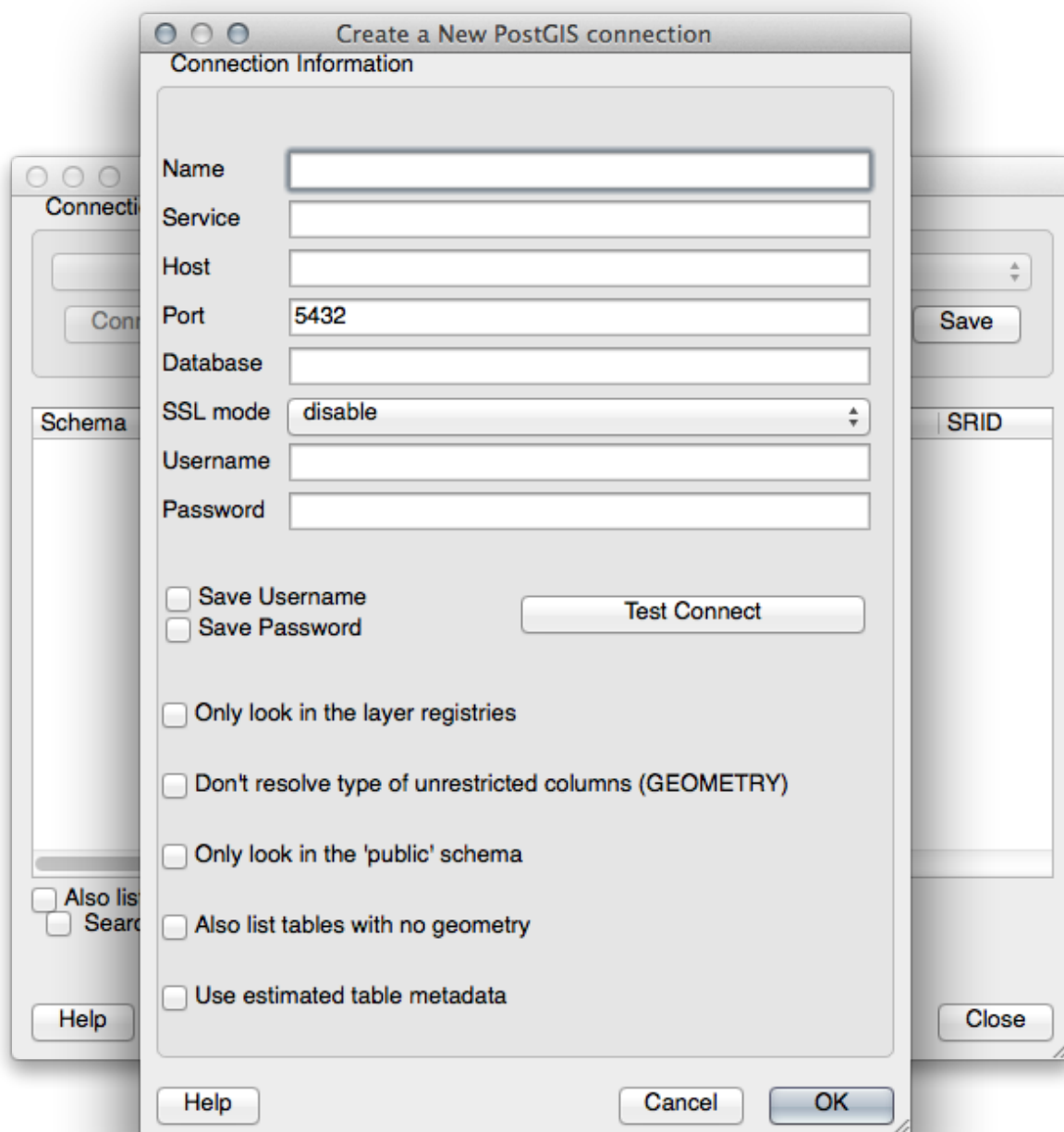
Per caricare un layer PostGIS in QGIS usa l'opzione dal menu *Layer* → *Add PostGIS Layers* oppure l'icona:



Questo aprirà la finestra di dialogo:



Scegli *New* per aprire questa finestra:



Quindi definisci una nuova connessione, per esempio:

```
Name: myPG
Service:
Host: localhost
Port: 5432
Database: address
User:
Password:
```

Per vedere se QGIS ha trovato il database *address* e che il tuo username e password sono corretti, scegli *Test Connect*. Se funziona scegli *Save Username* e *Save Password*. Quindi scegli *OK* per creare questa connessione.

Torna alla finestra *Add PostGIS Layers*, scegli *Connect* e aggiungi i layer al tuo progetto.

Try Yourself

Formulate un'interrogazione che mostri il nome di una persona, la strada e la posizione (da the-geom column) come testo

Verifica i risultati

17.2.8 In Conclusion

hai visto come aggiungere oggetti spaziali database e visualizzarli nel GIS.

17.2.9 What's Next?

Nel prossimo vedrai come importare ed esportare i dati da e per il database.

17.3 Lesson: Importa ed esporta

Certamente, un database senza un modo semplice per migrare i dati da e per esso non sarebbe di grande utilità. Fortunatamente, ci sono numerosi strumenti che ti permetteranno di spostare facilmente i dati da e verso PostGIS.

17.3.1 shp2pgsql

shp2pgsql is a commandline tool to import ESRI shapefiles to the database. Under Unix, you can use the following command for importing a new PostGIS table:

```
shp2pgsql -s <SRID> -c -D -I <path to shapefile> <schema>.<table> | \
psql -d <dbname> -h <hostname> -U <username>
```

Sotto Windows, devi eseguire l'importazione in due passaggi:

```
shp2pgsql -s <SRID> -c -D -I <path to shapefile> <schema>.<table> > import.sql
psql psql -d <dbname> -h <hostname> -U <username> -f import.sql
```

Puoi incontrare questo errore:

```
ERROR: operator class "gist_geometry_ops" does not exist for access method
"gist"
```

Questo è un problema noto riguardante la creazione "in situ" di un indice spaziale per i dati che stai importando. Per evitare l'errore, escludi il parametro `-I`. Ciò significa che nessun indice spaziale viene creato direttamente e sarà necessario crearlo nel database dopo che i dati sono stati importati. (La creazione di un indice spaziale sarà trattata nella prossima lezione).

17.3.2 pgsq2shp

pgsq2shp è uno strumento a riga di comando per esportare le tabelle, le viste o le interrogazioni SQL di PostGIS. Per fare ciò con Unix:

```
pgsq2shp -f <path to new shapefile> -g <geometry column name> \
-h <hostname> -U <username> <dbname> <table | view>
```

Per esportare i dati utilizzando un'interrogazione:

```
pgsq2shp -f <path to new shapefile> -g <geometry column name> \
-h <hostname> -U <username> "<query>"
```

17.3.3 ogr2ogr

ogr2ogr è uno strumento molto potente per convertire i dati in e da Postgis in molti formati di dati. ogr2ogr fa parte del software GDAL/OGR e deve essere installato separatamente. Per esportare una tabella da PostGIS a GML, puoi utilizzare questo comando:

```
ogr2ogr -f GML export.gml PG:'dbname=<dbname> user=<username>
      host=<hostname>' <Name of PostGIS-Table>
```

17.3.4 DB Manager

Potresti aver notato un'altra opzione nel menu *Database* menu etichettato *DB Manager*. Questo è uno strumento che fornisce un'interfaccia unica per interagire con database spaziali tra cui PostGIS. Ti permette anche di importare ed esportare da database ad altri formati. Dato che il prossimo modulo è largamente dedicato all'utilizzo di questo strumento, lo faremo solo brevemente qui.

17.3.5 In Conclusion

L'importazione e l'esportazione di dati da e verso il database può essere eseguita in molti modi diversi. Soprattutto se usi fonti di dati diverse, farai uso di queste funzioni (o altre come loro) su base regolare.

17.3.6 What's Next?

Ora vedrai come interrogare i dati che hai creato in precedenza.

17.4 Interrogazioni spaziali

Le interrogazioni spaziali non sono diverse dalle altre interrogazioni del database. Puoi usare la colonna della geometria come qualsiasi altra colonna del database. Con l'installazione di PostGIS nel nostro database, abbiamo funzioni aggiuntive per interrogare il nostro database.

L'obiettivo di questa lezione: Vedere come le funzioni spaziali vengono applicate in modo simile alle funzioni "normali" non spaziali.

17.4.1 Operatori spaziali

Se vuoi sapere quali punti sono entro una distanza di 2 gradi da un punto (X, Y) puoi farlo con:

```
select *
from people
where st_distance(the_geom, 'SRID=4326;POINT(33 -34)') < 2;
```

Risultato:

```
id | name | house_no | street_id | phone_no | the_geom
---+-----+-----+-----+-----+-----
 6 | Fault Towers | 34 | 3 | 072 812 31 28 | 01010008040C0
(1 row)
```

Nota: Il valore di the_geom sopra è stato troncato per ragioni di spazio in questa pagina. Se vuoi vedere il punto in coordinate leggibili dall'uomo, prova qualcosa di simile a quello che hai fatto nella sezione precedente "Visualizza un punto come WKT".

Come sappiamo che l'interrogazione fatta restituisce tutti i punti entro 2 gradi? Perché non 2 metri? O qualsiasi altra unità?

Controlla i risultati

17.4.2 Indici spaziali

Puoi anche definire indici spaziali. Un indice spaziale rende le interrogazioni spaziali molto più veloci. Per creare un indice spaziale sulla colonna della geometria, usa:

```
CREATE INDEX people_geo_idx
ON people
USING gist
(the_geom);
```

```
\d people
```

Risultato:

Table "public.people"

Column	Type	Modifiers
id	integer	not null default nextval('people_id_seq'::regclass)
name	character varying(50)	
house_no	integer	not null
street_id	integer	not null
phone_no	character varying	
the_geom	geometry	

Indexes:

```
"people_pkey" PRIMARY KEY, btree (id)
"people_geo_idx" gist (the_geom) <-- new spatial key added
"people_name_idx" btree (name)
```

Check constraints:

```
"people_geom_point_chk" CHECK (st_geometrytype(the_geom) = 'ST_Point'::text
OR the_geom IS NULL)
```

Foreign-key constraints:

```
"people_street_id_fkey" FOREIGN KEY (street_id) REFERENCES streets(id)
```

17.4.3 Try Yourself

Modifica la tabella cities in modo che la sua colonna della geometria sia spazialmente indicizzata.

Controlla i risultati

17.4.4 Dimostrazione delle funzioni spaziali postGIS

Per dimostrare le funzioni spaziali di PostGIS, creerai un nuovo database contenente alcuni dati (fittizi).

Per iniziare, crea un nuovo database (esci prima dalla console di psql):

```
createdb postgis_demo
```

Ricordati di installare le estensioni PostGIS:

```
psql -d postgis_demo -c "CREATE EXTENSION postgis;"
```

Quindi, importa i dati forniti nella cartella `exercise_data/postgis/`. Fai riferimento alla lezione precedente per le istruzioni, ma ricorda che dovrai creare una nuova connessione PostGIS al nuovo database. È possibile importare dal terminale o tramite DB Manager. Importa i file nelle seguenti tabelle del database:

- `points.shp` in `building`

- `lines.shp` in `road`
- `polygons.shp` in `region`

LivelliLivelliCarica questi tre vettori del database in QGIS tramite la finestra di dialogo *Aggiungi layer PostGIS*, come al solito. Quando apri le tabelle degli attributi, noterai che hanno sia un campo `id` che un campo `gid` creati dall'importazione PostGIS.

Ora che le tabelle vengono importate, puoi usare PostGIS per interrogare i dati. Torna al tuo terminale (riga di comando) e inserisci il terminale di `psql` eseguendo:

```
psql postgis_demo
```

Vedrai alcune di queste dichiarazioni creando delle viste, in modo da poterle aprire in QGIS e vedere i risultati.

Selezione per posizione

Ottieni tutti gli edifici nella regione di KwaZulu:

```
SELECT a.id, a.name, st_astext(a.the_geom) AS point
FROM building a, region b
WHERE st_within(a.the_geom, b.the_geom)
AND b.name = 'KwaZulu';
```

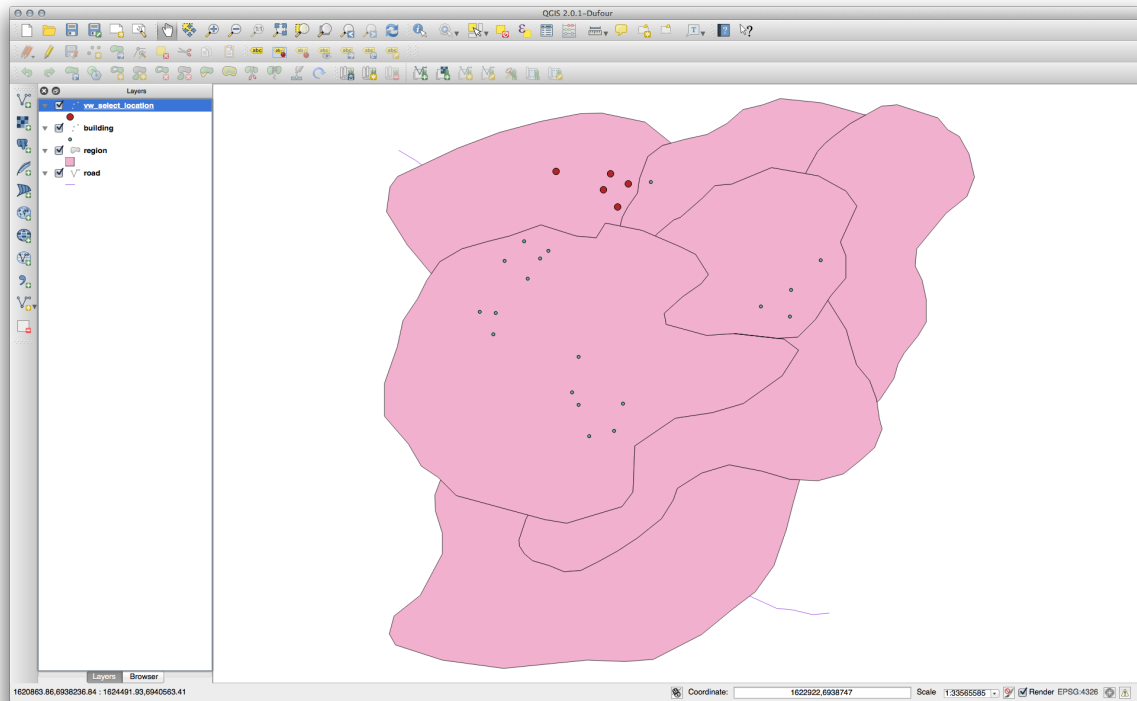
Risultato:

```
id | name | point
---+-----+-----
30 | York | POINT(1622345.23785063 6940490.65844485)
33 | York | POINT(1622495.65620524 6940403.87862489)
35 | York | POINT(1622403.09106394 6940212.96302097)
36 | York | POINT(1622287.38463732 6940357.59605424)
40 | York | POINT(1621888.19746548 6940508.01440885)
(5 rows)
```

Oppure, se crei una vista:

```
CREATE VIEW vw_select_location AS
SELECT a.gid, a.name, a.the_geom
FROM building a, region b
WHERE st_within(a.the_geom, b.the_geom)
AND b.name = 'KwaZulu';
```

Aggiungi la vista come un vettore e visualizzalo in QGIS:



Selezione vicino

Mostra un elenco di tutti i nomi delle regioni adiacenti alla regione di Hokkaido:

```
SELECT b.name
FROM region a, region b
WHERE st_touches(a.the_geom, b.the_geom)
AND a.name = 'Hokkaido';
```

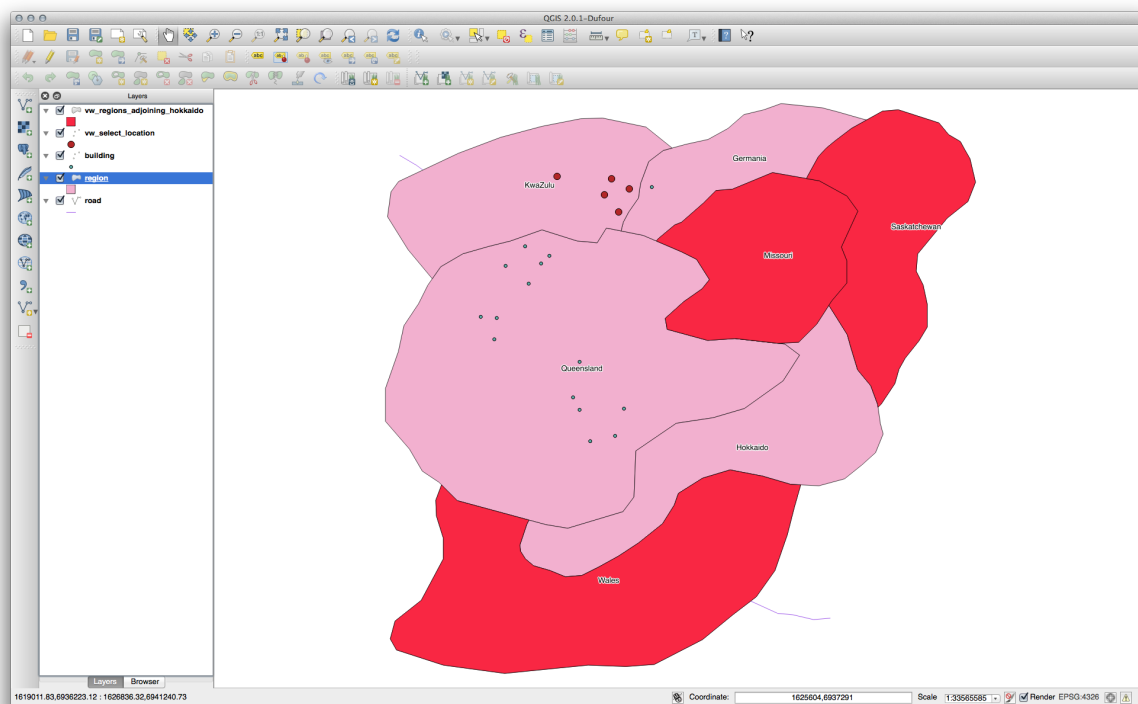
Risultato:

```
name
-----
Missouri
Saskatchewan
Wales
(3 rows)
```

Come vista:

```
CREATE VIEW vw_regions_adjoining_hokkaido AS
SELECT b.gid, b.name, b.the_geom
FROM region a, region b
WHERE TOUCHES(a.the_geom, b.the_geom)
AND a.name = 'Hokkaido';
```

In QGIS:

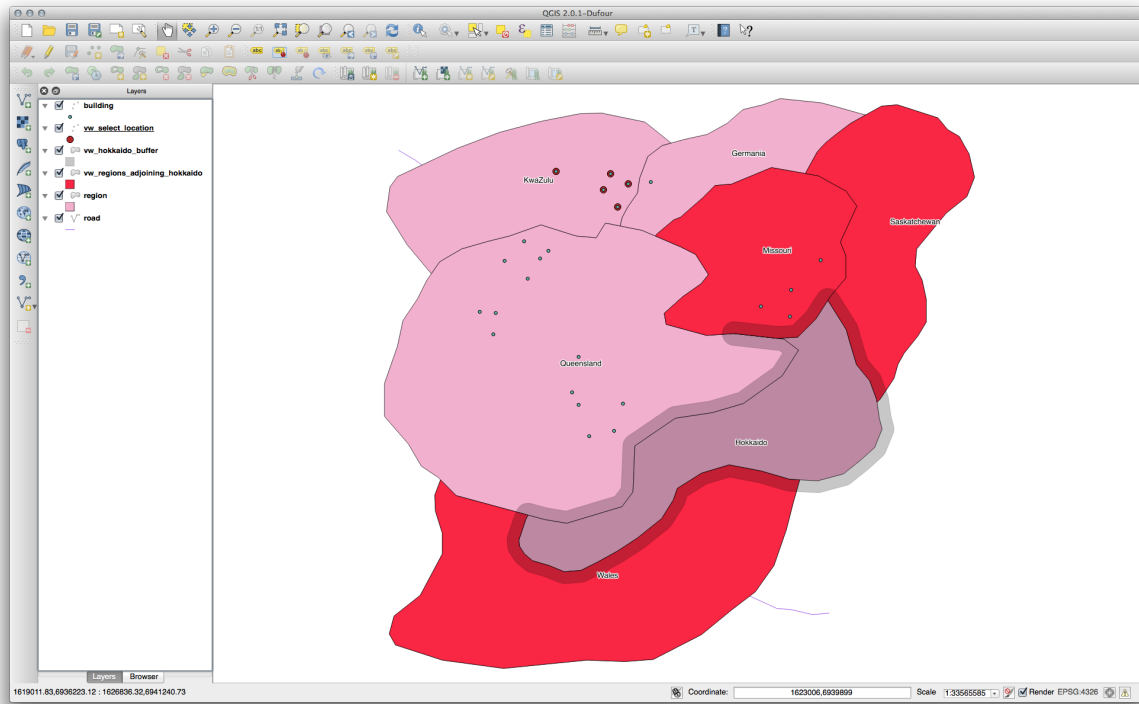


Nota la regione mancante (Queensland). Ciò potrebbe essere dovuto a un errore di topologia. Fatti come questo possono avvisarti di potenziali problemi nei dati. Per risolverlo senza rimanere intrappolati nelle anomalie che i dati potrebbero avere, potremmo invece utilizzare un buffer intersecato:

```
CREATE VIEW vw_hokkaido_buffer AS
SELECT gid, ST_BUFFER(the_geom, 100) as the_geom
FROM region
WHERE name = 'Hokkaido';
```

Questo crea un buffer di 100 metri attorno alla regione di Hokkaido.

L'area più scura è il buffer:

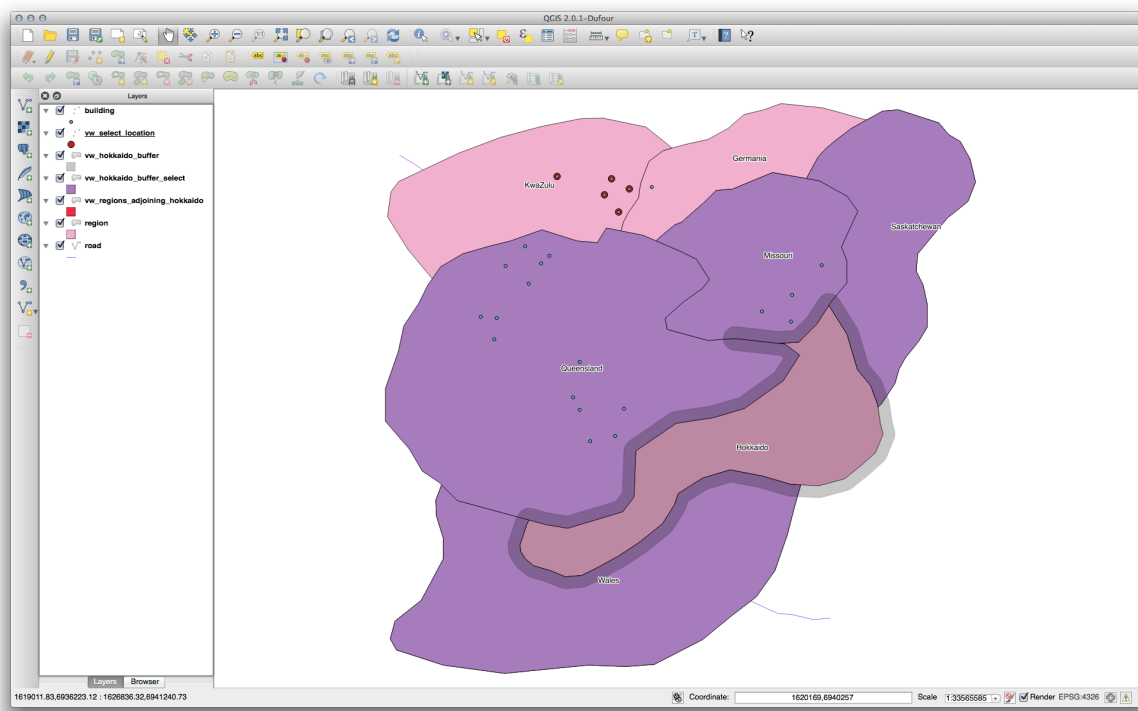


Seleziona usando il buffer:

```
CREATE VIEW vw_hokkaido_buffer_select AS
SELECT b.gid, b.name, b.the_geom
FROM
(
  SELECT * FROM
  vw_hokkaido_buffer
) a,
region b
WHERE ST_INTERSECTS(a.the_geom, b.the_geom)
AND b.name != 'Hokkaido';
```

In questa interrogazione, la vista del buffer originale viene utilizzata come qualsiasi altra tabella. Viene assegnato l'alias a, e il suo campo di geometria, `a.the_geom`, viene utilizzato per selezionare qualsiasi poligono nella tabella `region` (alias b) che lo interseca. Tuttavia, Hokkaido stesso è escluso da questa affermazione di selezione, perché non lo vogliamo; vogliamo solo le regioni adiacenti.

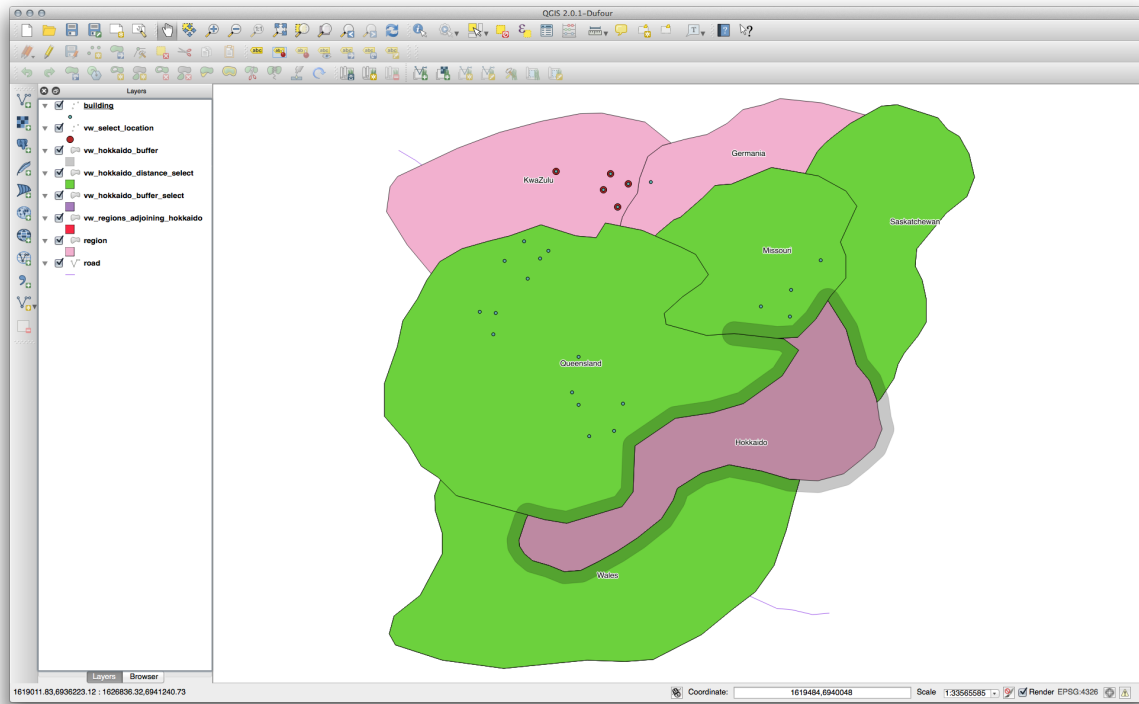
In QGIS:



Puoi anche selezionare tutti gli oggetti all'interno di una data distanza, senza il passo aggiuntivo di creare un buffer:

```
CREATE VIEW vw_hokkaido_distance_select AS
SELECT b.gid, b.name, b.the_geom
FROM region a, region b
WHERE ST_DISTANCE (a.the_geom, b.the_geom) < 100
AND a.name = 'Hokkaido'
AND b.name != 'Hokkaido';
```

Raggiungendo lo stesso risultato, senza necessità del passaggio del buffer temporaneo:



Seleziona valori unici

Mostra un elenco di nomi di città unici per tutti gli edifici nella regione del Queensland:

```
SELECT DISTINCT a.name
FROM building a, region b
WHERE st_within(a.the_geom, b.the_geom)
AND b.name = 'Queensland';
```

Risultato:

```
name
-----
Beijing
Berlin
Atlanta
(3 rows)
```

Ulteriori esempi ...

```
CREATE VIEW vw_shortestline AS
SELECT b.gid AS gid,
ST_ASTEXT(ST_SHORTESTLINE(a.the_geom, b.the_geom)) as text,
ST_SHORTESTLINE(a.the_geom, b.the_geom) AS the_geom
FROM road a, building b
WHERE a.id=5 AND b.id=22;
```

```
CREATE VIEW vw_longestline AS
SELECT b.gid AS gid,
ST_ASTEXT(ST_LONGESTLINE(a.the_geom, b.the_geom)) as text,
ST_LONGESTLINE(a.the_geom, b.the_geom) AS the_geom
FROM road a, building b
WHERE a.id=5 AND b.id=22;
```

```
CREATE VIEW vw_road_centroid AS
SELECT a.gid as gid, ST_CENTROID(a.the_geom) as the_geom
FROM road a
WHERE a.id = 1;

CREATE VIEW vw_region_centroid AS
SELECT a.gid as gid, ST_CENTROID(a.the_geom) as the_geom
FROM region a
WHERE a.name = 'Saskatchewan';

SELECT ST_PERIMETER(a.the_geom)
FROM region a
WHERE a.name='Queensland';

SELECT ST_AREA(a.the_geom)
FROM region a
WHERE a.name='Queensland';

CREATE VIEW vw_simplify AS
SELECT gid, ST_Simplify(the_geom, 20) AS the_geom
FROM road;

CREATE VIEW vw_simplify_more AS
SELECT gid, ST_Simplify(the_geom, 50) AS the_geom
FROM road;

CREATE VIEW vw_convex_hull AS
SELECT
ROW_NUMBER() over (order by a.name) as id,
a.name as town,
ST_CONVEXHULL(ST_COLLECT(a.the_geom)) AS the_geom
FROM building a
GROUP BY a.name;
```

17.4.5 In Conclusion

Hai visto come interrogare oggetti spaziali usando le nuove funzioni del database di PostGIS.

17.4.6 What's Next?

Ora esaminerai le strutture di geometrie più complesse e come crearle utilizzando PostGIS.

17.5 Costruzione delle Geometrie

In questa sezione approfondirai come puoi costruire semplici geometrie con SQL. In realtà userai un GIS come QGIS per creare geometrie complesse con gli strumenti di digitalizzazione; tuttavia, capire come li puoi formulare può essere utile per scrivere interrogazioni e capire come è costruito il database.

L'obiettivo di questa lezione: Capire meglio come creare entità spaziali direttamente in PostgreSQL/PostGIS.

17.5.1 Crea linee

Torna al database `address`, fai in modo che la tabella delle strade corrisponda alle altre; cioè, avendo un vincolo sulla geometria, un indice e una voce nella tabella `geometry_columns`.

17.5.2 Try Yourself

- Modificare la tabella `streets` in modo che abbia una colonna geometry di tipo `ST_LineString`.
- Don't forget to do the accompanying update to the geometry columns table!
- Also add a constraint to prevent any geometries being added that are not `LINestrings` or null.
- Create a spatial index on the new geometry column

Verifica i risultati

Inserisci una linea nella tabella `streets`. In questo caso aggiornerai un record di strada esistente:

```
update streets
set the_geom = 'SRID=4326;LINESTRING(20 -33, 21 -34, 24 -33)'
where streets.id=2;
```

Dai un'occhiata ai risultati in QGIS. (Potresti aver bisogno di fare clic-destro del mouse sul vettore `streets` nel pannello 'Layers' e scegliere 'Zoom sul layer'.)

Ora crea altre voci per le strade: alcune in QGIS e altre dalla riga di comando.

17.5.3 Crea poligoni

Creare poligoni è altrettanto facile. Una cosa da ricordare è che, per definizione, i poligoni hanno almeno quattro vertici, con l'ultimo e il primo essere coincidenti:

```
insert into cities (name, the_geom)
values ('Tokyo', 'SRID=4326;POLYGON((10 -10, 5 -32, 30 -27, 10 -10))');
```

Nota: Un poligono richiede doppie parentesi attorno alla sua lista di coordinate; questo per consentire di aggiungere poligoni complessi con più aree non connesse. Per esempio

```
insert into cities (name, the_geom)
values ('Tokyo Outer Wards',
       'SRID=4326;POLYGON((20 10, 20 20, 35 20, 20 10),
                          (-10 -30, -5 0, -15 -15, -10 -30))'
       );
```

Se hai seguito questo passaggio, puoi verificare cosa ha fatto caricando l'insieme di dati della città in QGIS, aprendo la sua tabella degli attributi e selezionando la nuova voce. Nota come i due nuovi poligoni si comportano come un poligono.

17.5.4 Esercizio: Collega delle città alle persone

Per questo esercizio dovresti fare quanto segue:

- Cancella tutti i dati dalla tabella `people`.
- Add a foreign key column to `people` that references the primary key of the `cities` table.
- Usa QGIS per inserire qualche città.
- Usa SQL per inserire qualche nuovo record in `people`, assicurandoti che ognuno abbia una via e una città associata

Il tuo schema aggiornato dovrebbe assomigliare a qualcosa come questo:

```
\d people
Table "public.people"
```


Column	Type	Modifiers
id	integer	not null default nextval('people_id_seq'::regclass)
name	character varying(50)	
house_no	integer	not null
street_id	integer	not null
phone_no	character varying	
the_geom	geometry	
city_id	integer	not null

Indexes:

```
"people_pkey" PRIMARY KEY, btree (id)
"people_name_idx" btree (name)
```

Check constraints:

```
"people_geom_point_chk" CHECK (st_geometrytype(the_geom) =
'ST_Point'::text OR the_geom IS NULL)
```

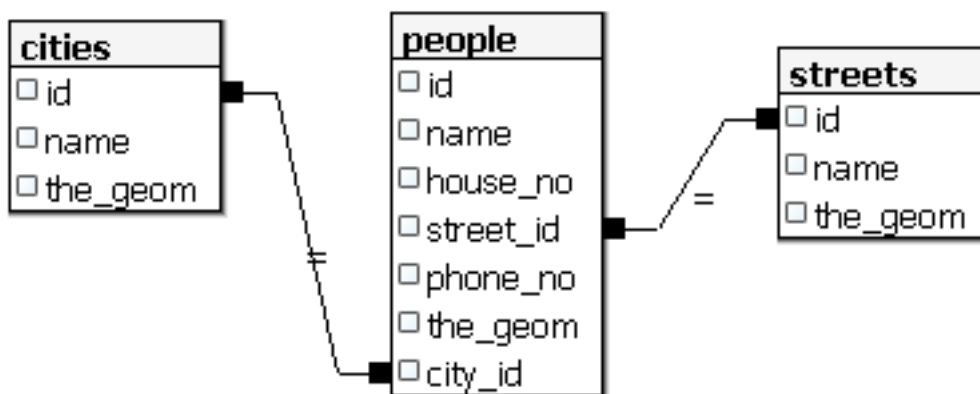
Foreign-key constraints:

```
"people_city_id_fkey" FOREIGN KEY (city_id) REFERENCES cities(id)
"people_street_id_fkey" FOREIGN KEY (street_id) REFERENCES streets(id)
```

Verifica i risultati

17.5.5 Guarda lo schema

Adesso lo schema dovrebbe assomigliare a questo:



17.5.6 Try Yourself

Crea limiti di città calcolando il minimopoligono convesso di tutti gli indirizzi per quella città e calcolando un buffer attorno a quell'area.

17.5.7 Accedi agli oggetti

Con le funzioni del modello SFS, hai una vasta gamma di opzioni per accedere agli oggetti di Geometrie SFS. Se vuoi selezionare il primo vertice di ogni poligono nella tabella myPolygonTable, devi fare in questo modo:

- Trasforma il poligono di confine in una linea:

```
select st_boundary(geometry) from myPolygonTable;
```

- Seleziona il primo vertice della linea risultante:

```

select st_startpoint(myGeometry)
from (
  select st_boundary(geometry) as myGeometry
  from myPolygonTable) as foo;

```

17.5.8 Data Processing

PostGIS supporta tutte le funzioni conformi agli standard OGC SFS/MM. Tutte queste funzioni iniziano ST_.

17.5.9 Clipping

Per ritagliare una parte dei dati puoi usare la funzione ST_INTERSECT(). Per evitare geometrie vuote usa:

```

where not st_isempty(st_intersection(a.the_geom, b.the_geom))

```



```

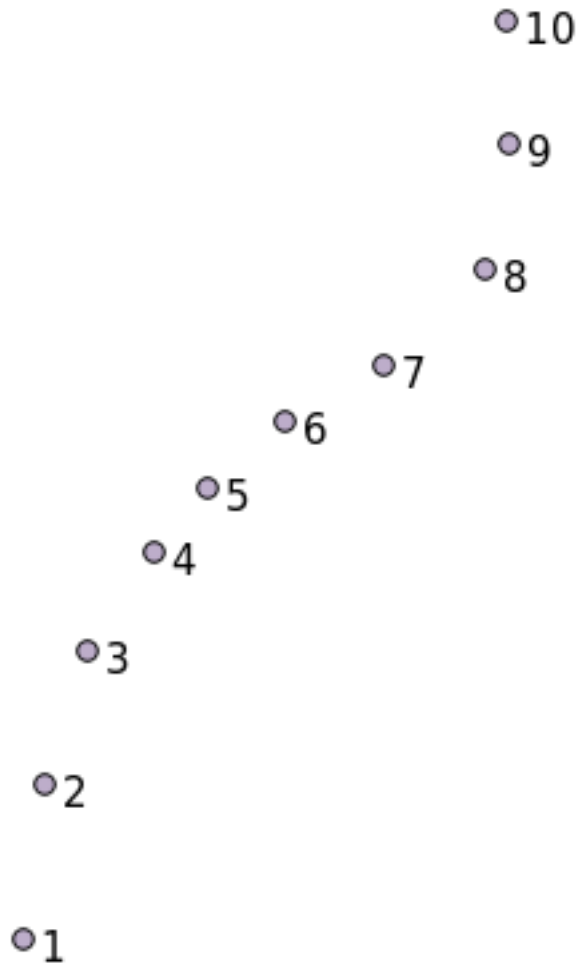
select st_intersection(a.the_geom, b.the_geom), b.*
from clip as a, road_lines as b
where not st_isempty(st_intersection(st_setsrid(a.the_geom, 32734),
  b.the_geom));

```



17.5.10 Costruisci geometrie da altre geometrie

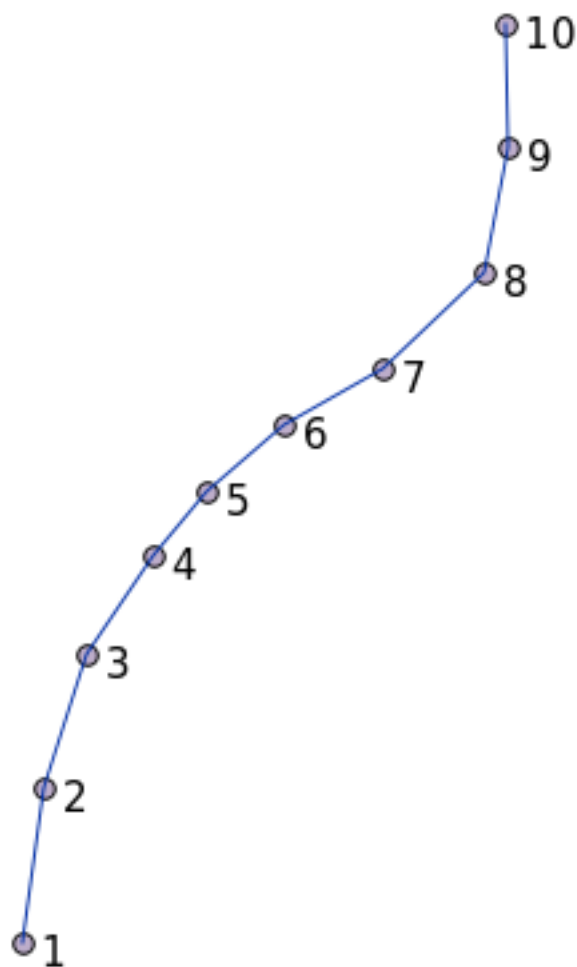
Da una determinata tabella di punti, vuoi generare una linea. L'ordine dei punti è definito dal loro `id`. Un altro metodo per ordinare potrebbe essere una tabella oraria, come quello che si ottiene quando si acquisiscono punti con un ricevitore GPS.



Per creare una linea da un vettore punti chiamato 'points', puoi eseguire il seguente comando:

```
select ST_LineFromMultiPoint(st_collect(the_geom)), 1 as id
from (
  select the_geom
  from points
  order by id
) as foo;
```

Per vedere come funziona senza creare un nuovo livello, è possibile eseguire questo comando anche sul livello 'people', anche se ovviamente sarebbe poco consueto.



17.5.11 Pulire la geometria

You can get more information for this topic in [this blog entry](#).

17.5.12 Differenze tra tabelle

Per rilevare la differenza tra due tabelle con la stessa struttura, è possibile utilizzare la parola PostgreSQL EXCEPT:

```
select * from table_a
except
select * from table_b;
```

Come risultato, otterrai tutti i record di table_a che non sono memorizzati in table_b.

17.5.13 Archiviazione delle tabelle

Puoi definire dove postgres deve memorizzare i propri dati su disco creando tablespaces:

```
CREATE TABLESPACE homespace LOCATION '/home/pg';
```

Se crei un database puoi allora specificare quale spazio di archiviazione usare ad esempio:

```
createdb --tablespace=homespace t4a
```

17.5.14 In Conclusion

Hai imparato come creare geometrie più complesse usando le istruzioni PostGIS. Tieni presente che questo è per migliorare la tua conoscenza quando lavori con database spaziali tramite un GIS. Di solito non è necessario inserire queste affermazioni manualmente, ma avere un'idea generale della loro struttura ti aiuterà quando utilizzi un GIS, specialmente se incontri errori che altrimenti sembrerebbero incomprensibili.

La guida di Processing di QGIS

Questo modulo è stato fornito da Victor Olaya e Paolo Cavallini.

Contenuti:

18.1 Introduzione

Questa guida descrive come usare l'ambiente Processing di QGIS. Non si presuppone precedente conoscenza dell'ambiente di Processing o di qualunque altra applicazione ad esso collegata. Si presuppone una conoscenza di base di QGIS. I capitoli riguardanti lo scripting danno per scontato che tu abbia conoscenze di base di Python e delle API Python di QGIS.

Questa guida è pensata per l'autoapprendimento o per essere utilizzata in un seminario su Processing.

Gli esempi in questa guida utilizzano QGIS 2.0, con aggiornamenti parziali alla 2.10. Possono non funzionare o non essere disponibili per versioni diverse da queste.

Questa guida comprende un insieme di piccoli esercizi a difficoltà crescente. Se non hai mai usato l'ambiente di Processing, dovresti cominciare dall'inizio. Se hai già una qualche esperienza precedente, sentiti libero di saltare alcune lezioni. Esse sono più o meno indipendenti le une dalle altre, e ognuna introduce alcuni concetti nuovi o qualche nuovo elemento, i quali sono indicati nel titolo del capitolo e nella breve introduzione all'inizio di ogni capitolo. Ciò dovrebbe rendere semplice individuare le lezioni che riguardano un particolare argomento.

Per una descrizione sistematica di tutti i componenti dell'ambiente e del loro utilizzo, è fortemente consigliato controllare il capitolo corrispondente nel manuale di QGIS. Usalo come testo di supporto durante questa guida.

All the exercises in this guide use free data set that can be downloaded from the [QGIS website](#). The zip file to download contains several folders corresponding to each one of the lessons in this guide. In each of them you will find a QGIS project file. Just open it and you will be ready to start the lesson.

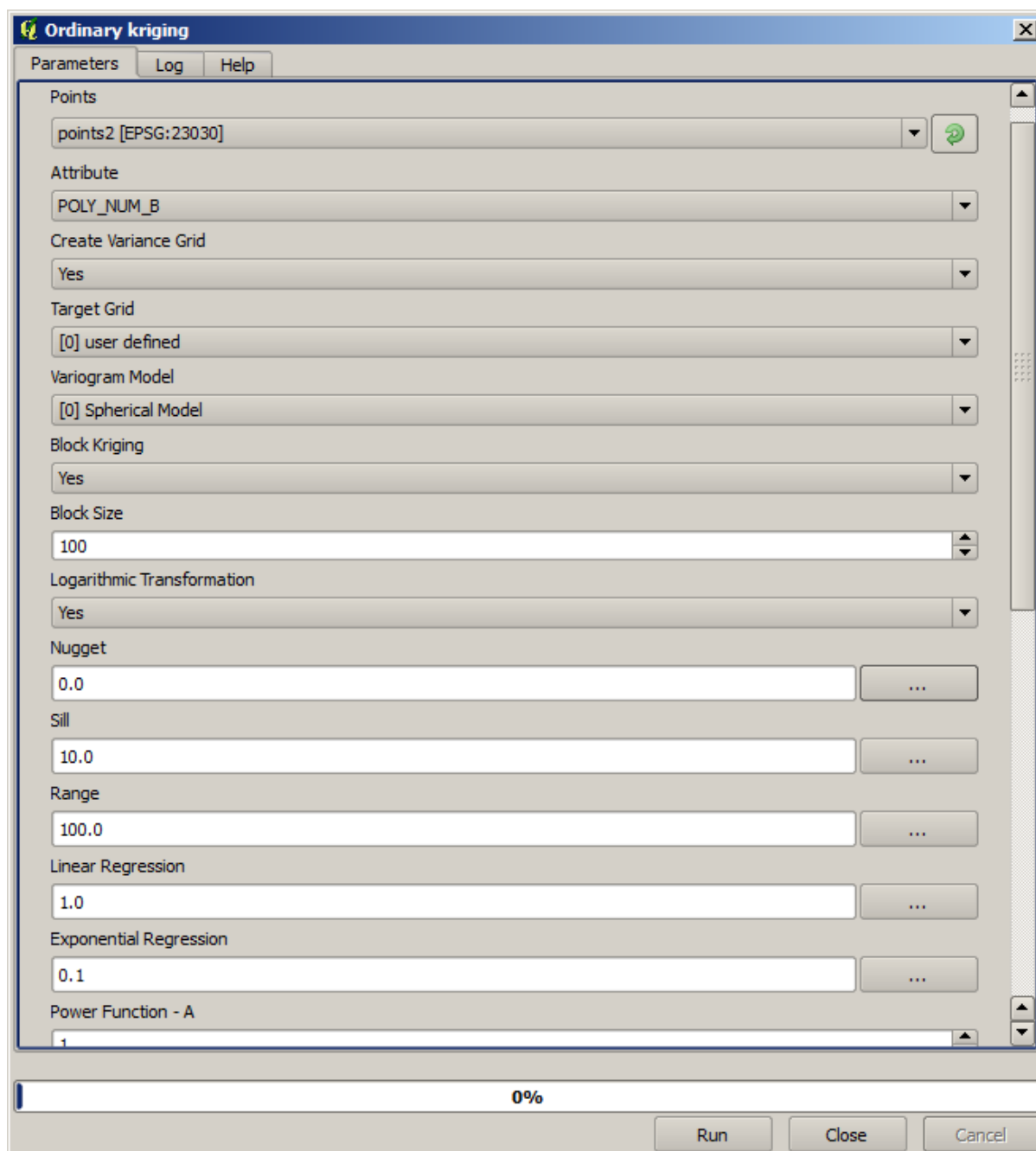
Buon divertimento!

18.2 Una raccomandazione importante prima di iniziare

Proprio come il manuale di un programma di videoscrittura non ti insegna come scrivere un romanzo o una poesia, o come un tutorial CAD non ti mostra come calcolare la dimensione di una trave per un edificio, questa guida non ti insegnerà l'analisi spaziale. Invece, ti mostrerà come usare QGIS Processing, un potente strumento per l'esecuzione di analisi spaziali, ma è necessario comprendere quel tipo di analisi. Senza di ciò non ha senso usare la strutture e i suoi algoritmi, sebbene potresti essere tentato di provare.

Mostriamolo con un esempio

Dato un insieme di punti e un valore ad ogni punto, è possibile calcolare un raster utilizzando il geosalgoritmo *Kriging*. La finestra di dialogo dei parametri per quel modulo è la seguente.



Sembra complesso?

leggendo questo manuale imparerai come usare questo modulo, come eseguire eseguire il processo in seri per creare il layer da centinaia di punti da un singolo comando o cosa succede se il layer di input ha alcuni punti selezionati. Tuttavia, i parametri stessi non sono spiegati. Un analista esperto con una buona conoscenza della geostatistica non avrà problemi nel comprendere questi parametri. Se non sei uno di loro e *sill*, *range* o *nugget* non ti sono familiari, non dovresti usare il modulo *Kriging*. Più che quello tu sei lontano da essere pronto a usare il modulo di *Kriging*, poiché richiede di apprendere concetti come autocorrelazione spaziale o semivariogrammi, che probabilmente non hai mai sentito prima, o almeno non hai studiato abbastanza a lungo . Dovresti prima studiarli e comprenderli, e poi tornare a QGIS per eseguirlo ed eseguire l'analisi. È probabile che questo studio porti a risultati scarsi (e molto probabilmente inutili).

Sebbene non tutti gli algoritmi siano complessi come kriging (ma alcuni di essi sono più complessi!), si tratta di comprendere l'analisi fondamentale su cui si basano. Senza questa conoscenza, il loro utilizzo molto probabilmente porterà a risultati mediocri.

Usare i gealgoritmi senza una buona abse di analisi spaziale è come provare a scrivere una novella senza

conoscere la grammatica o la sintassi e senza avere nessuna conoscenza di come narrare una storia. Potresti avere un risultato, ma probabilmente non ha alcun valore. Per favore, non ingannare te stesso e pensare che sei già in grado di eseguire analisi spaziali e ottenere risultati sonori. Devi studiare l'analisi spaziale.

Qui ci sono dei riferimenti che puoi leggere per imparare di più sull'analisi spaziale.

Geospatial Analysis (3rd Edition): A Comprehensive Guide to Principles, Techniques and Software Tools Michael John De Smith, Michael F. Goodchild, Paul A. Longley

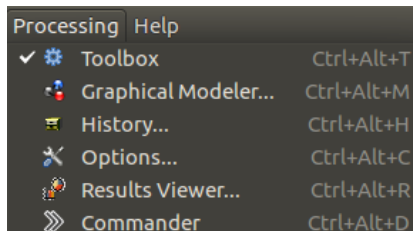
It is available online [here](#)

18.3 Setting-up the processing framework

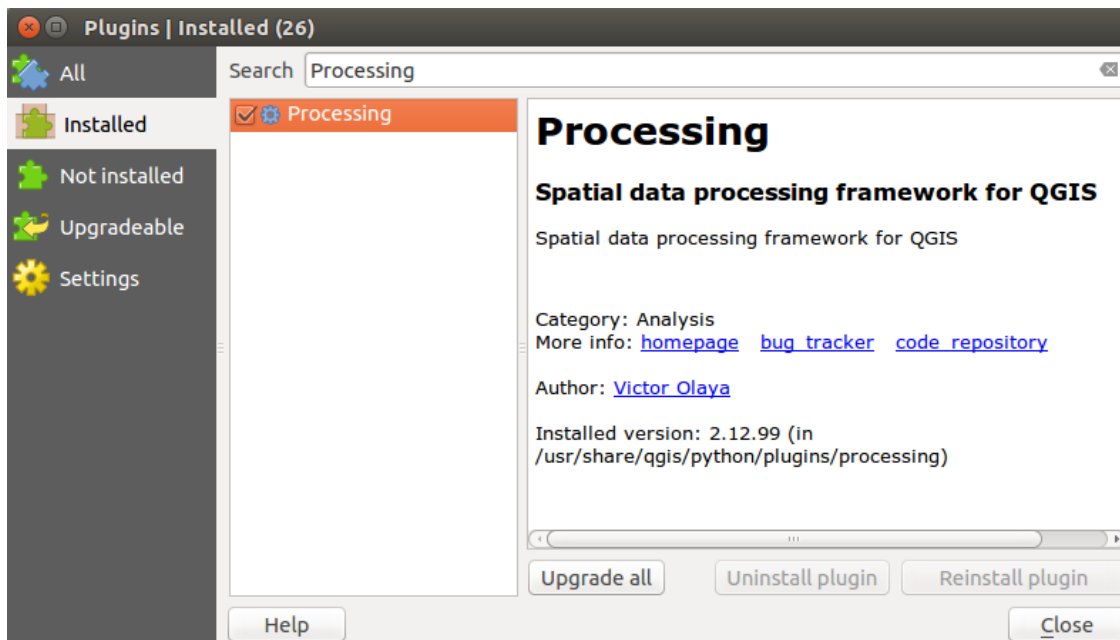
The first thing to do before using the processing framework is to configure it. There is not much to set-up, so this is an easy task.

Later on we will show how to configure the external applications that are used for extending the list of available algorithms, but for now we are just going to work with the framework itself.

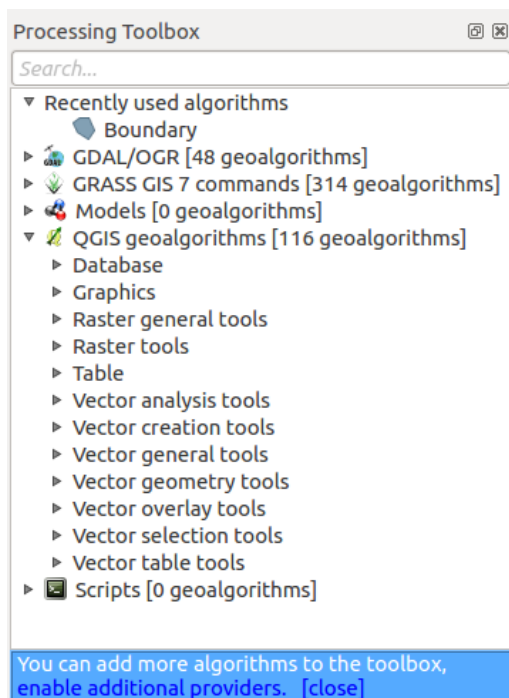
The processing framework is a core QGIS plugin, which means that, if you are running QGIS 2.0 or later, it should already be installed in your system, since it is included with QGIS. In case it is active, you should see a menu called *Processing* in your menu bar. There you will find an access to all the framework components.



If you cannot find that menu, you have to enable the plugin by going to the plugin manager and activating it.



The main element that we are going to work with is the toolbox. Click on the corresponding menu entry and you will see the toolbox docked at the right side of the QGIS window.



The toolbox contains a list of all the available algorithms, divided in groups so called *Providers*. Providers can be (de)activated in the settings dialog. A label in the bottom part of the toolbox will remind you of that whenever there are inactive providers. Use the link in the label to open the settings window and set up providers. We will discuss the settings dialog later in this manual.

By default, only providers that do not rely on third-party applications (that is, those that only require QGIS elements to be run) are active. Algorithms requiring external applications might need additional configuration. Configuring providers is explained in a later chapter in this manual.

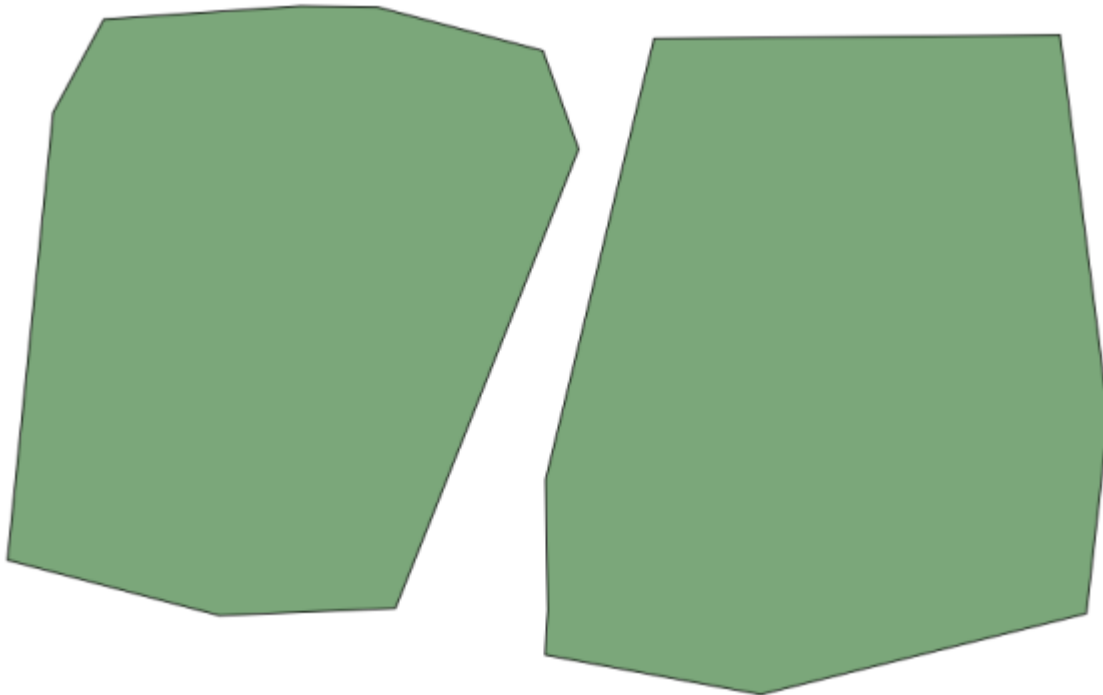
If you have reached this point, now you are ready to use geotools. There is no need to configure anything else by now. We can already run our first algorithm, which we will do in the next lesson.

18.4 Running our first algorithm. The toolbox

Nota: In this lesson we will run our first algorithm, and get our first result from it.

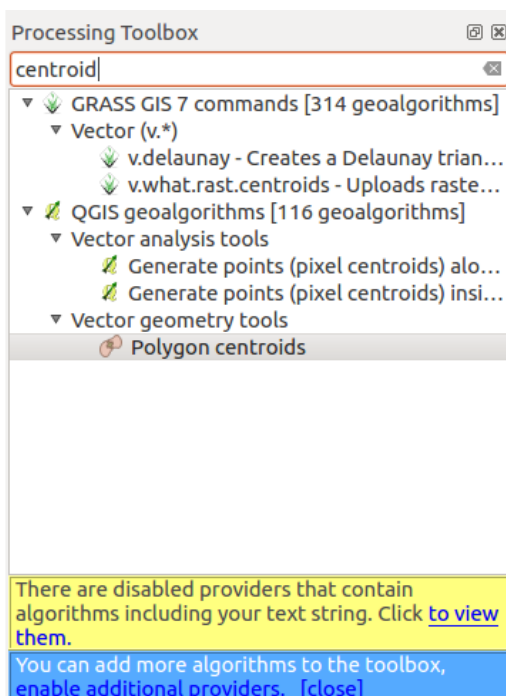
As we have already mentioned, the processing framework can run algorithms from other applications, but it also contains native algorithms that need no external software to be run. To start exploring the processing framework, we are going to run one of those native algorithms. In particular, we are going to calculate the centroids of set of polygons.

First, open the QGIS project corresponding to this lesson. It contains just a single layer with two polygons

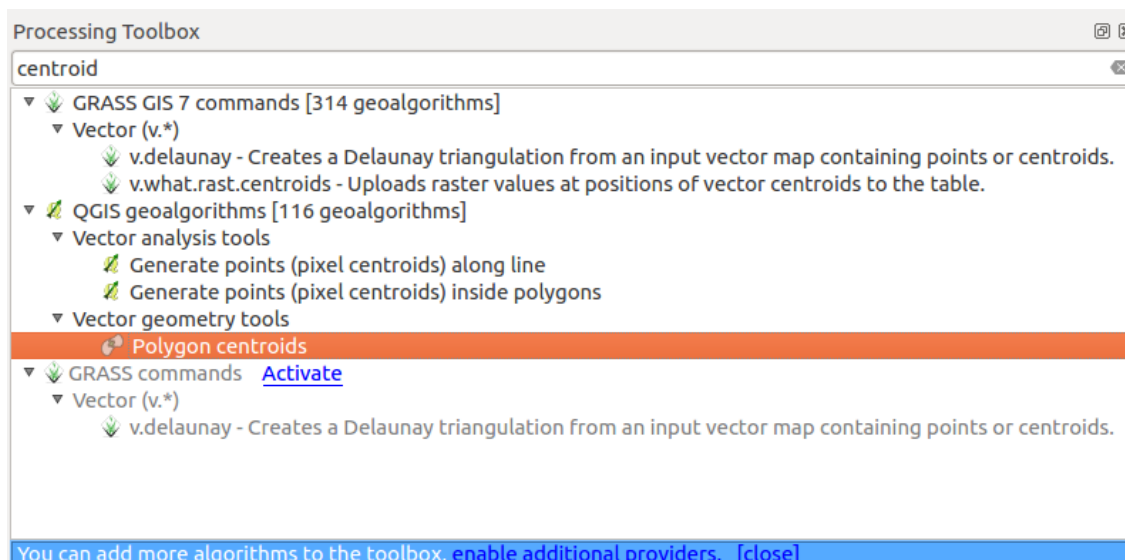


Now go to the text box at the top of the toolbox. That is the search box, and if you type text in it, it will filter the list of algorithms so just those ones containing the entered text are shown. If there are algorithms that match your search but belong to a provider that is not active, an additional label will be shown in the lower part of the toolbox.

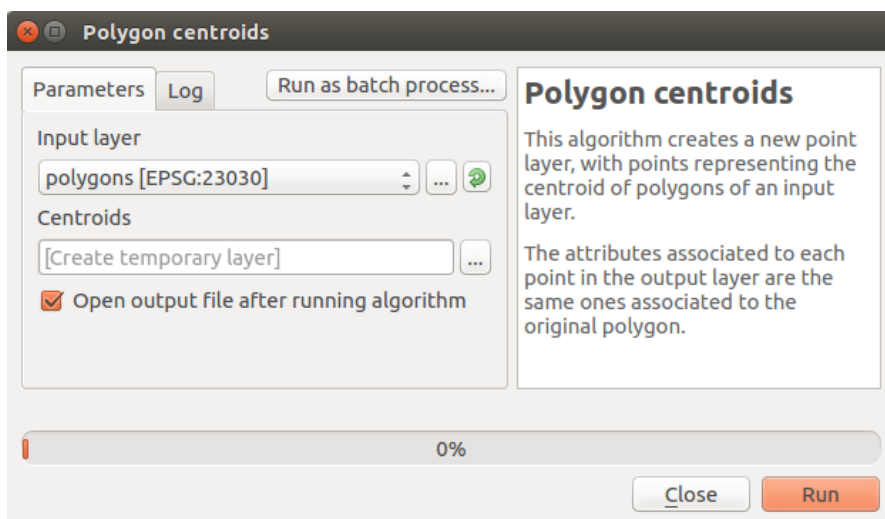
Type `centroids` and you should see something like this.



The search box is a very practical way of finding the algorithm you are looking for. At the bottom of the dialog, an additional label shows that there are algorithms that match your search but belong to a provider that is not active. If you click on the link in that label, the list of algorithms will also include results from those inactive providers, which will be shown in light gray. A link to activate each inactive provider is also shown. We'll see later how to activate other providers.



To execute an algorithm, you just have to double-click on its name in the toolbox. When you double-click on the *Polygon centroids* algorithm, you will see the following dialog.



All algorithms have a similar interface, which basically contains input parameters that you have to fill, and outputs that you have to select where to store. In this case, the only input we have is a vector layer with polygons.

Select the *Polygons* layer as input. The algorithm has a single output, which is the centroids layer. There are two options to define where a data output is saved: enter a filepath or save it to a temporary filename

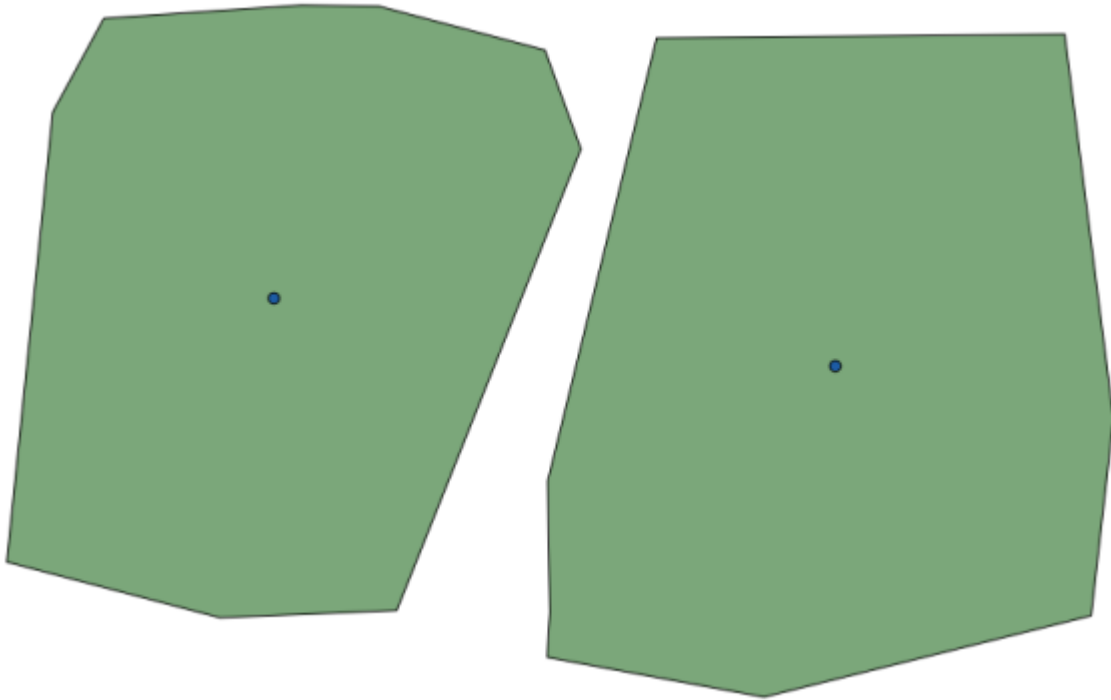
In case you want to set a destination and not save the result in a temporary file, the format of the output is defined by the filename extension. To select a format, just select the corresponding file extension (or add it if you are directly typing the filepath instead). If the extension of the filepath you entered does not match any of the supported ones, a default extension (usually `.dbf` for tables, `.tif` for raster layers and `.shp` for vector ones) will be appended to the filepath and the file format corresponding to that extension will be used to save the layer or table.

In all the exercises in this guide, we will be saving results to a temporary file, since there is no need to save them for a later use. Feel free to save them to a permanent location if you want to.

Avvertimento: Temporary files are deleted once you close QGIS. If you create a project with an output that was saved as a temporary output, QGIS will complain when you try to open back the project later, since that output file will not exist.

Once you have configured the algorithm dialog, press **[Run]** to run the algorithm.

You will get the following output.



The output has the same CRS as the input. Geoalgorithms assumes all input layers share the same CRS and do not perform any reprojection. Except in the case of some special algorithms (for instance, reprojection ones), the outputs will also have that same CRS. We will see more about this soon.

Try yourself saving it using different file formats (use, for instance, `shp` and `geojson` as extensions). Also, if you do not want the layer to be loaded in QGIS after it is generated, you can check off the checkbox that is found below the output path box.

18.5 More algorithms and data types

Nota: In this lesson we will run three more algorithms, learn how to use other input types, and configure outputs to be saved to a given folder automatically.

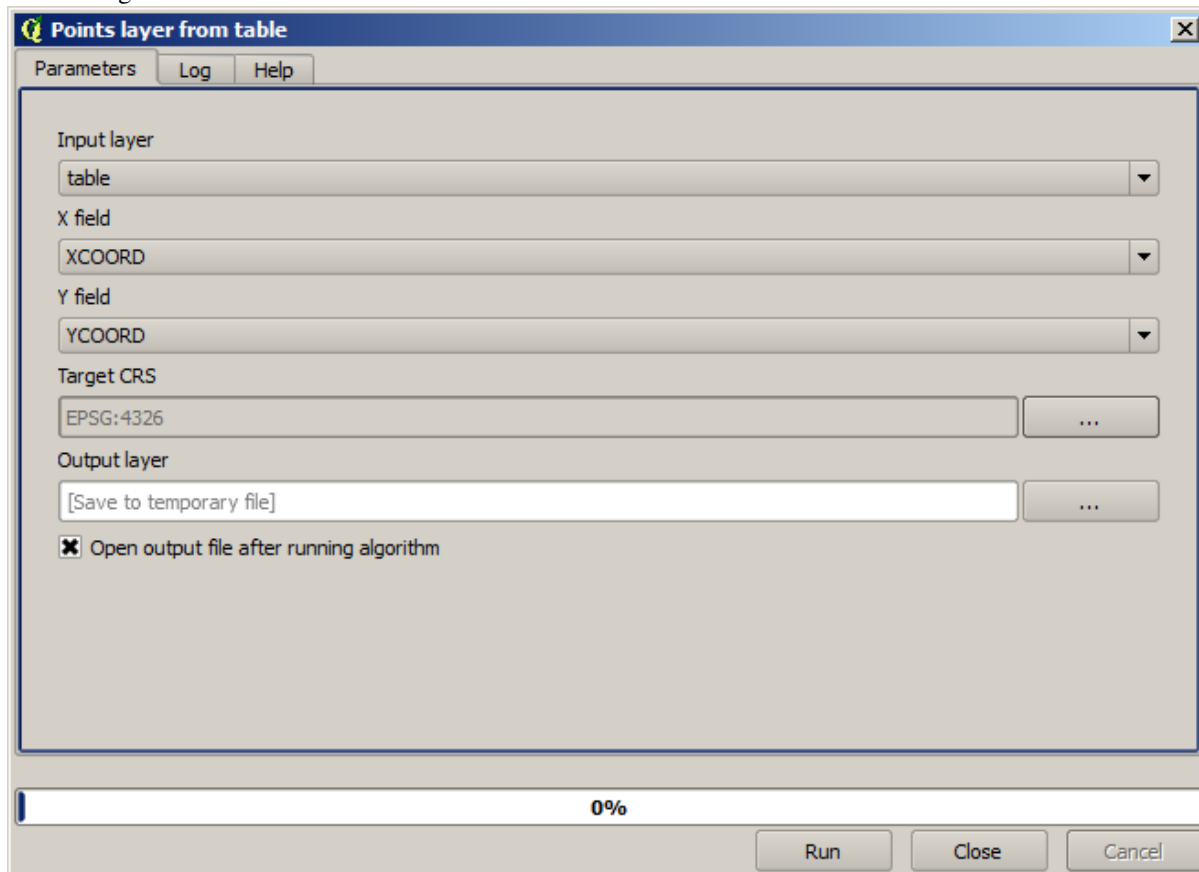
For this lessons we will need a table and a polygons layer. We are going to create a points layer based on coordinates in the table, and then count the number of points in each polygon. If you open the QGIS project corresponding to this lesson, you will find a table with X and Y coordinates, but you will find no polygons layer. Don't worry, we will create it using a processing gealgorithm.

The first thing we are going to do is to create a points layer from the coordinates in the table, using the *Points layer from table* algorithm. You now know how to use the search box, so it should not be hard for you to find it. Double-click on it to run it and get to its following dialog.

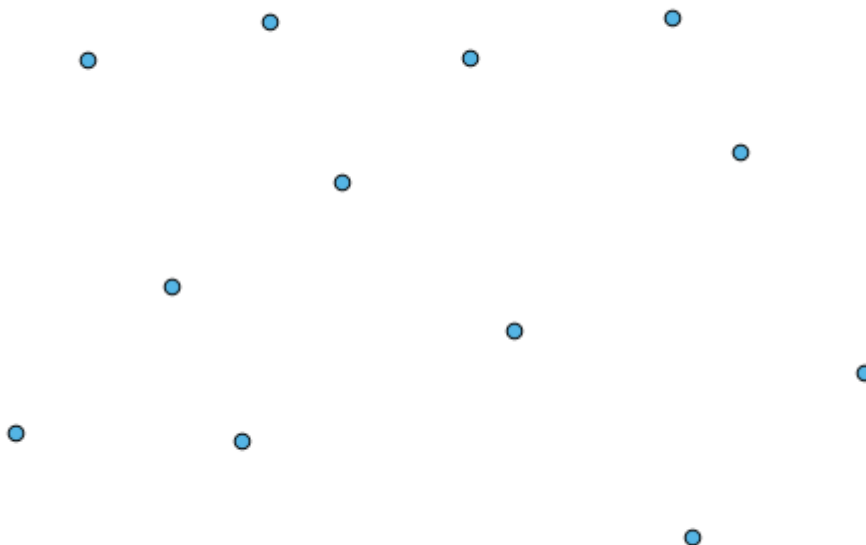
This algorithm, like the one from the previous lesson, just generates a single output, and it has three inputs:

- *Table:* the table with the coordinates. You should select here the table from the lesson data.
- *X and Y fields:* these two parameters are linked to the first one. The corresponding selector will show the name of those fields that are available in the selected table. Select the *XCOORD* field for the X parameter, and the *YYCOORD* field for the Y parameter.
- *CRS:* Since this algorithm takes no input layers, it cannot assign a CRS to the output layer based on them. Instead, it asks you to manually select the CRS that the coordinates in the table use. Click on the button on the left-hand side to open the QGIS CRS selector, and select EPSG:4326 as the output CRS. We are using this CRS because the coordinates in the table are in that CRS.

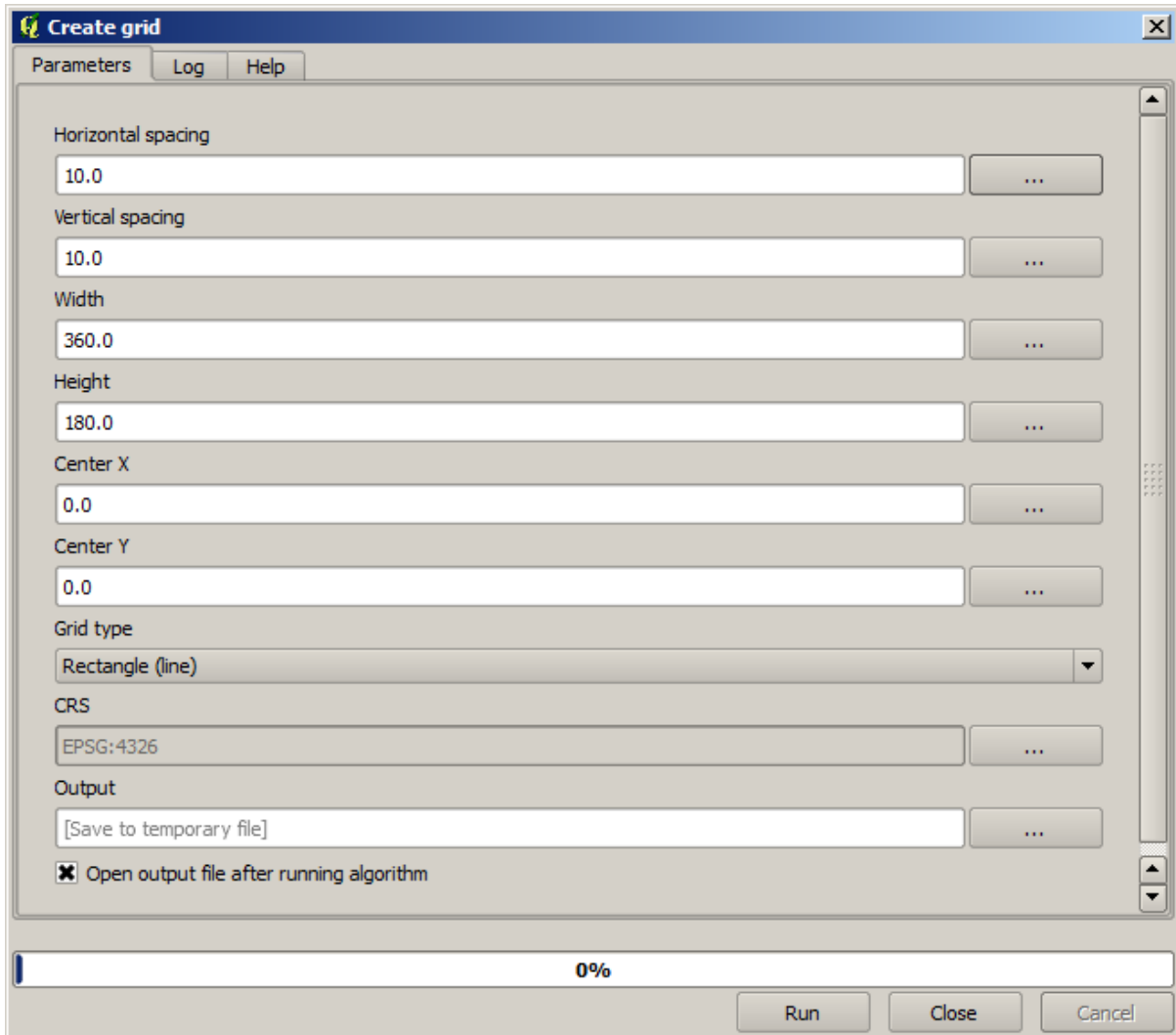
Your dialog should look like this.



Now press the *Run* button to get the following layer (you may need to zoom full to reenter the map around the newly created points):

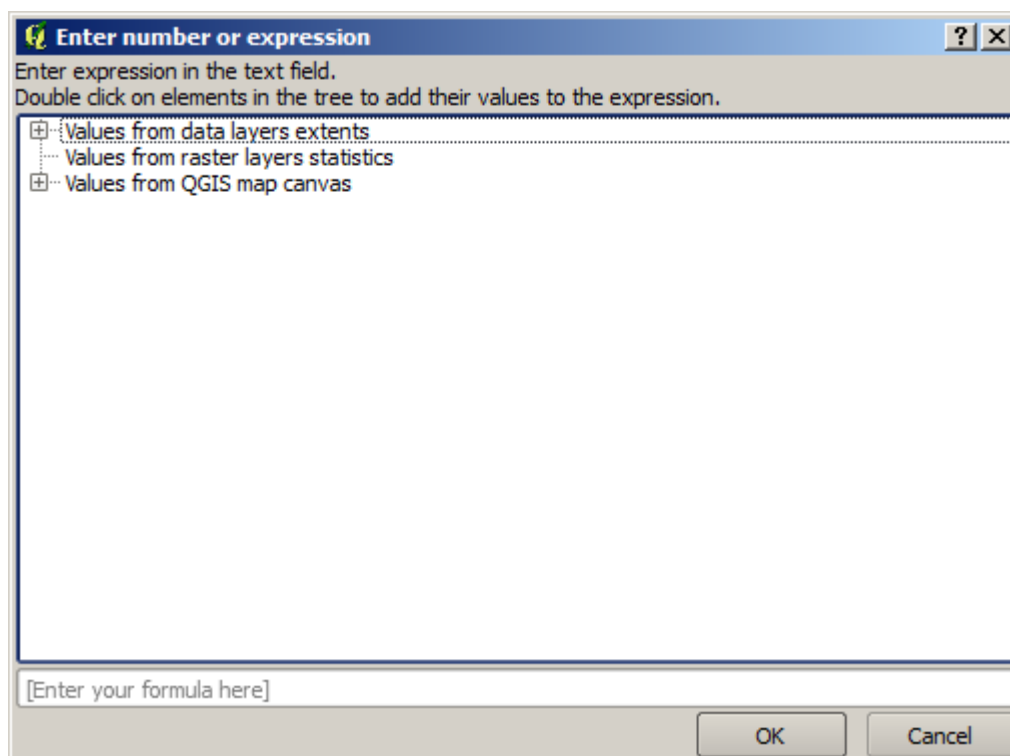


The next thing we need is the polygon layer. We are going to create a regular grid of polygons using the *Create grid* algorithm, which has the following parameters dialog.



Avvertimento: The options are simpler in recent versions of QGIS; you just need to enter min and max for X and Y (suggested values: -5.696226,-5.695122,40.24742,40.248171)

The inputs required to create the grid are all numbers. When you have to enter a numerical value, you have two options: typing it directly on the corresponding box or clicking the button on the right-hand side to get to a dialog like the one shown next.



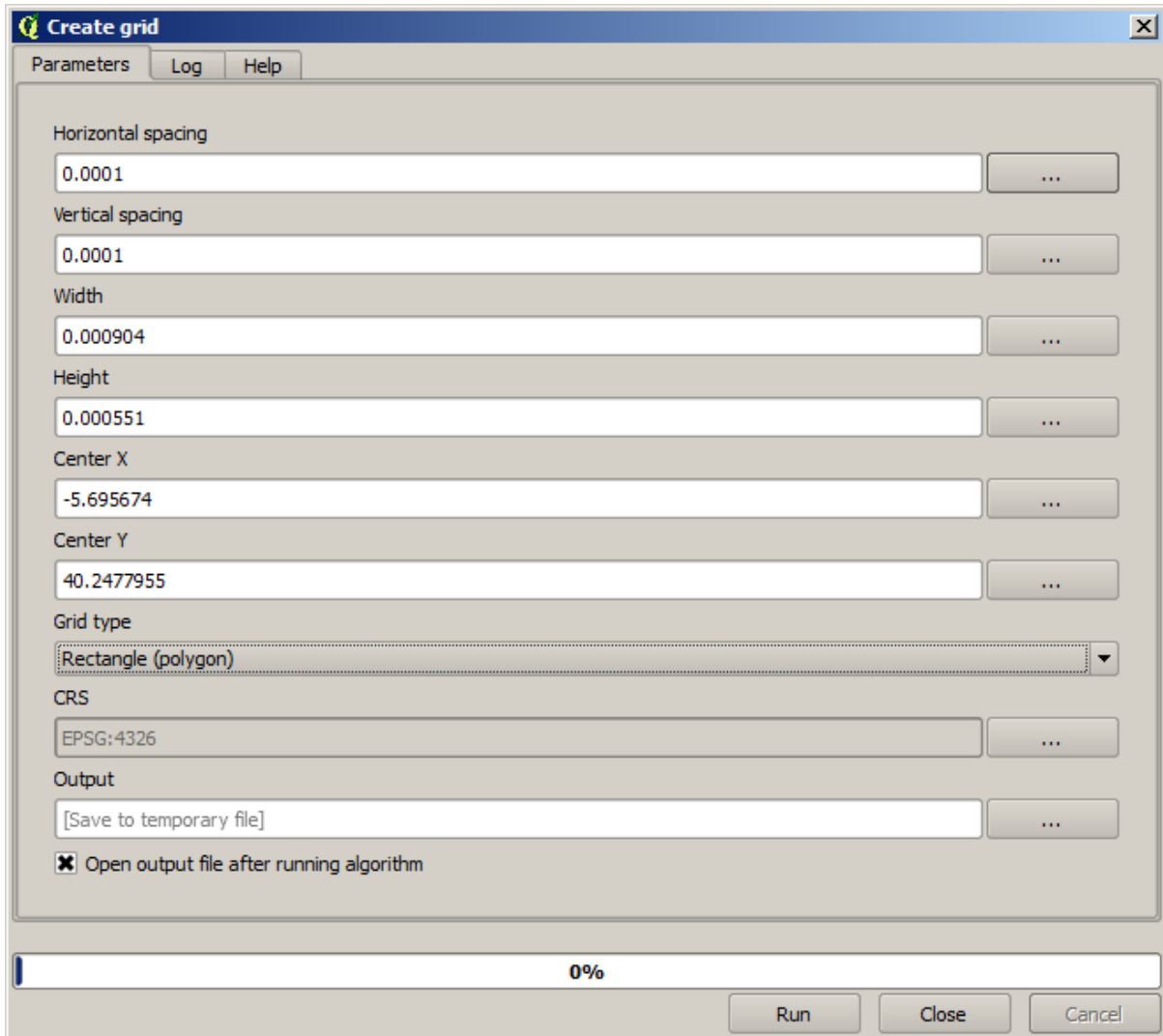
The dialog contains a simple calculator, so you can type expressions such as $11 * 34.7 + 4.6$, and the result will be computed and put in the corresponding text box in the parameters dialog. Also, it contains constants that you can use, and values from other layers available.

In this case, we want to create a grid that covers the extent of the input points layer, so we should use its coordinates to calculate the center coordinate of the grid and its width and height, since those are the parameters that the algorithm takes to create the grid. With a little bit of math, try to do that yourself using the calculator dialog and the constants from the input points layer.

Select *Rectangles (polygons)* in the *Type* field.

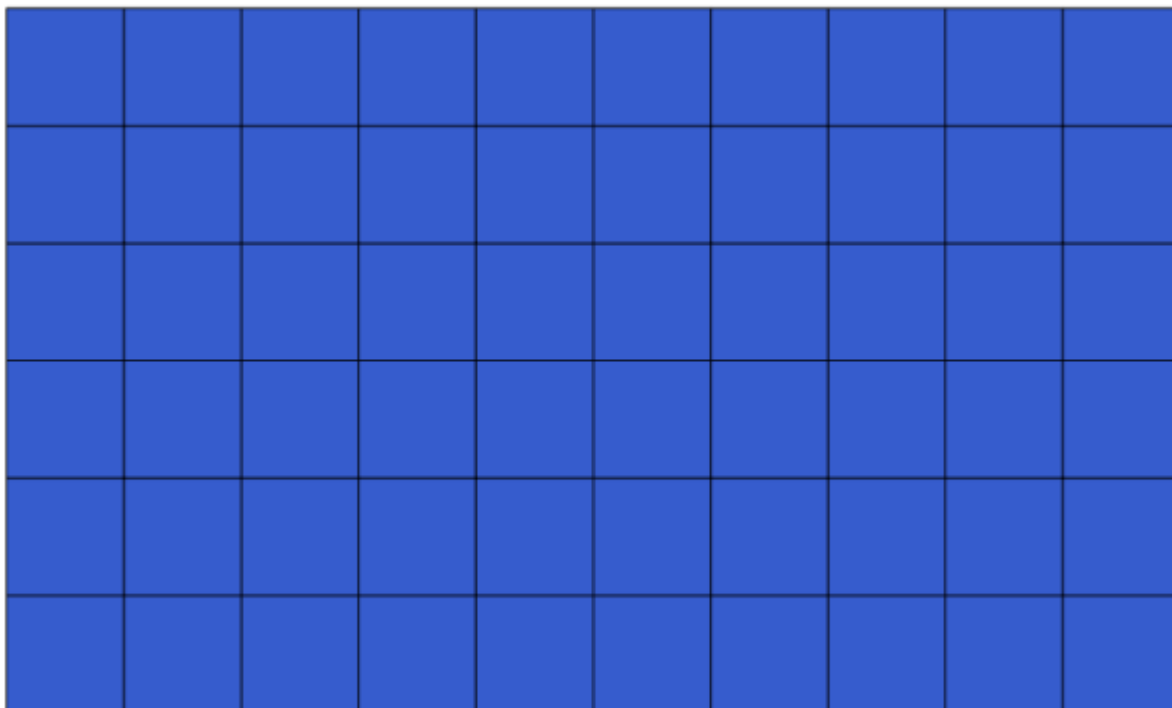
As in the case of the last algorithm, we have to enter the CRS here as well. Select EPSG:4326 as the target CRS, as we did before.

In the end, you should have a parameters dialog like this:

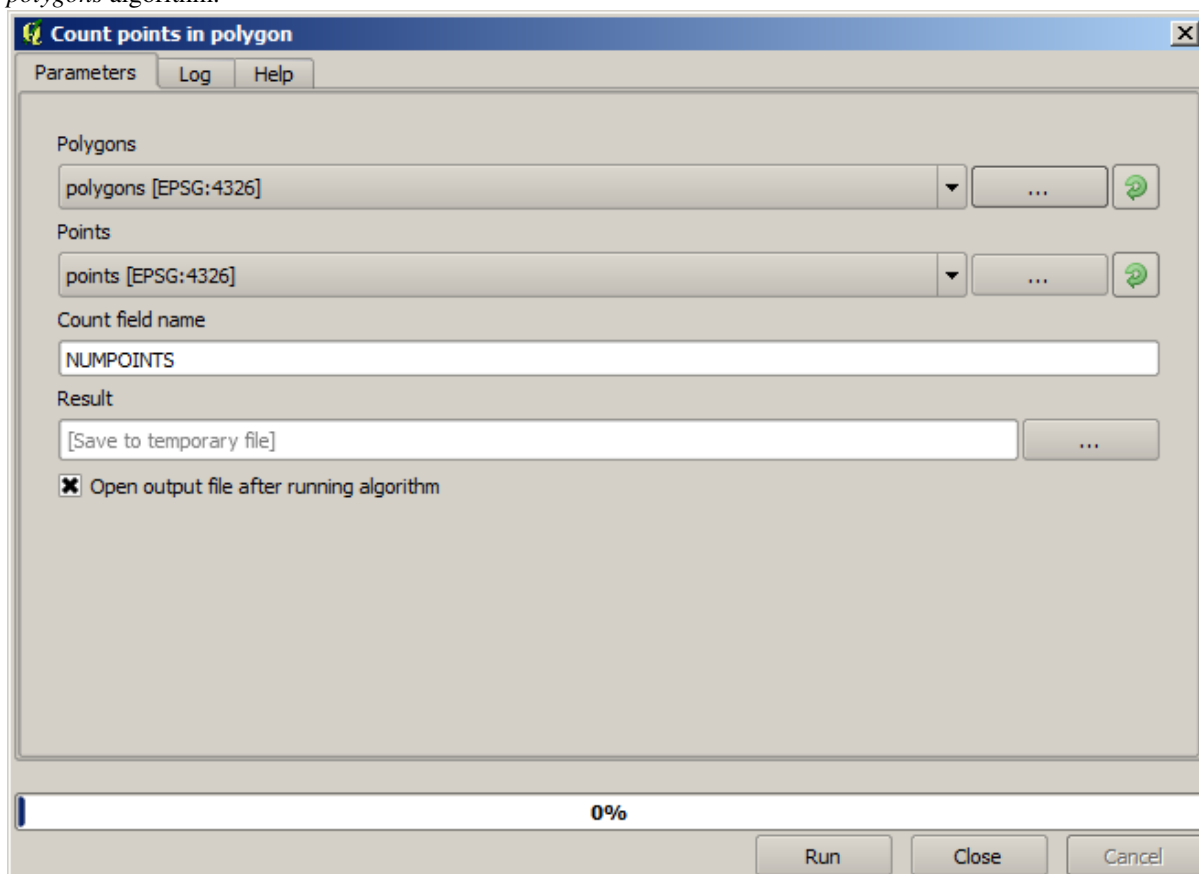


(Better add one spacing on the width and height: Horizontal spacing: 0.0001, Vertical spacing: 0.0001, Width: 0.001004, Height: 0.000651, Center X: -5.695674, Center Y: 40.2477955) The case of X center is a bit tricky, see: $-5.696126 + ((-5.695222 + 5.696126) / 2)$

Press *Run* and you will get the graticule layer.



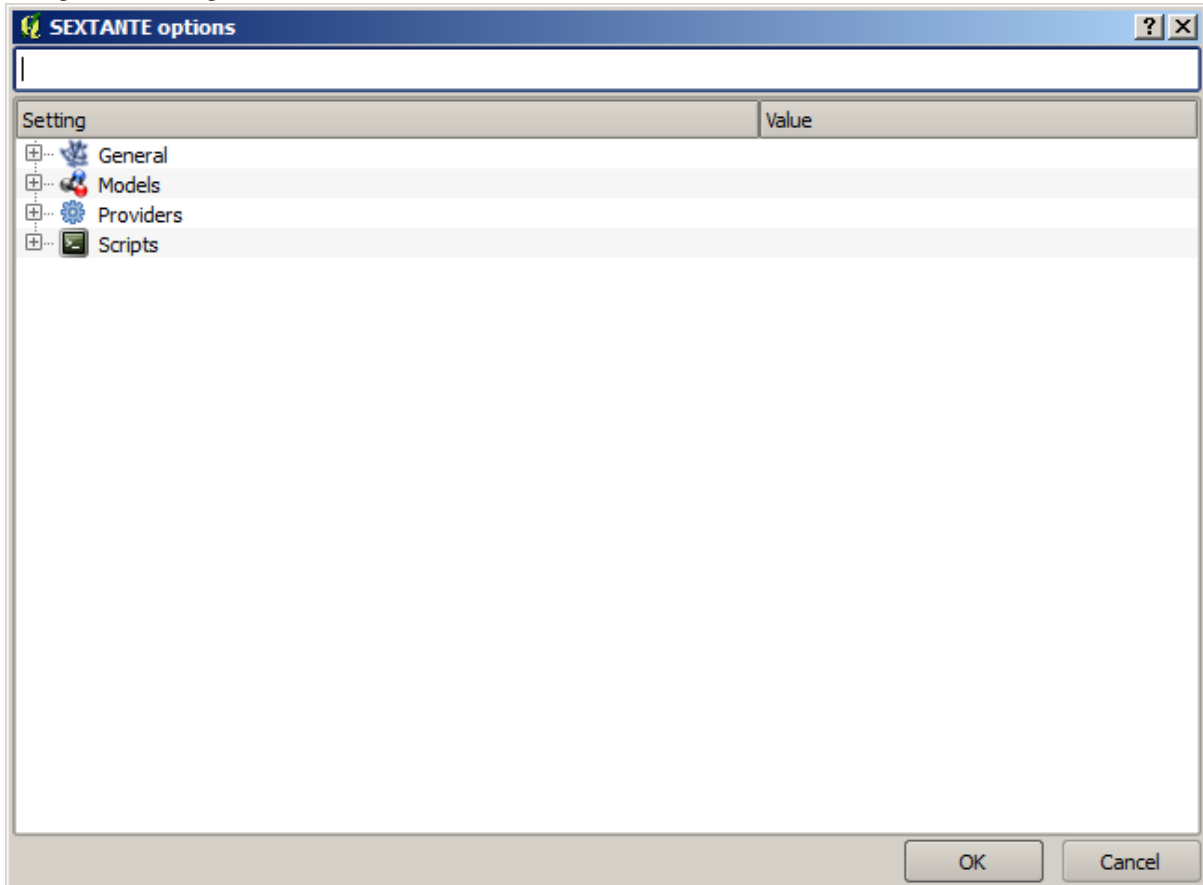
The last step is to count the points in each one of the rectangles of that graticule. We will use the *Count points in polygons* algorithm.



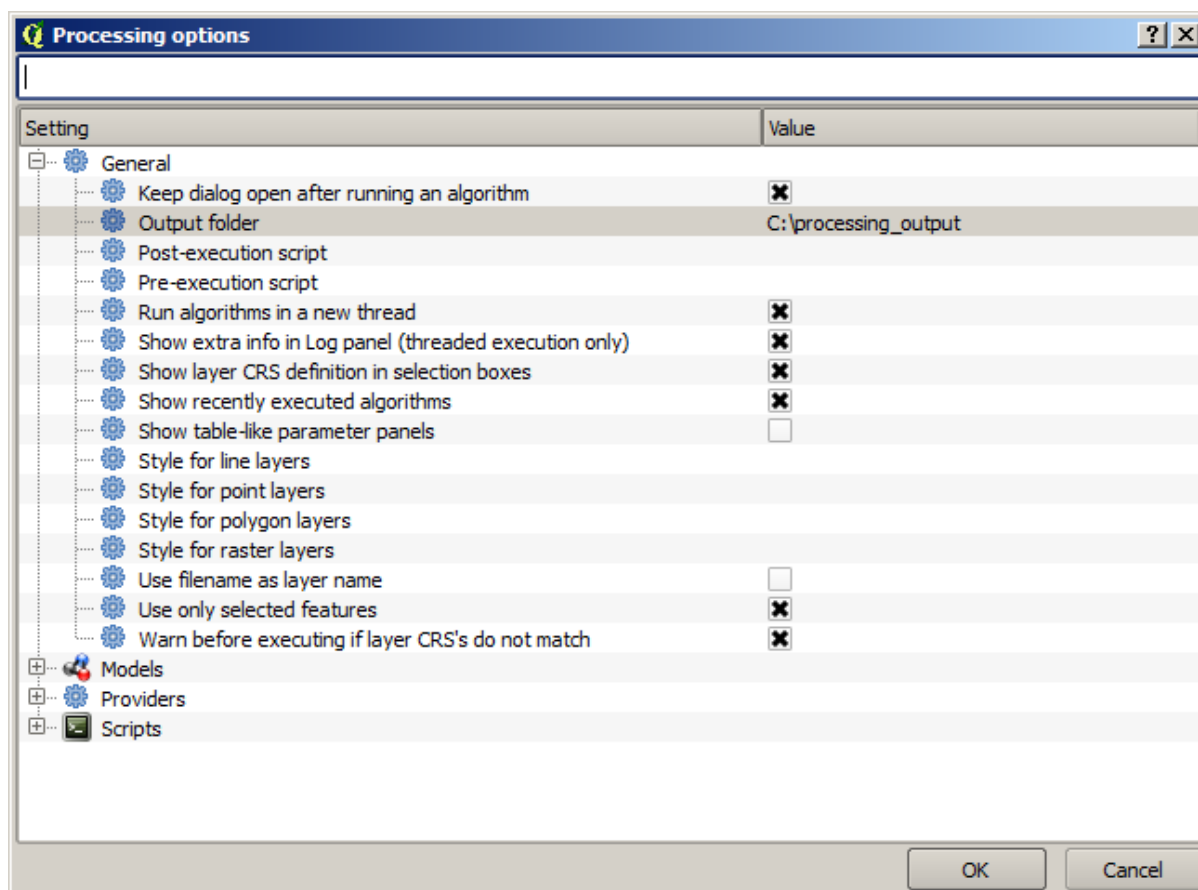
Now we have the result we were looking for.

Before finishing this lesson, here is a quick tip to make your life easier in case you want to persistently save your data. If you want all your output files to be saved in a given folder, you do not have to type the folder name each time. Instead, go to the processing menu and select the *Options and configuration* item. It will open the

configuration dialog.



In the *Output folder* entry that you will find in the *General* group, type the path to your destination folder.



Now when you run an algorithm, just use the filename instead of the full path. For instance, with the configuration shown above, if you enter `graticule.shp` as the output path for the algorithm that we have just used, the result will be saved in `D:\processing_output\graticule.shp`. You can still enter a full path in case you want a result to be saved in a different folder.

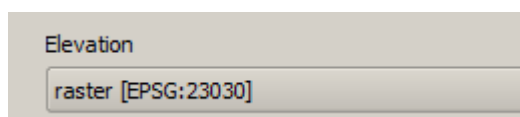
Try yourself the *Create grid* algorithm with different grid sizes, and also with different types of grids.

18.6 CRS. Riproiezione

Nota: In questa lezione parleremo di come Processing tratta i CRS. Vedremo anche algoritmo molto utile: riproiezione.

I CRS sono una grande fonte di confusione per gli utenti di QGIS Processing, per cui ecco alcune regole generali su come sono maneggiati dai geoscripti quando si crea un nuovo vettore.

- Se ci sono vettori in ingresso, sarà utilizzato il CRS del primo vettore. Si presuppone che tale CRS sia quello di tutti i vettori in ingresso, siccome dovrebbe essere lo stesso per tutti. Se utilizzi vettori con CRS che non corrispondono, QGIS te lo notificherà. Nota che il CRS dei vettori in ingresso è mostrato insieme al suo nome nella finestra di dialogo dei parametri.

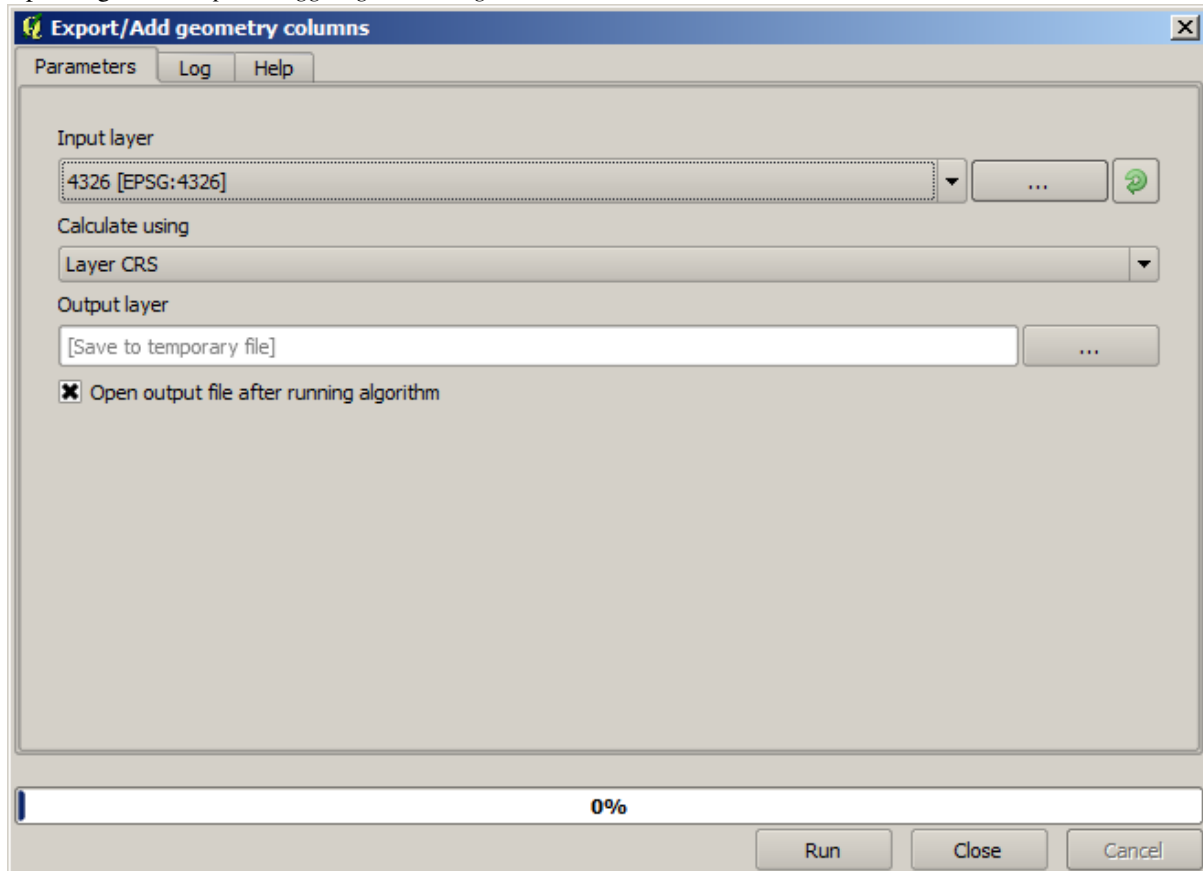


- Se non ci sono vettori in ingresso, sarà utilizzato il CRS del progetto, a meno che l'algoritmo contenga uno specifico campo per il CRS (come è successo nell'ultima lezione con l'algoritmo del reticolo)

Apri il progetto corrispondente a questa lezione: noterai due vettori denominati 23030 e 4326. Entrambi contengono gli stessi punti, ma in CRS differenti (EPSG:23030 e EPSG:4326). Essi appaiono nella stessa posizione

perché QGIS sta riproiettando al volo nel CRS del progetto (EPSG:4326), ma in realtà non rappresentano lo stesso vettore.

Apri l'algoritmo *Esporta/Aggiungi colonne geometriche*.



Questo algoritmo aggiunge nuove colonne alla tabella degli attributi di un vettore. Il contenuto delle colonne dipende dal tipo di geometria del vettore. Nel caso di punti, aggiunge nuove colonne con le coordinate X e Y di ogni punto.

Nella lista dei vettori disponibili che troverai nel campo del vettore in ingresso, vedrai ognuno di essi con il CRS corrispondente. Ciò significa che, sebbene appaiano nella stessa posizione sulla mappa, saranno trattati diversamente. Seleziona il vettore 4326.

L'altro parametro dell'algoritmo permette di definire come l'algoritmo utilizza le coordinate per calcolare il nuovo valore che sarà aggiunto al vettore risultante. La maggior parte degli algoritmi non ha un'opzione simile, e usa direttamente le coordinate. Seleziona l'opzione *CRS del vettore* per usare le coordinate così come sono. Questo è il modo con cui funzionano quasi tutti gli algoritmi.

Dovresti ottenere un nuovo vettore con gli stessi identici punti degli altri due vettori. Se fai click con il tasto destro sul nome del vettore e apri le sue proprietà, vedrai che ha lo stesso CRS del vettore in ingresso, che è EPSG:4326. Quando il vettore è caricato all'interno di QGIS, non ti sarà chiesto di inserire il CRS del vettore poiché QGIS già lo conosce.

Se apri la tabella degli attributi del nuovo vettore, vedrai che conterrà due nuovi campi con le coordinate X e Y di ogni punto.

	ID	PT_NUM_A	PT_ST_A	xcoord	ycoord
0	1	1.100000	a	-5.695426	40.248071
1	2	2.200000	b	-5.695885	40.247622
2	3	3.300000	c	-5.695406	40.247520
3	4	4.400000	a	-5.695222	40.247694
4	5	5.500000	b	-5.695642	40.248030
5	6	6.600000	a	-5.695855	40.248067
6	7	7.700000	b	-5.696049	40.248028
7	8	8.800000	c	-5.696126	40.247629
8	9	9.900000	a	-5.695961	40.247786
9	10	11.000000	b	-5.695353	40.247929
10	11	12.100000	a	-5.695595	40.247739
11	12	13.200000	b	-5.695779	40.247896

Questi valori di coordinata sono fornite nel CRS del vettore, poiché è quello che abbiamo scelto. Comunque, anche se avessi scelto un'altra opzione, il CRS in uscita sarebbe stato lo stesso poiché il CRS in ingresso è utilizzato per stabilire quello del vettore in uscita. La scelta di un'altra opzione avrebbe generato valori diversi, ma non la modifica del punto risultato o un diverso CRS del vettore in uscita rispetto a quello in ingresso.

Ora esegui la stessa operazione utilizzando l'altro vettore. Dovresti trovare il vettore risultante rappresentato esattamente nella stessa posizione degli altri, e avrà l'EPSG:23030 come CRS, poiché era questo quello del vettore in ingresso.

Se vai alla sua tabella degli attributi, vedrai valori diversi rispetto a quelli nel primo vettore che abbiamo creato.

	ID	PT_NUM_A	PT_ST_A	xcoord	ycoord
0	1	1.100000	a	270839.655869	4458983.162670
1	2	2.200000	b	270799.116425	4458934.552874
2	3	3.300000	c	270839.468187	4458921.978139
3	4	4.400000	a	270855.745301	4458940.799487
4	5	5.500000	b	270821.164389	4458979.173980
5	6	6.600000	a	270803.157564	4458983.848803
6	7	7.700000	b	270786.542791	4458980.047841
7	8	8.800000	c	270778.601980	4458935.968837
8	9	9.900000	a	270793.142411	4458952.931700
9	10	11.000000	b	270845.414756	4458967.311298
10	11	12.100000	a	270824.166376	4458946.784250
11	12	13.200000	b	270809.035643	4458964.649799

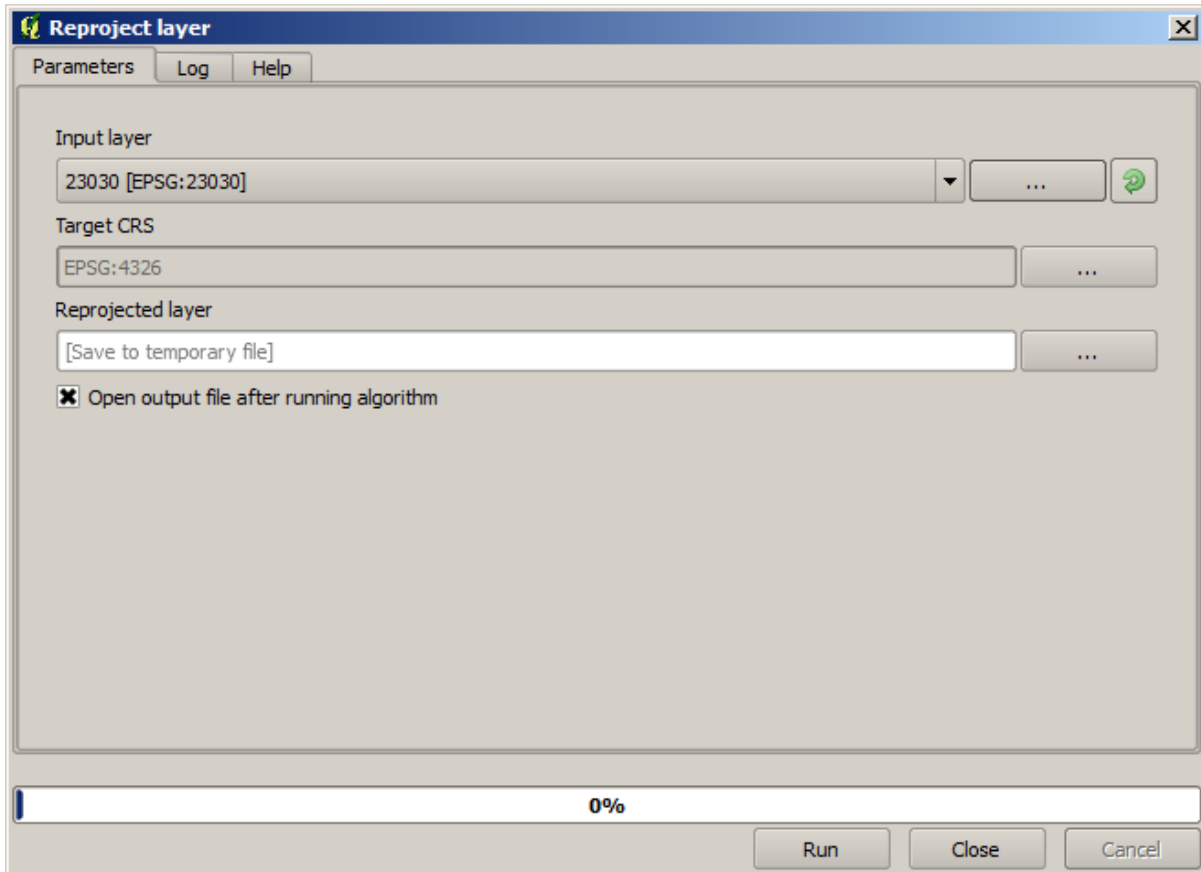
Ciò perché i dati originali sono diversi (usano un CRS diverso), e le coordinate sono ricavate da essi.

Cosa dovresti imparare da questo? L'idea principale dietro questi esempi è che i geocalcoli usano il vettore così come si trova nella sua fonte originale dei dati, e ignorano completamente le riproiezioni che QGIS potrebbe fare prima di rappresentarli. In altre parole, non fidarti di quello che vedi nella mappa, ma tieni sempre in mente che saranno utilizzati i dati originali. Ciò non è così importante in questo caso poiché stiamo utilizzando un solo vettore per volta, ma in un algoritmo che ne utilizza di diversi (come un algoritmo di ritaglio), i vettori che sembrano combaciare o sovrapporsi possono essere molto lontani tra loro poiché possono avere CRS differenti.

Gli algoritmi non eseguono la riproiezione (tranne l'algoritmo di riproiezione che vedremo dopo), per cui devi essere tu ad assicurarti che i vettori abbiano lo stesso CRS.

Un modulo interessante che ha a che fare con i CRS è quello di riproiezione. Esso rappresenta un caso particolare poiché ha un vettore in ingresso (quello da riproiettare), ma non utilizza il suo CRS per quello in uscita.

Apri l'algoritmo *Riproietta vettore*.



Seleziona in ingresso un qualunque vettore, e seleziona EPSG:23029 come CRS di destinazione. Eseguendo l'algoritmo otterrai un nuovo vettore, identico a quello in ingresso, ma con un CRS diverso. Apparirà nella stessa regione della mappa, come gli altri, poiché QGIS lo riproietterà al volo, ma le sue coordinate di partenza sono diverse. Puoi notare ciò eseguendo l'algoritmo *Esporta/Aggiungi colonne geometriche* usando questo nuovo vettore in ingresso, e verificando che le coordinate aggiunte siano diverse rispetto a quelle nella tabella degli attributi di entrambi i vettori che abbiamo elaborato prima.

18.7 Selection

Nota: In this lesson we will see how processing algorithms handle selections in vector layers that are used as inputs, and how to create a selection using a particular type of algorithm.

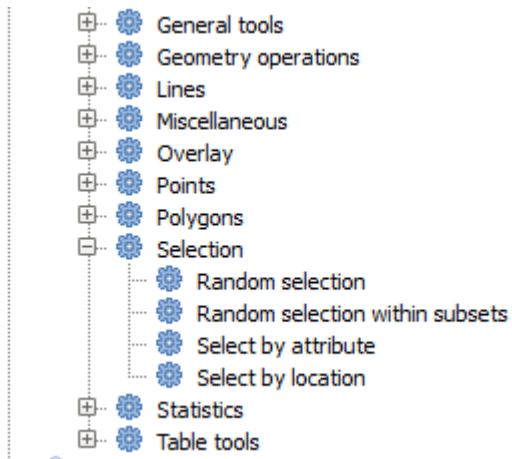
Unlike other analysis plugins in QGIS, you will not find in processing geospatial algorithms any “Use only selected features” checkbox or similar. The behaviour regarding selection is set for the whole plugin and all its algorithms, and not for each algorithm execution. Algorithms follow the following simple rules when using a vector layer.

- If the layer has a selection, only selected features are used.
- If there is no selection, all features are used.

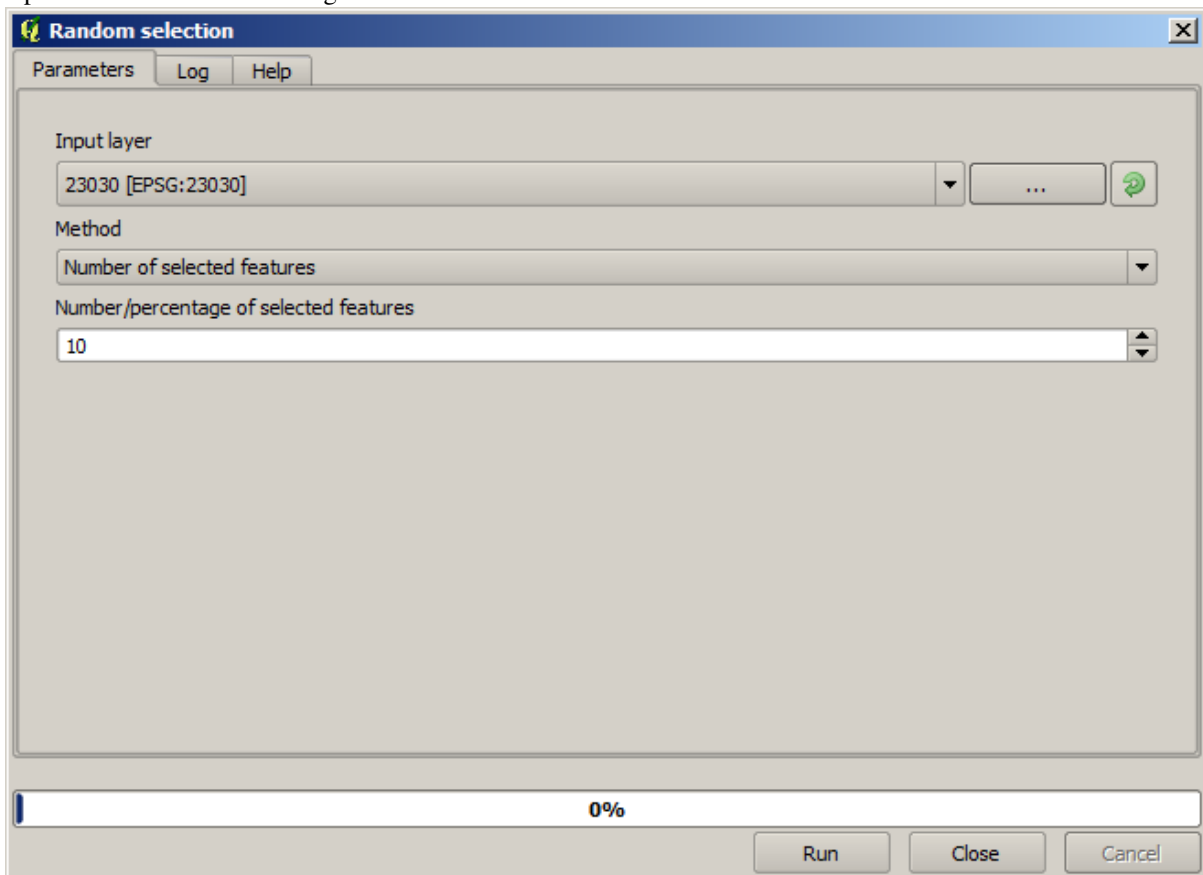
Please note that you can change this behaviour by unselecting the relevant option in the *Processing* → *Options* → *General* menu.

You can test that yourself by selecting a few points in any of the layers that we used in the last chapter, and running the reprojection algorithm on them. The reprojected layer that you will obtain will contain only those points that were selected, unless there was no selection, which will cause the resulting layer to contain all points from the original layer.

To make a selection, you can use any of the available methods and tools in QGIS. However, you can also use a geospatial algorithm to do so. Algorithms for creating a selection are found in the toolbox under *Vector/Selection*



Open the *Random selection* algorithm.



Leaving the default values, it will select 10 points from the current layer.



You will notice that this algorithm does not produce any output, but modifies the input layer (not the layer itself, but its selection). This is an uncommon behaviour, since all the other algorithms will produce new layers and not alter the input layers.

Since the selection is not part of the data itself, but something that only exist within QGIS, these selection algorithms only must be used selecting a layer that is open in QGIS, and not with the file selection option that you can find in the corresponding parameter value box.

The selection we have just made, like most of the ones created by the rest of the selection algorithms, can also be done manually from QGIS, so you might be wondering what is the point on using an algorithm for that. Although now this might not make much sense to you, we will later see how to create models and scripts. If you want to make a selection in the middle of a model (which defines a processing workflow), only a gealgorithm can be added to a model, and other QGIS elements and operations cannot be added. That is the reason why some processing algorithms duplicate functionality that is also available in other QGIS elements.

By now, just remember that selections can be made using processing gealgorithms, and that algorithms will only use the selected features if a selection exists, or all features otherwise.

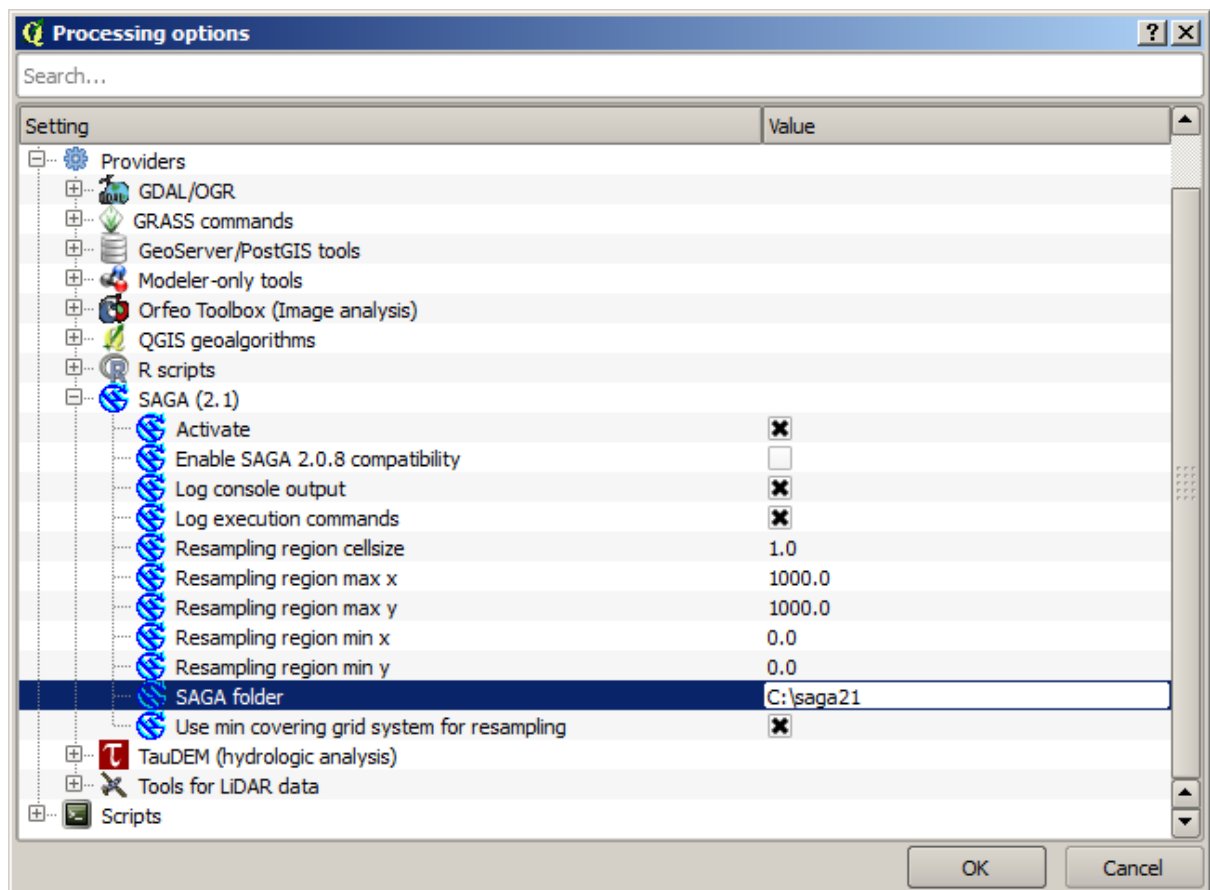
18.8 Running an external algorithm

Nota: In this lesson we will see how to use algorithms that depend on a third-party application, particularly SAGA, which is one of the main algorithm providers.

All the algorithms that we have run so far are part of processing framework. That is, they are *native* algorithms implemented in the plugin and run by QGIS just like the plugin itself is run. However, one of the greatest features of the processing framework is that it can use algorithms from external applications and extend the possibilites of those applications. Such algorithms are wrapped and included in the toolbox, so you can easily use them from QGIS, and use QGIS data to run them.

Some of the algorithms that you see in the simplified view require third party applications to be installed in your system. One algorithm provider of special interest is SAGA (System for Automated Geospatial Analysis). First, we need to configure everything so QGIS can correctly call SAGA. This is not difficult, but it's important to understand how it works. Each external application has its own configuration, and later in this same manual we will talk about some of the other ones, but SAGA is going to be our main backend, so we will discuss it here.

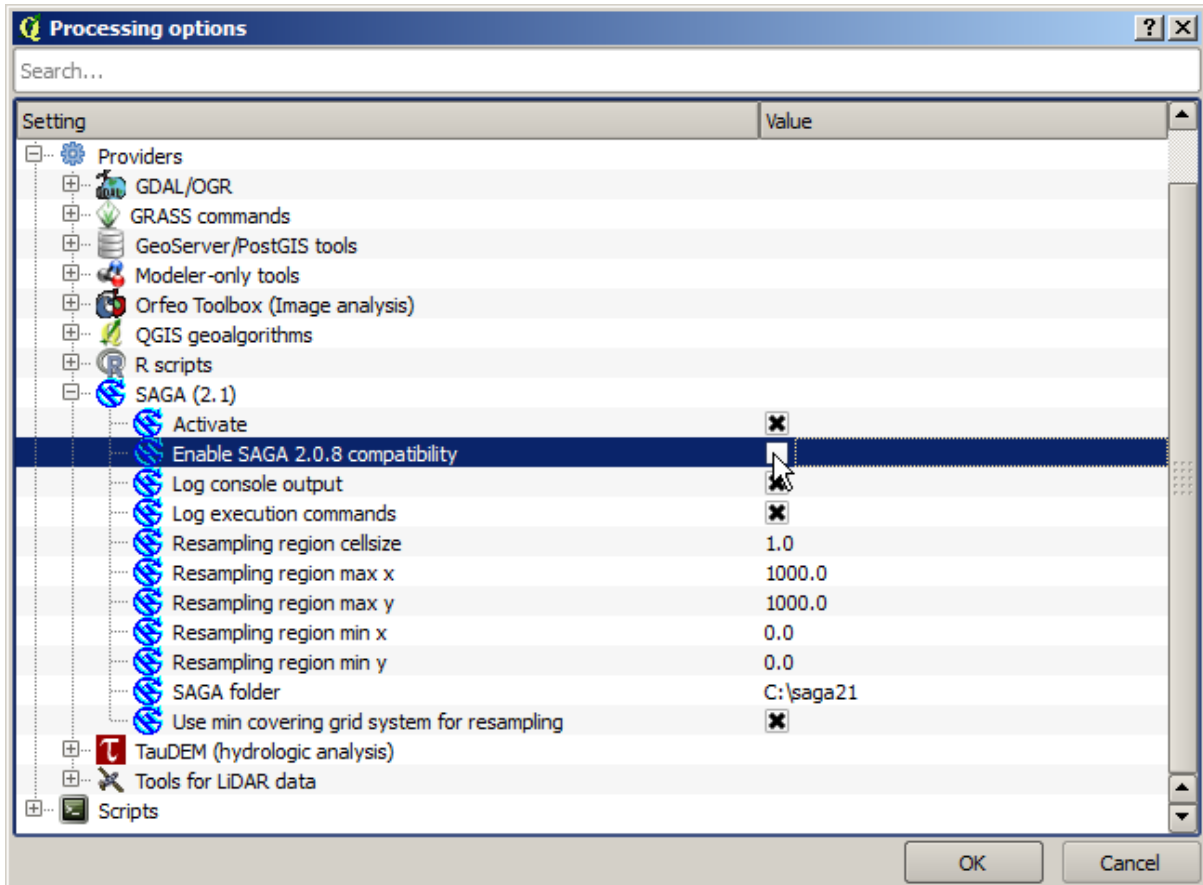
If you are on Windows, the best way to work with external algorithms is to install QGIS using the standalone installer. It will take care of installing all the needed dependencies, including SAGA, so if you have used it, there is nothing else to do. You can open the settings dialog and go to the *Providers/SAGA* group.



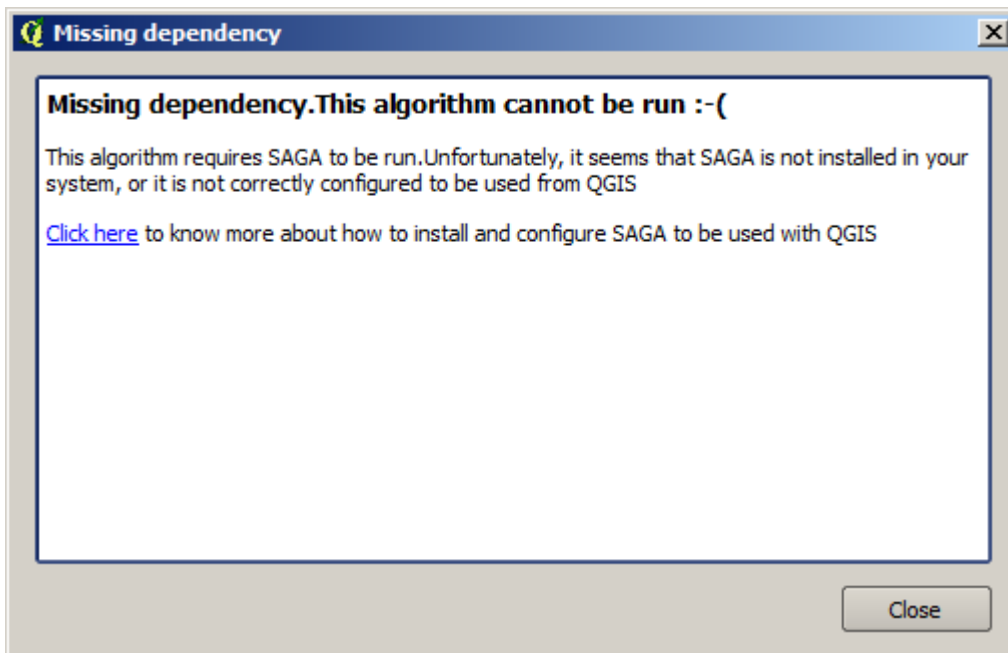
The SAGA path should already be configured and pointing to the folder where SAGA is installed.

If you have installed QGIS not using the standalone installer, then you must enter the path to your SAGA installation (which you must have installed separately) there. The required version is SAGA 2.1 [this is changing according to the releases of SAGA].

In case you are using Linux, you do not have to set the path to your SAGA installation in the processing configuration. Instead, you must install SAGA and make sure that the SAGA folder is in PATH, so it can be called from the console (just open a console and type `saga_cmd` to check it). Under Linux, the target version for SAGA is also 2.1, but in some installations (such as the OSGeo Live DVD) you might have just 2.0.8 available. There are some 2.1 packages available, but they are not commonly installed and might have some issues, so if you prefer to use the more common and stable 2.0.8, you can do it by enabling 2.0.8 compatibility in the configuration dialog, under the SAGA group.

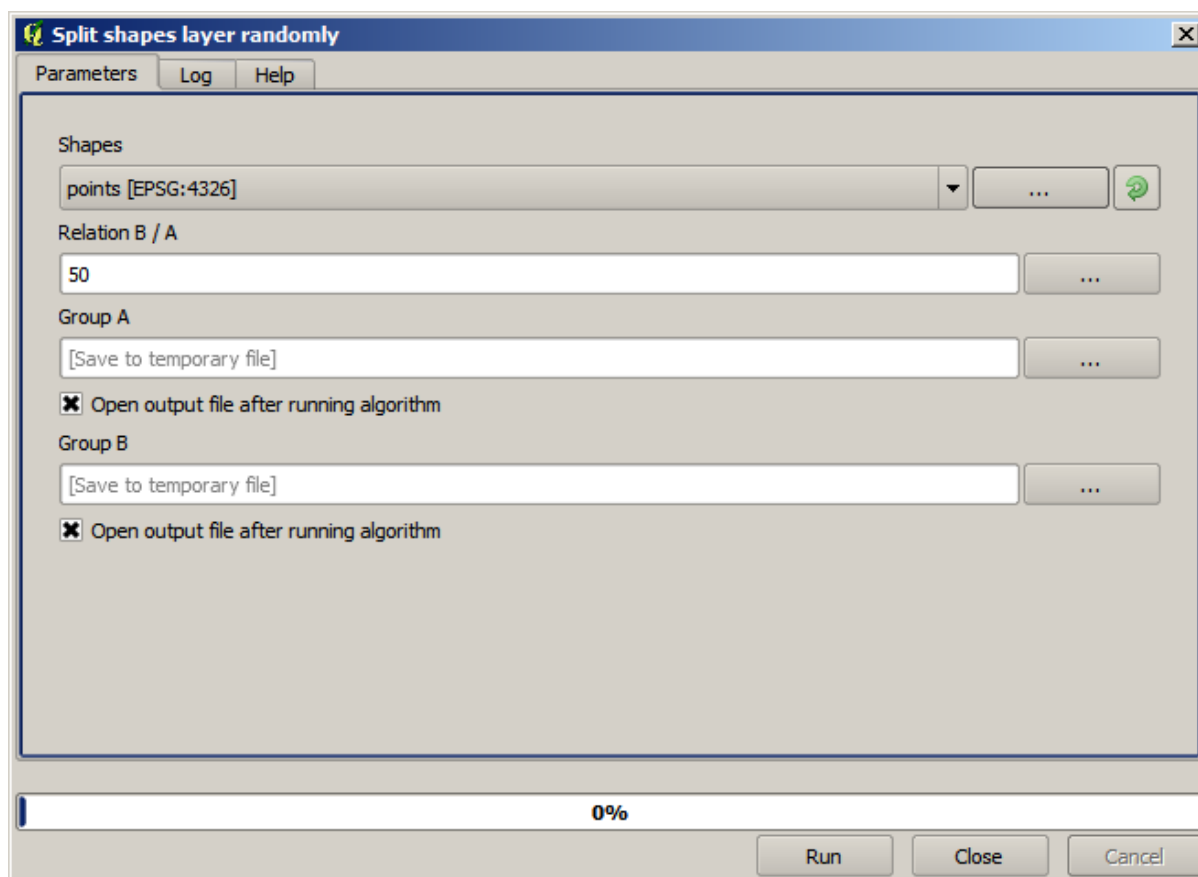


Once SAGA is installed, you can launch a SAGA algorithm double clicking on its name, as with any other algorithm. Since we are using the simplified interface, you do not know which algorithms are based on SAGA or in another external application, but if you happen to double-click on one of them and the corresponding application is not installed, you will see something like this.

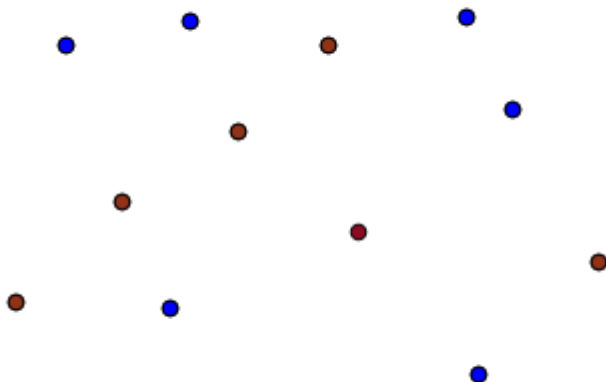


In our case, and assuming that SAGA is correctly installed and configured, you should not see this window, and you will get to the parameters dialog instead.

Let's try with a SAGA-based algorithm, the one called *Split shapes layer randomly*.

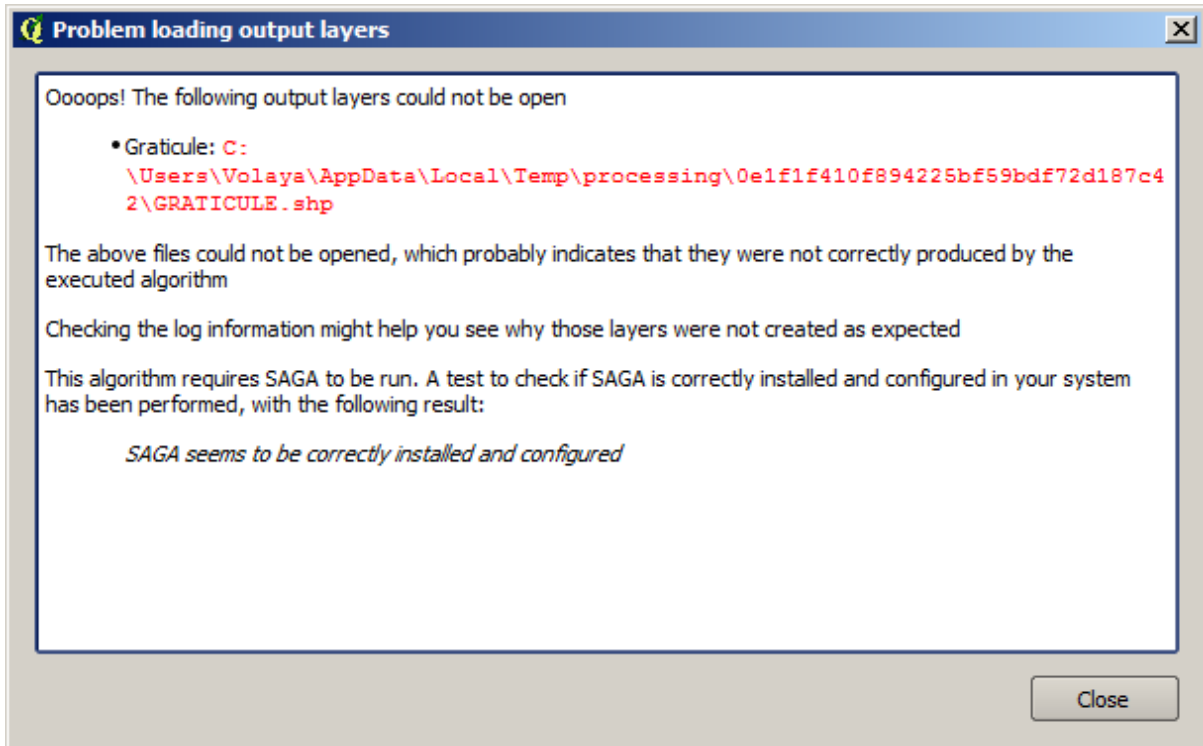


Use the points layer in the project corresponding to this lesson as input, and the default parameter values, and you will get something like this (the split is random, so your result might be different).



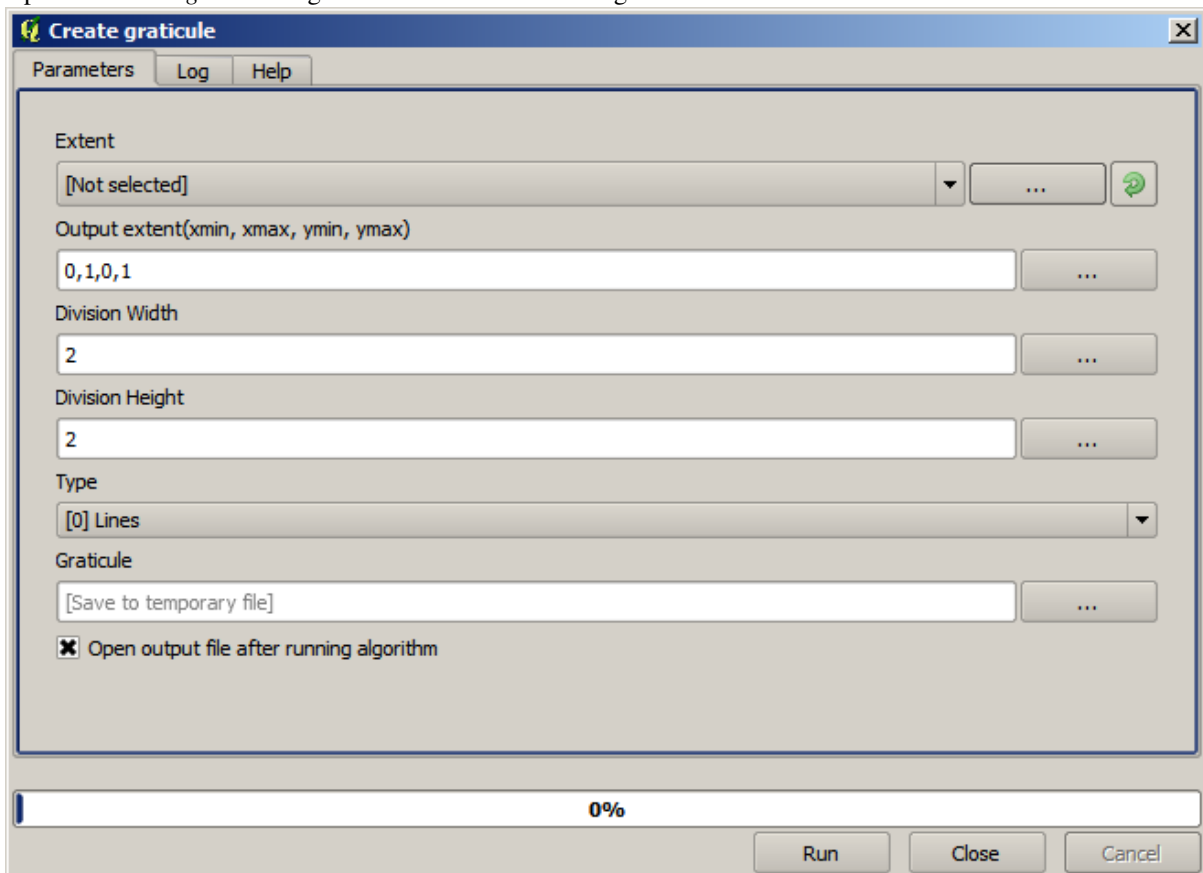
The input layer has been split in two layers, each one with the same number of points. This result has been computed by SAGA, and later taken by QGIS and added to the QGIS project.

If all goes fine, you will not notice any difference between this SAGA-based algorithm and one of the others that we have previously run. However, SAGA might, for some reason, not be able to produce a result and not generate the file that QGIS is expecting. In that case, there will be problems adding the result to the QGIS project, and an error message like this will be shown.



This kind of problems might happen, even if SAGA (or any other application that we are calling from the processing framework) is correctly installed, and it is important to know how to deal with them. Let's produce one of those error messages.

Open the *Create graticule* algorithm and use the following values.



We are using width and height values that is larger than the specified extent, so SAGA cannot produce any output.

In other words, the parameter values are wrong, but they are not checked until SAGA gets them and tries to create the graticule. Since it cannot create it, it will not produce the expected layer, and you will see the error message shown above.

Nota: In SAGA >= 2.2.3, the command will adjust automatically wrong input data, so you'll not get an error. To provoke an error, use negative values for division.

Understanding this kind of problems will help you solve them and find an explanation to what is happening. As you can see in the error message, a test is performed to check that the connection with SAGA is working correctly, indicating you that there might be a problem in how the algorithm was executed. This applies not only to SAGA, but also to other external applications as well.

In the next lesson we will introduce the processing log, where information about commands run by geocalgorithms is kept, and you will see how to get more detail when issues like this appear.

18.9 Il log di processing

Nota: Questa lezione descrive il log di processing.

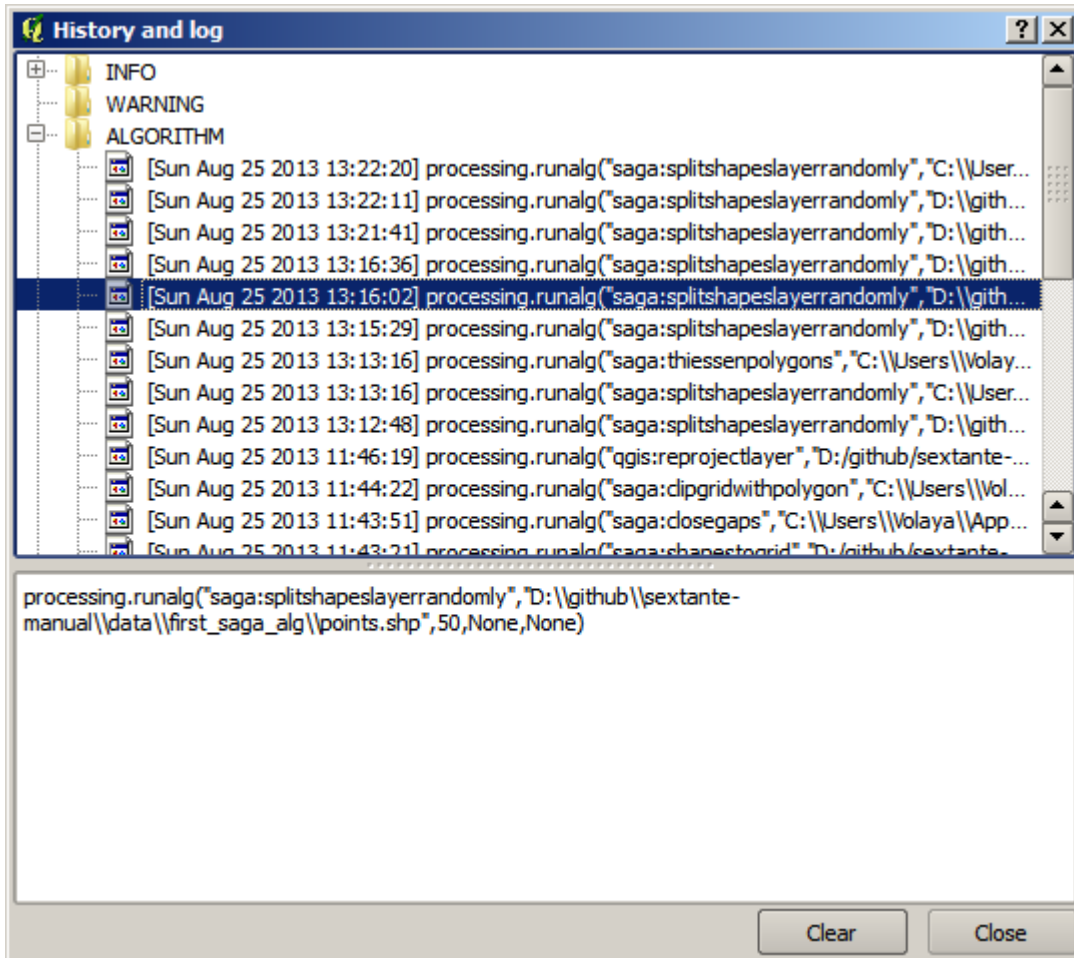
All the analysis performed with the processing framework is logged in QGIS logging system. This allows you to know more about what has been done with the processing tools, to solve problems when they happen, and also to re-run previous operations, since the logging system also implements some interactivity.

To open the log, click on the balloon at the bottom right, on the QGIS status bar. Some algorithms might leave here information about their execution. For instance, those algorithms that call an external application usually log the console output of that application to this entry. If you have a look at it, you will see that the output of the SAGA algorithm that we just run (and that fail to execute because input data was not correct) is stored here.

This is helpful to understand what is going on. Advanced users will be able to analyze that output to find out why the algorithm failed. If you are not an advanced user, this will be useful for others to help you diagnose the problem you are having, which might be a problem in the installation of the external software or an issue with the data you provided.

Even if the algorithm could be executed, some algorithms might leave warnings in case the result might not be right. For instance, when executing an interpolation algorithm with a very small amount of points, the algorithm can run and will produce a result, but it is likely that it will not be correct, since more points should be used. It's a good idea to regularly check for this type of warnings if you are not sure about some aspect of a given algorithm.

From the *Processing* menu, under the *History* section, you'll find *Algorithms*. All algorithms that are executed, even if they are executed from the GUI and not from the console (which will be explained later in this manual) are stored in this section as a console call. That means that everytime you run an algorithm, a console command is added to the log, and you have the full history of your working session. Here is how that history looks like:



This can be very useful when starting working with the console, to learn about the syntax of algorithms. We will use it when we discuss how to run analysis commands from the console.

The history is also interactive, and you can re-run any previous algorithm just by double-clicking on its entry. This is an easy way of replicating the work we already did before.

For instance, try the following. Open the data corresponding to the first chapter of this manual and run the algorithm explained there. Now go to the log dialog and locate the last algorithm in the list, which corresponds to the algorithm you have just run. Double-click on it and a new result should be produced, just like when you run it using the normal dialog and calling it from the toolbox.

18.9.1 Livello avanzato

You can also modify the algorithm. Just copy it, open the *Plugins* → *Python console*, click on *Import class* → *Import Processing class*, then paste it to re-run the analysis; change the text at will. To display the resulting file, type `iface.addVectorLayer('/path/filename.shp', 'Layer name in legend', 'ogr')`. Otherwise, you can use `processing.runandload`.

18.10 The raster calculator. No-data values

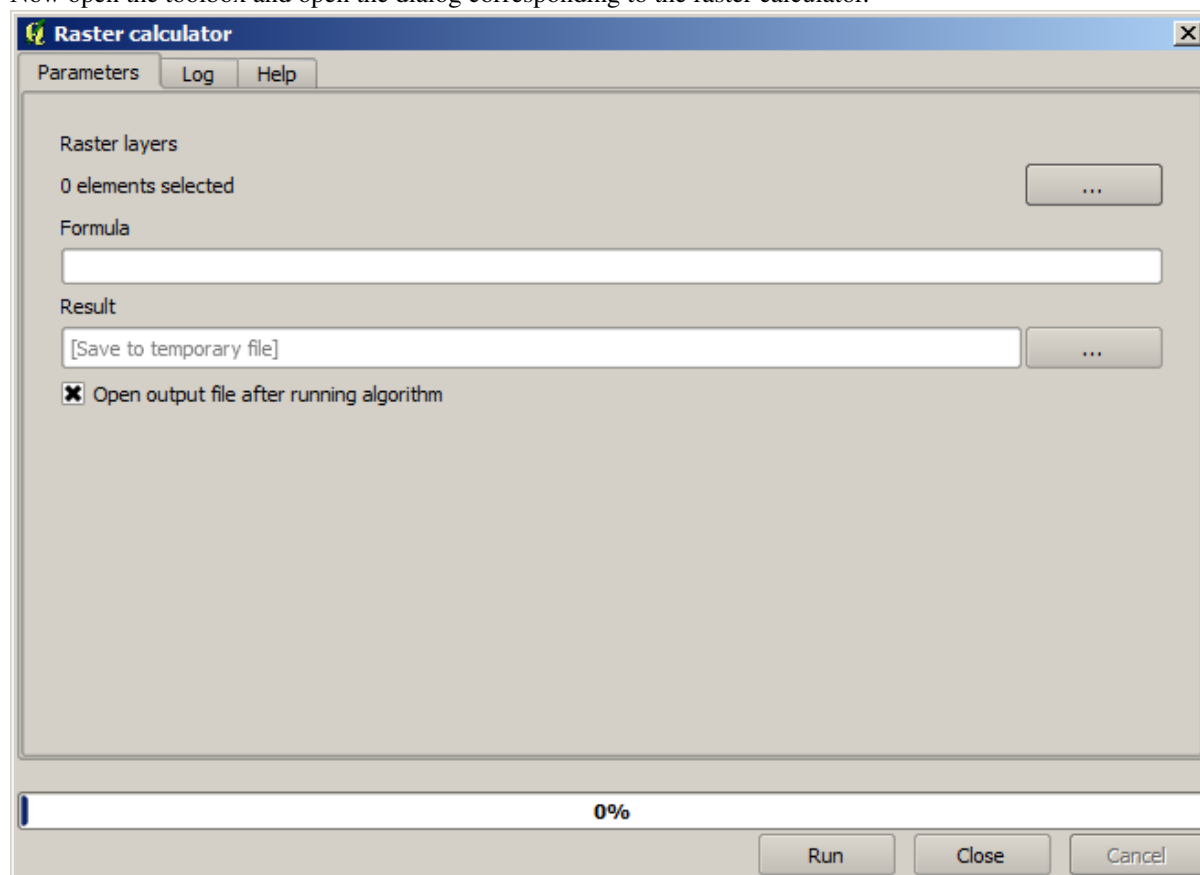
Nota: In this lesson we will see how to use the raster calculator to perform some operations on raster layers. We will also explain what are no-data values and how the calculator and other algorithms deal with them

The raster calculator is one of the most powerful algorithms that you will find. It's a very flexible and versatile algorithm that can be used for many different calculations, and one that will soon become an important part of your toolbox.

In this lesson we will be performing some calculation with the raster calculator, most of them rather simple. This will let us see how it is used and how it deals with some particular situations that it might find. Understanding that is important to later get the expected results when using the calculator, and also to understand certain techniques that are commonly applied with it.

Open the QGIS project corresponding to this lesson and you will see that it contains several raster layers.

Now open the toolbox and open the dialog corresponding to the raster calculator.



Nota: The interface is different in recent versions.

The dialog contains 2 parameters.

- The layers to use for the analysis. This is a multiple input, that meaning that you can select as many layers as you want. Click on the button on the right-hand side and then select the layers that you want to use in the dialog that will appear.
- The formula to apply. The formula uses the layers selected in the above parameter, which are named using alphabet letters (a, b, c...) or g1, g2, g3... as variable names. That is, the formula $a + 2 * b$ is the same as $g1 + 2 * g2$ and will compute the sum of the value in the first layer plus two times the value in the second layer. The ordering of the layers is the same ordering that you see in the selection dialog.

Avvertimento: The calculator is case sensitive.

To start with, we will change the units of the DEM from meters to feet. The formula we need is the following one:

$$h' = h * 3.28084$$

Select the DEM in the layers field and type $a * 3.28084$ in the formula field.

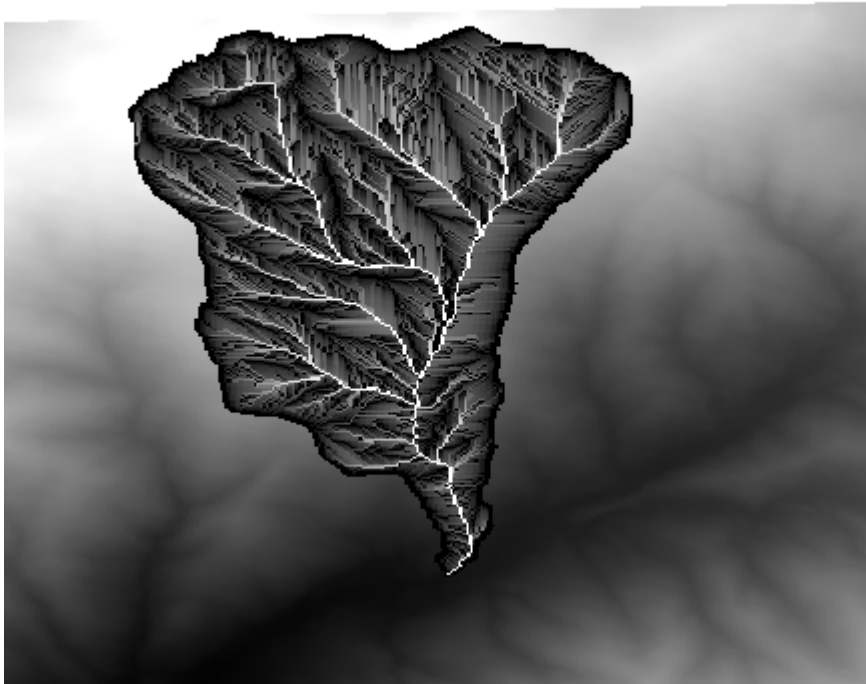
Avvertimento: For non English users: use always ".", not ",".

Click *Run* to run the algorithm. You will get a layer that has the same appearance of the input layer, but with different values. The input layer that we used has valid values in all its cells, so the last parameter has no effect at all.

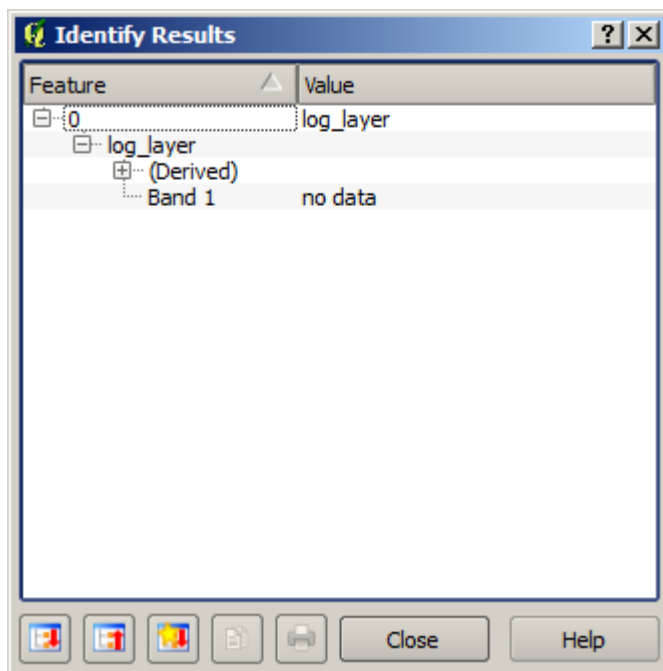
Let's now perform another calculation, this time on the *accflow* layer. This layer contains values of accumulated flow, a hydrological parameter. It contains those values only within the area of a given watershed, with no-data values outside of it. As you can see, the rendering is not very informative, due to the way values are distributed. Using the logarithm of that flow accumulation will yield a much more informative representation. We can calculate that using the raster calculator.

Open the algorithm dialog again, select the *accflow* layer as the only input layer, and enter the following formula: $\log(a)$.

Here is the layer that you will get.



If you select the *Identify* tool to know the value of a layer at a given point, select the layer that we have just created, and click on a point outside of the basin, you will see that it contains a no-data value.



For the next exercise we are going to use two layers instead of one, and we are going to get a DEM with valid elevation values only within the basin defined in the second layer. Open the calculator dialog and select both layers of the project in the input layers field. Enter the following formula in the corresponding field:

$a/a * b$

a refers to the accumulated flow layer (since it is the first one to appear in the list) and b refers to the DEM. What we are doing in the first part of the formula here is to divide the accumulated flow layer by itself, which will result in a value of 1 inside the basin, and a no-data value outside. Then we multiply by the DEM, to get the elevation value in those cells inside the basin ($DEM * 1 = DEM$) and the no-data value outside ($DEM * no_data = no_data$)

Here is the resulting layer.



This technique is used frequently to *mask* values in a raster layer, and is useful whenever you want to perform calculations for a region other than the arbitrary rectangular region that is used by raster layer. For instance, an elevation histogram of a raster layer doesn't have much meaning. If it is instead computed using only values corresponding to a basin (as in the case above), the result that we obtain is a meaningful one that actually gives

information about the configuration of the basin.

There are other interesting things about this algorithm that we have just run, apart from the no-data values and how they are handled. If you have a look at the extents of the layers that we have multiplied (you can do it double-clicking on their names of the layer in the table of contents and looking at their properties), you will see that they are not the same, since the extent covered by the flow accumulation layer is smaller than the extent of the full DEM.

That means that those layers do not match, and that they cannot be multiplied directly without homogenizing those sizes and extents by resampling one or both layers. However, we did not do anything. QGIS takes care of this situation and automatically resamples input layers when needed. The output extent is the minimum covering extent calculated from the input layers, and the minimum cell size of their cell sizes.

In this case (and in most cases), this produces the desired results, but you should always be aware of the additional operations that are taking place, since they might affect the result. In cases when this behaviour might not be the desired, manual resampling should be applied in advance. In later chapters, we will see more about the behaviour of algorithms when using multiple raster layers.

Let's finish this lesson with another masking exercise. We are going to calculate the slope in all areas with an elevation between 1000 and 1500 meters.

In this case, we do not have a layer to use as a mask, but we can create it using the calculator.

Run the calculator using the DEM as only input layer and the following formula

```
ifelse(abs(a-1250) < 250, 1, 0/0)
```

As you can see, we can use the calculator not only to do simple algebraic operations, but also to run more complex calculation involving conditional sentences, like the one above.

The result has a value of 1 inside the range we want to work with, and no-data in cells outside of it.



The no-data value comes from the 0/0 expression. Since that is an undetermined value, SAGA will add a NaN (Not a Number) value, which is actually handled as a no-data value. With this little trick you can set a no-data value without needing to know what the no-data value of the cell is.

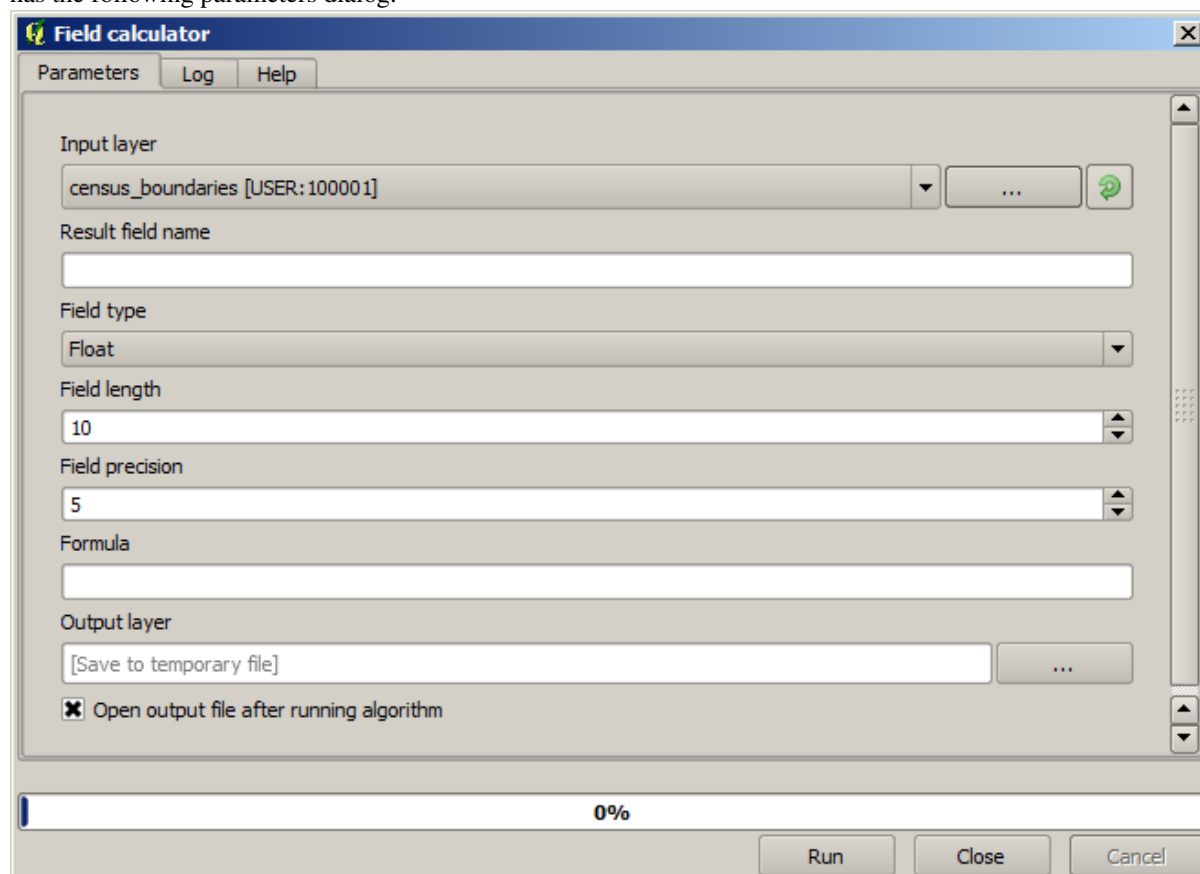
Now you just have to multiply it by the slope layer included in the project, and you will get the desired result.

All that can be done in a single operation with the calculator. We leave that as an exercise for the reader.

18.11 Vector calculator

Nota: In this lesson we will see how to add new attributes to a vector layer based on a mathematical expression, using the vector calculator.

We already know how to use the raster calculator to create new raster layers using mathematical expressions. A similar algorithm is available for vector layers, and generates a new layer with the same attributes of the input layer, plus an additional one with the result of the expression entered. The algorithm is called *Field calculator* and has the following parameters dialog.



Nota: In newer versions of Processing the interface has changed considerably, it's more powerful and easier to use.

Here are a few examples of using that algorithm.

First, let's calculate the population density of white people in each polygon, which represents a census. We have two fields in the attributes table that we can use for that, namely `WHITE` and `SHAPE_AREA`. We just have to divide them and multiply by one million (to have density per square km), so we can use the following formula in the corresponding field

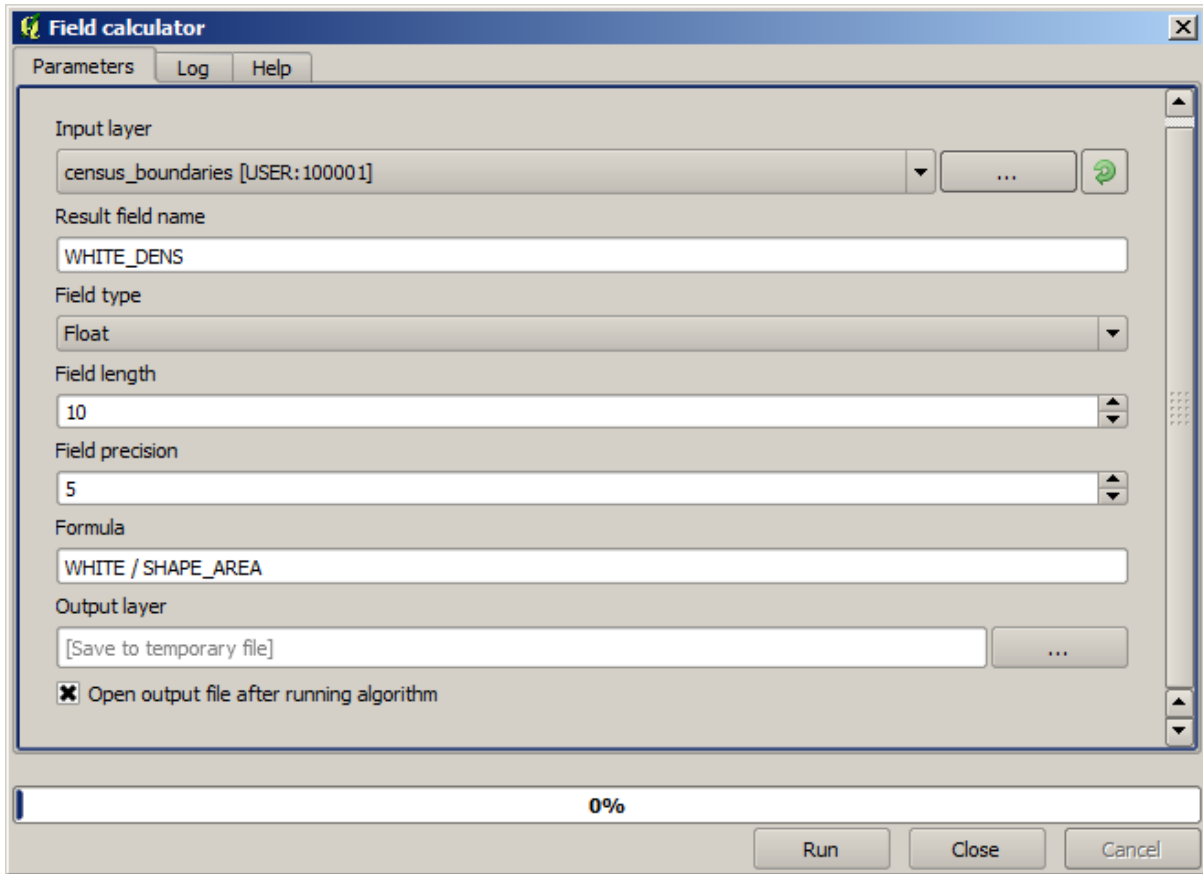
```
( "WHITE" / "SHAPE_AREA" ) * 1000000
```

The parameters dialog should be filled as shown below.

This will generate a new field named `WHITE_DENS`

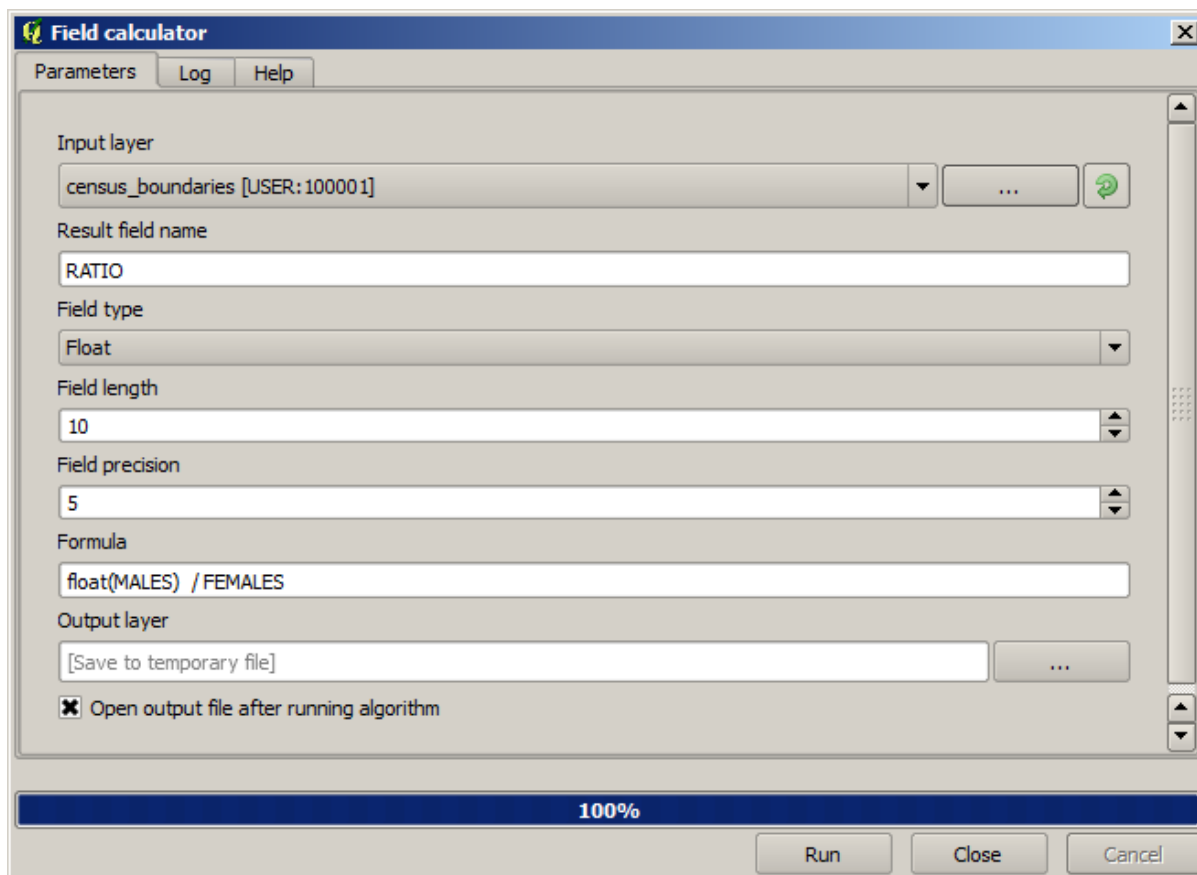
Now let's calculate the ratio between the `MALES` and `FEMALES` fields to create a new one that indicates if male population is numerically predominant over female population.

Enter the following formula



"MALES" / "FEMALES"

This time the parameters window should look like this before pressing the *OK* button.

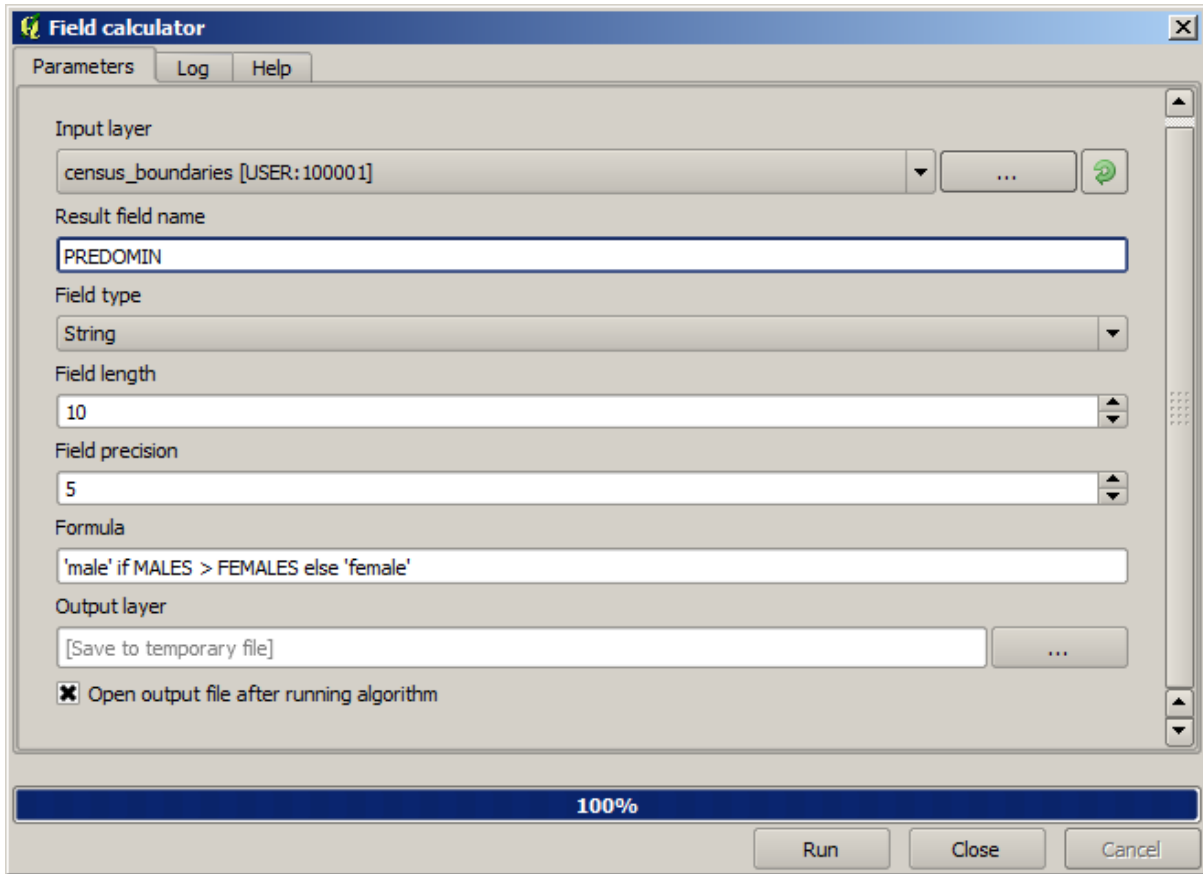


In earlier version, since both fields are of type integer, the result would be truncated to an integer. In this case the formula should be: `1.0 * "MALES" / "FEMALES"`, to indicate that we want floating point number a result.

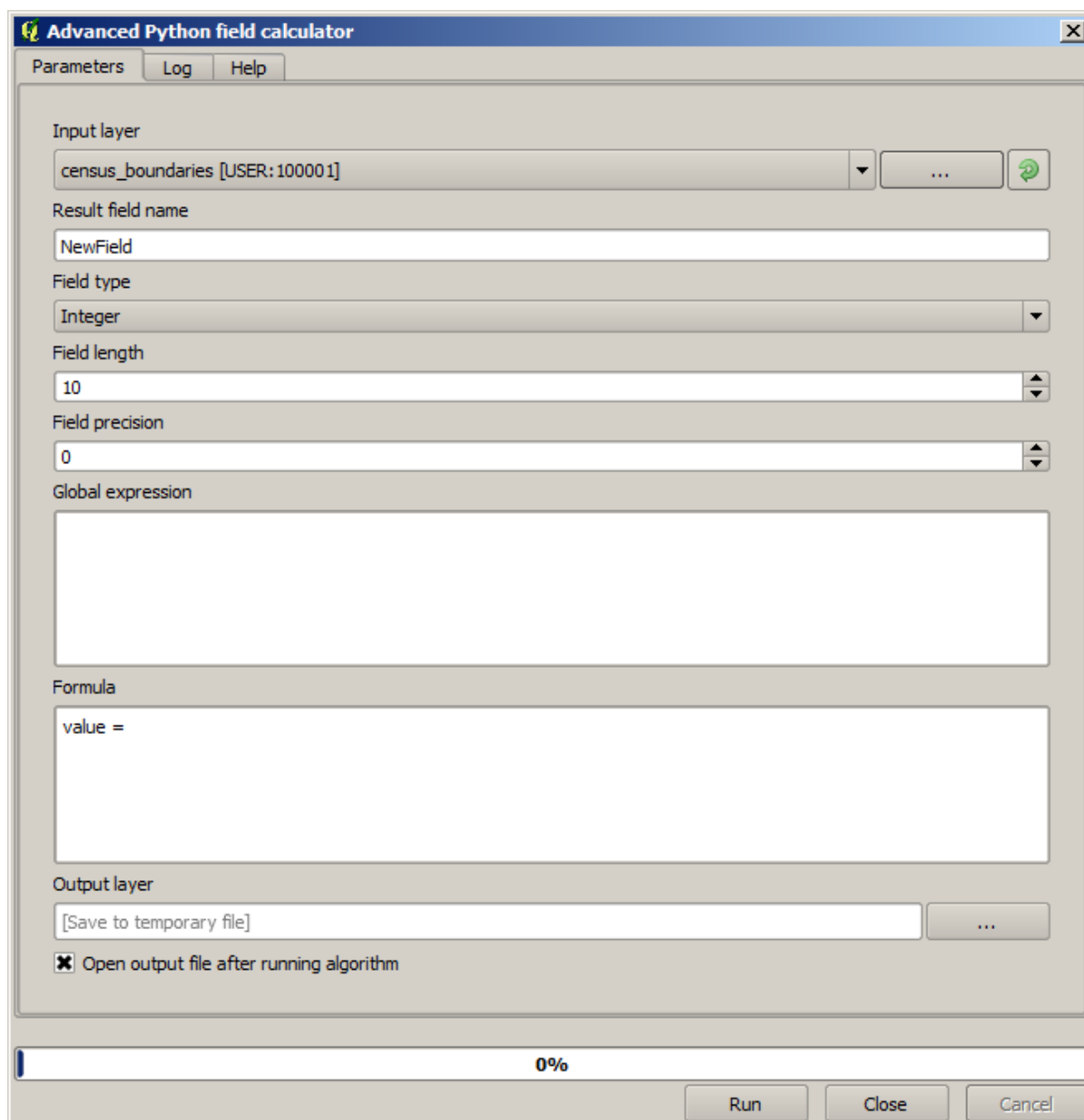
We can use conditional functions to have a new field with `male` or `female` text strings instead of those ratio value, using the following formula:

```
CASE WHEN "MALES" > "FEMALES" THEN 'male' ELSE 'female' END
```

The parameters window should look like this.



A python field calculator is available in the *Advanced Python field calculator*, which will not be detailed here



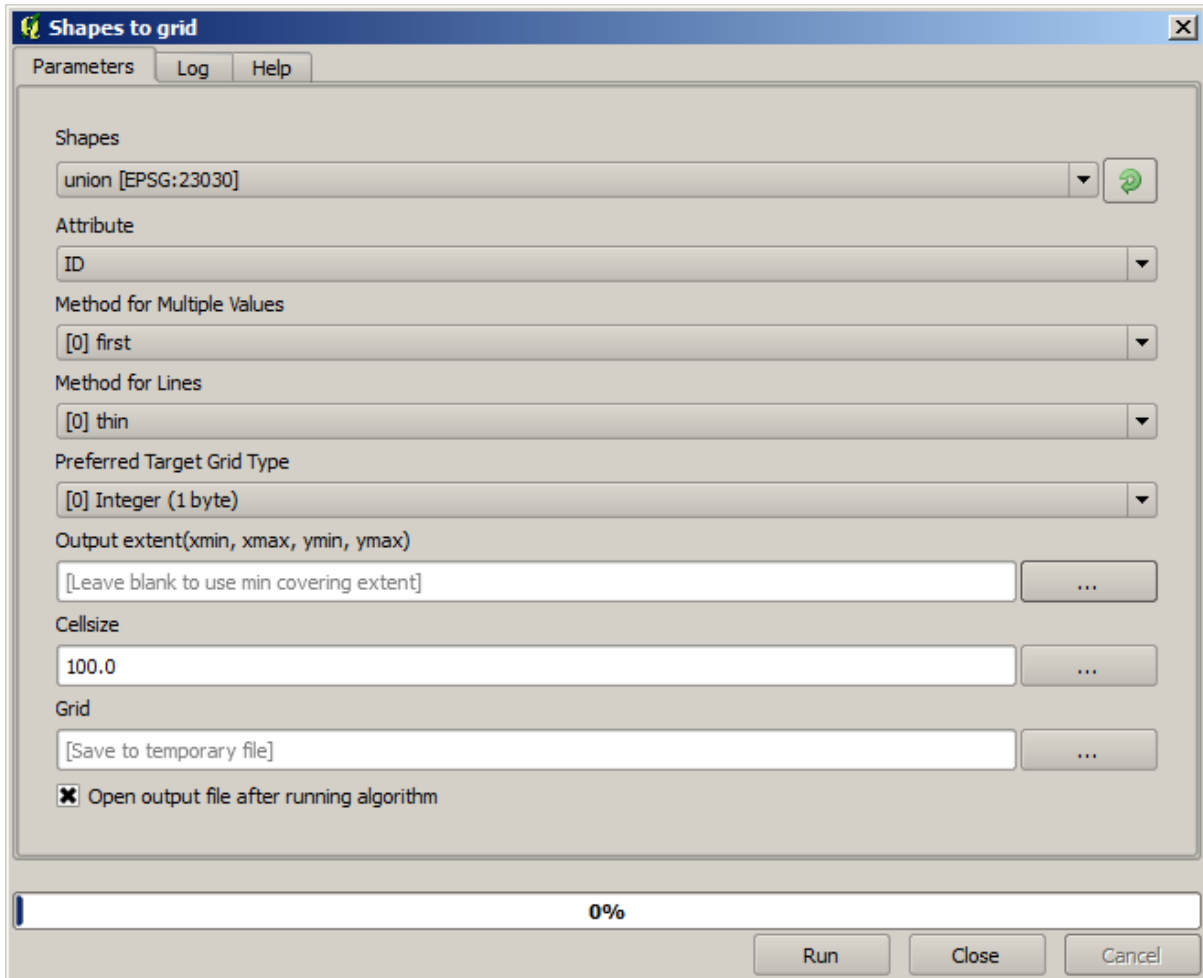
18.12 Defining extents

Nota: In this lesson we will see how to define extents, which are needed by some algorithms, especially raster ones.

Some algorithms require an extent to define the area to be covered by the analysis they perform, and usually to define the extent of the resulting layer.

When an extent is required, it can be defined manually by entering the four values that define it (min X, min Y, max X, max Y), but there are other more practical and more interesting ways of doing it as well. We will see all of them in this lesson.

First, let's open an algorithm that requires an extent to be defined. Open the *Rasterize* algorithm, which creates a raster layer from a vector layer.

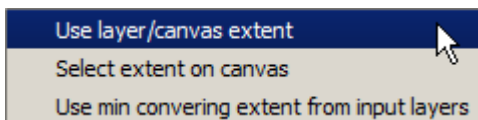


All the parameters, except for the last two ones, are used to define which layer is to be rasterized, and configure how the rasterization process should work. The two last parameters, on the other hand, define the characteristics of the output layer. That means that they define the area that is covered (which is not necessarily the same area covered by the input vector layer), and the resolution/cellsize (which cannot be inferred from the vector layer, since vector layers do not have a cellsize).

The first thing you can do is to type the 4 defining values explained before, separated by commas.

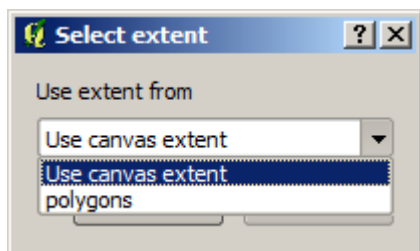


That doesn't need any extra explanation. While this is the most flexible option, it is also the less practical in some cases, and that's why other options are implemented. To access them, you have to click on the button on the right-hand side of the extent text box.



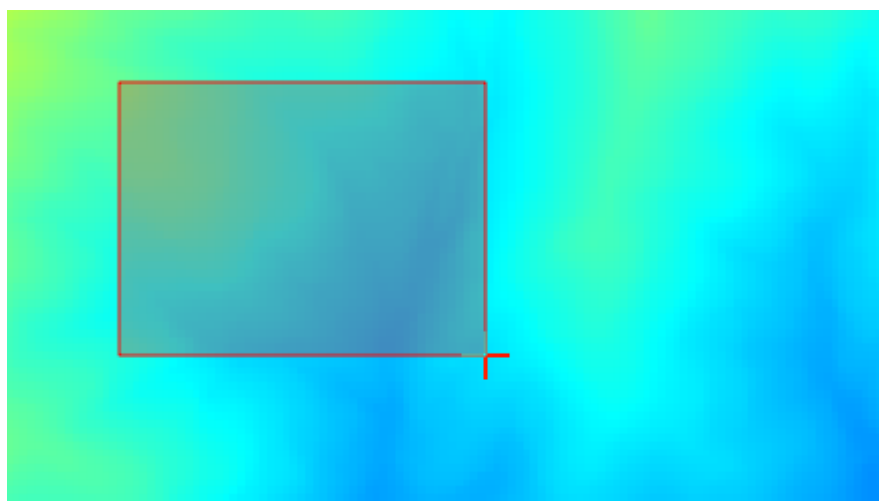
Let's see what each one of them does.

The first option is *Use layer/canvas extent*, which will show the selection dialog shown below.



Here you can select the extent of the canvas (the extent covered by the current zoom), or the extension any of the available layers. Select it and click on *OK*, and the text box will be automatically filled with the corresponding values.

The second option is *Select extent on canvas*. In this case, the algorithm dialog disappears and you can click and drag on the QGIS canvas to define the desired extent.

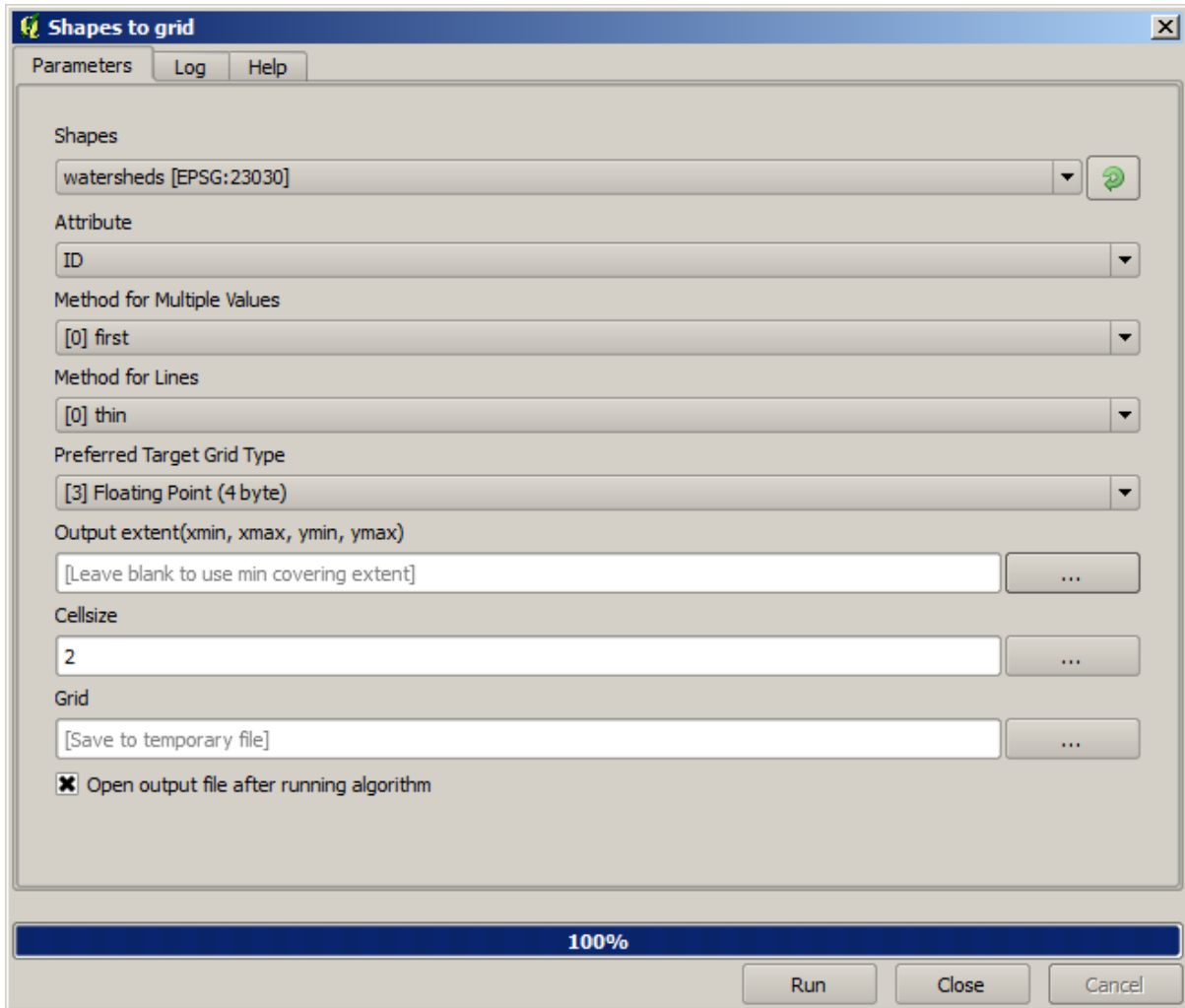


Once you release the mouse button, the dialog will reappear and the text box will already have the values corresponding to the defined extent.

The last option is *Use min covering extent from input layers*, which is the default option. This will compute the min covering extent of all layers used to run the algorithm, and there is no need to enter any value in the text box. In the case of a single input layer, as in the algorithm we are running, the same extent can be obtained by selecting that same input layer in the *Use layer/canvas extent* that we already saw. However, when there are several input layers, the min covering extent does not correspond to any of the input layer extent, since it is computed from all of them together.

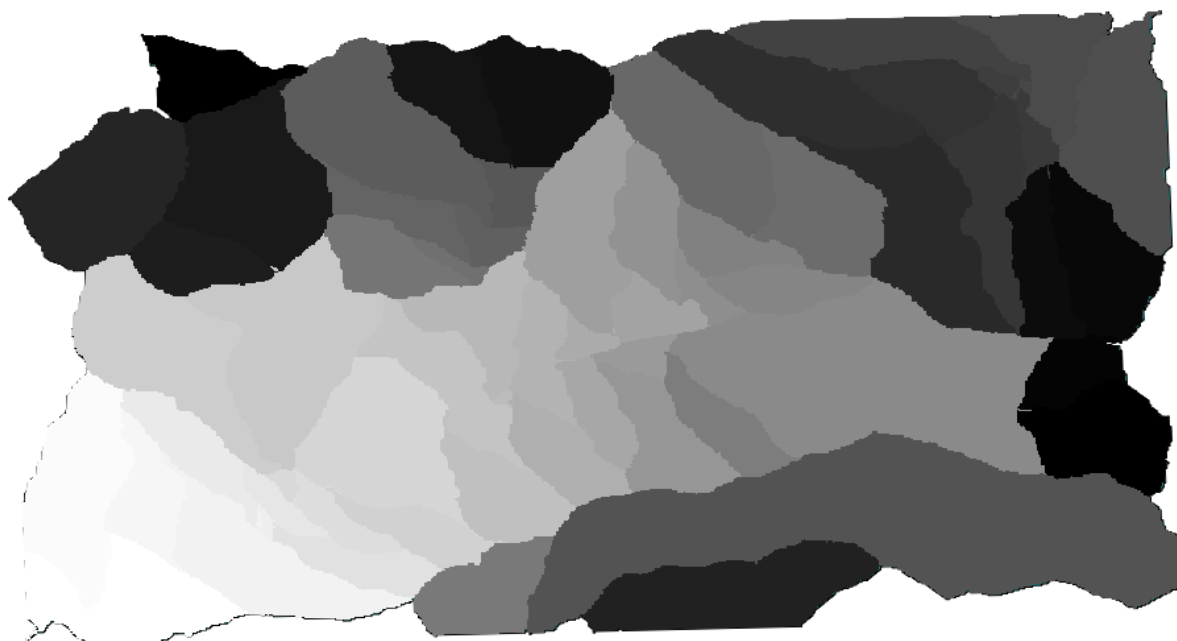
We will use this last method to execute our rasterization algorithm.

Fill the parameters dialog as shown next, and press *OK*.



Nota: In this case, better use an *Integer (1 byte)* instead of a *Floating point (4 byte)*, since the *NAME* is an integer with maximum value=64. This will result in a smaller file size and faster computations.

You will get a rasterized layer that covers exactly the area covered by the original vector layer.



In some cases, the last option, *Use min covering extent from input layers*, might not be available. This will happen in those algorithm that do not have input layers, but just parameters of other types. In that case, you will have to enter the value manually or use any of the other options.

Notice that, when a selection exist, the extent of the layer is that of the whole set of features, and the selection is not used to compute the extent, even though the rasterization is executed on the selected items only. In that case, you might want to actually create a new layer from the selection, and then use it as input.

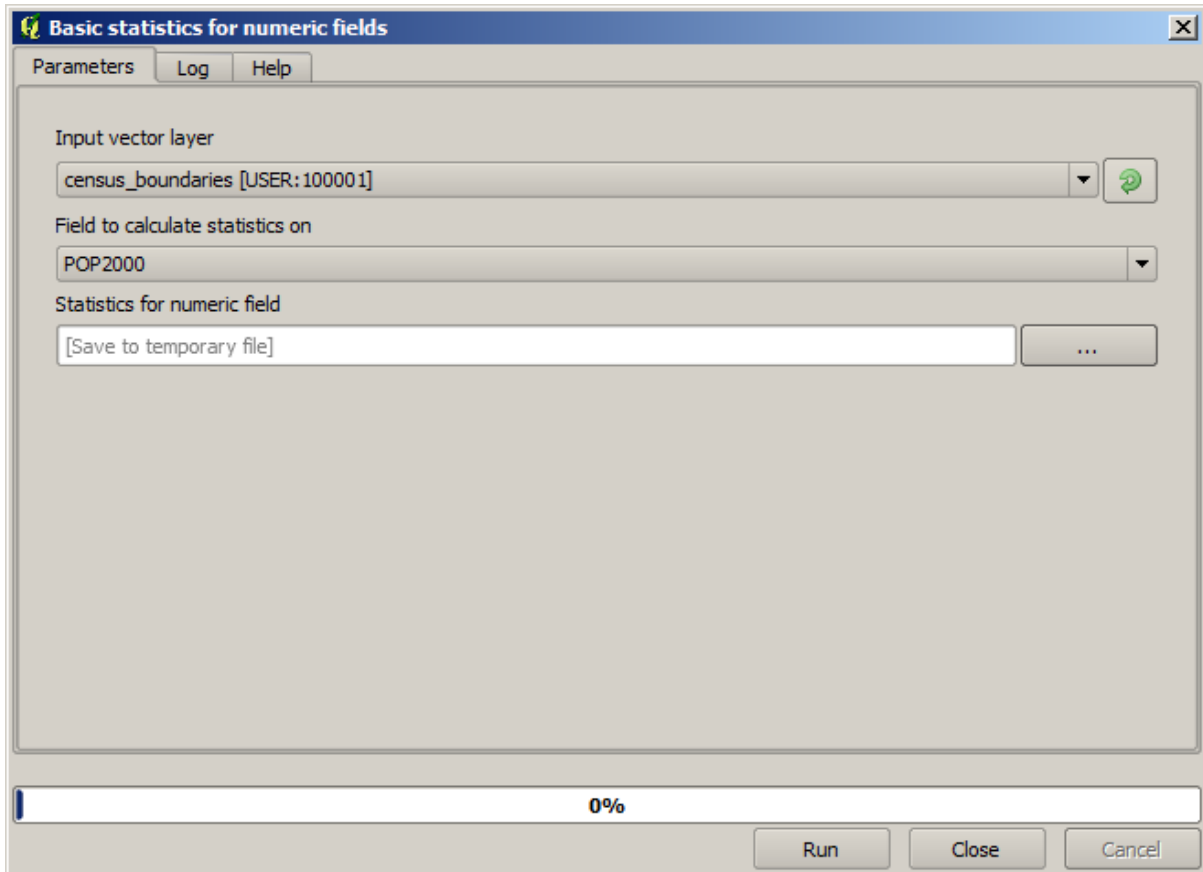
18.13 Risultati HTML

Nota: In questa lezione impareremo come QGIS maneggia i risultati nel formato HTML, i quali sono utilizzati per produrre risultati di testo e grafici.

Tutti i risultati che abbiamo prodotto finora erano layer (raster o vettori). Ad ogni modo, alcuni algoritmi generano risultati sotto forma di testo e di grafici. Tutti questi risultati sono contenuti in file HTML e mostrati nel cosiddetto *Visualizzatore risultati*, che è un altro elemento dell'ambiente Processing.

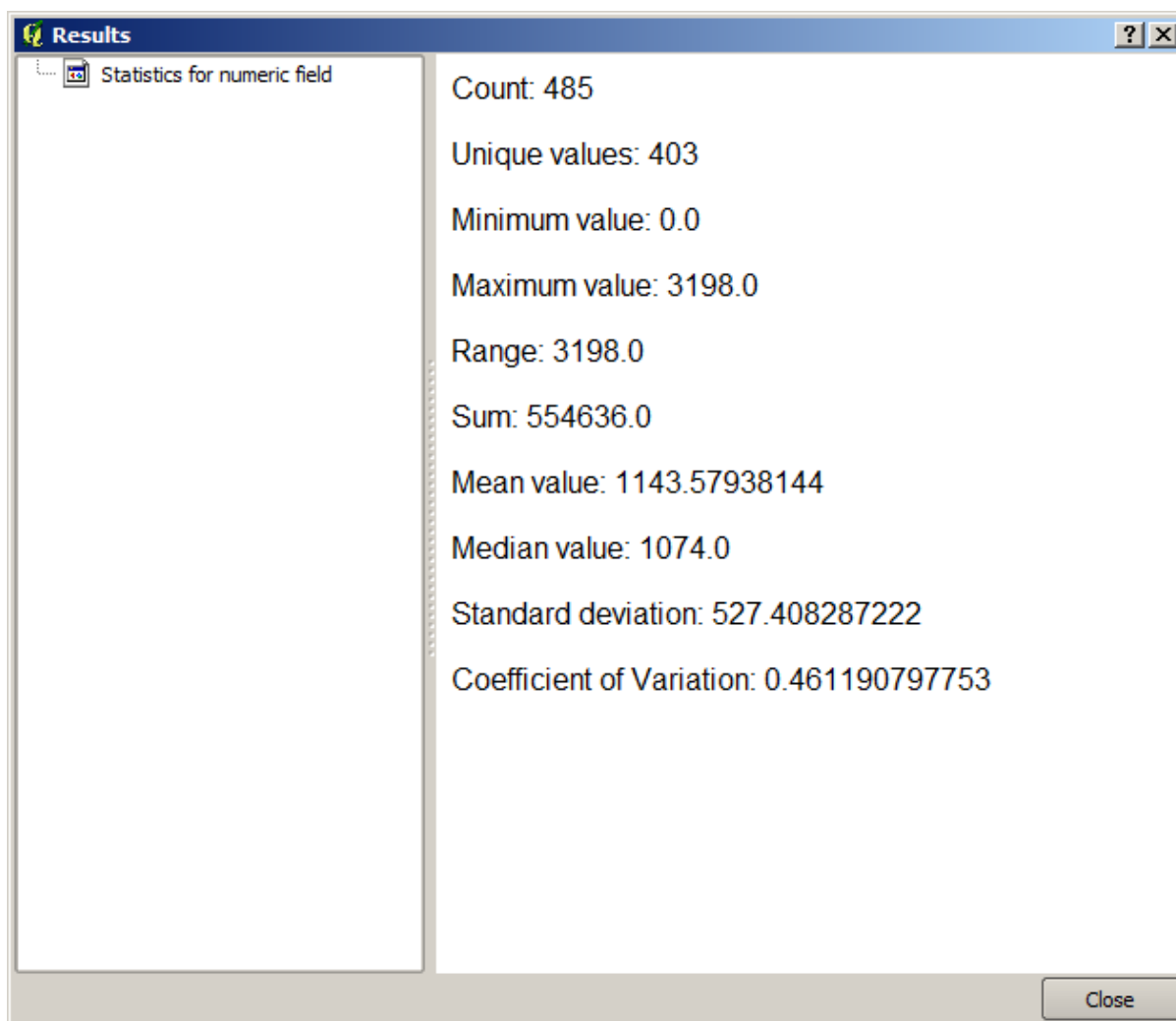
Vediamo uno di questi algoritmi per capire come funzionano.

Apri il progetto con il dati da utilizzare in questa lezione e poi avvia l'algoritmo *Statistiche di base per campi numerici*.



L'algoritmo è piuttosto semplice e tu devi solo selezionare il vettore da utilizzare e uno dei suoi campi (un campo numerico). Il risultato è del tipo HTML, ma il riquadro corrispondente funziona esattamente come quello che puoi trovare nel caso di un risultato del tipo raster o vettore. Puoi inserire un percorso file o lasciarlo in bianco per salvare un file temporaneo. In questo caso, comunque, solo le estensioni `html` e `htm` sono permesse, per cui non è possibile alterare il formato del risultato usandone un'altra.

Esegui l'algoritmo selezionando in ingresso l'unico vettore nel progetto e il campo `POP2000`, e apparirà una nuova finestra di dialogo come quella mostrata di seguito una volta che l'algoritmo è stato eseguito e la finestra di dialogo dei parametri è stata chiusa.



Questo è il *Visualizzatore risultati*. Esso contiene tutti i risultati HTML generati durante la sessione corrente, facilmente accessibili, per cui puoi controllarli rapidamente qualora ne avessi bisogno. Così come succede per i vettori, se hai salvato il risultato in un file temporaneo, esso sarà cancellato una volta chiuso QGIS. Se lo hai salvato in un percorso non temporaneo, il file continuerà ad esistere, ma non apparirà più nel *Visualizzatore risultati* la prossima volta che aprirai QGIS.

Alcuni algoritmi generano testo che non può essere suddiviso in altri risultati più dettagliati. È questo il caso, per esempio, di algoritmi acquisiscono il risultato di testo da un processo esterno. In altri casi, il risultato è mostrato come testo, ma è diviso internamente in diversi risultati più piccoli, di solito nella forma di valori numerici. L'algoritmo che abbiamo appena eseguito è uno di questi. Ognuno di questi valori è maneggiato come un singolo risultato, e memorizzato in una variabile. Ciò non è importante per ora ma, quando passeremo al modellatore grafico, vedrai che ci permetterà di usare tali valori come parametri numerici in ingresso per altri algoritmi.

18.14 First analysis example

Nota: In this lesson we will perform some real analysis using just the toolbox, so you can get more familiar with the processing framework elements.

Now that everything is configured and we can use external algorithms, we have a very powerful tool to perform spatial analysis. It is time to work out a larger exercise with some real-world data.

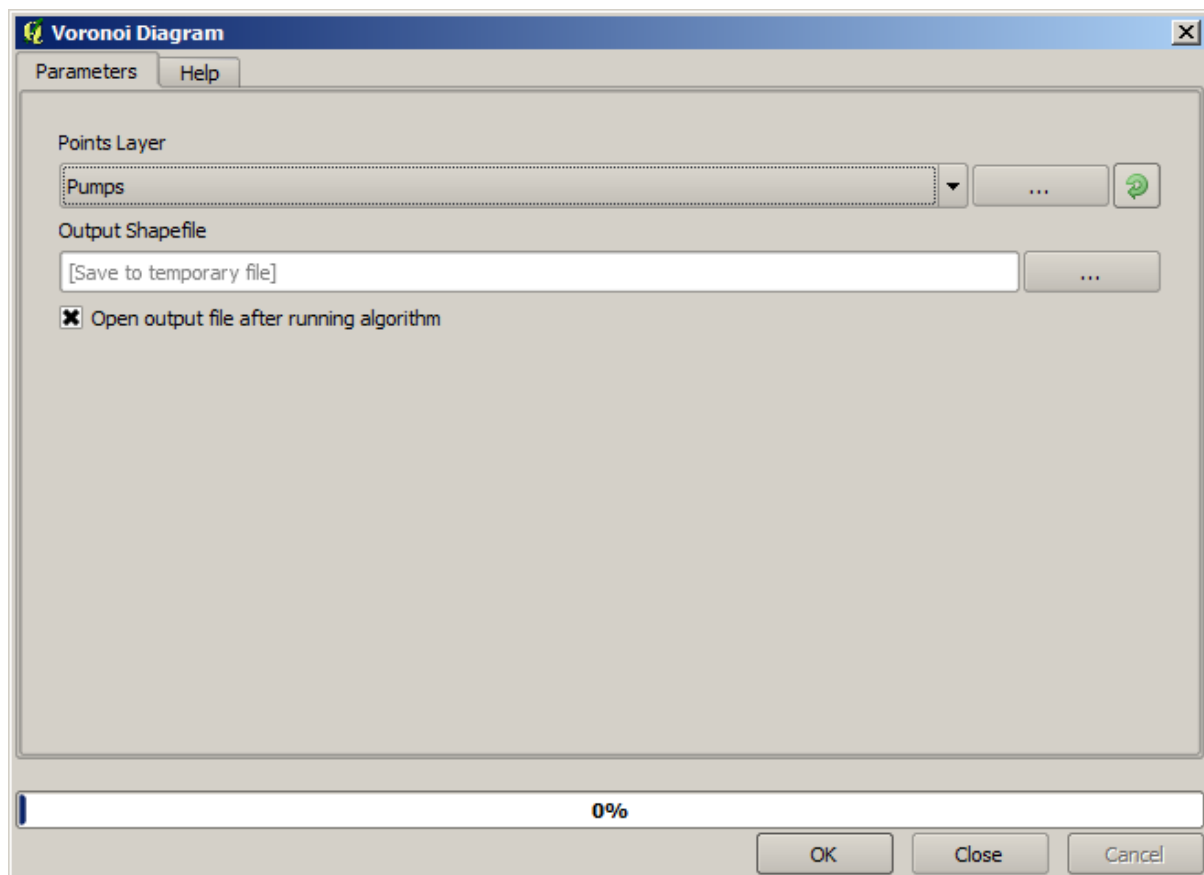
We will be using the well-known dataset that John Snow used in 1854, in his groundbreaking work (http://en.wikipedia.org/wiki/John_Snow_%28physician%29), and we will get some interesting results. The analysis of this dataset is pretty obvious and there is no need for sophisticated GIS techniques to end up with good

results and conclusions, but it is a good way of showing how these spatial problems can be analyzed and solved by using different processing tools.

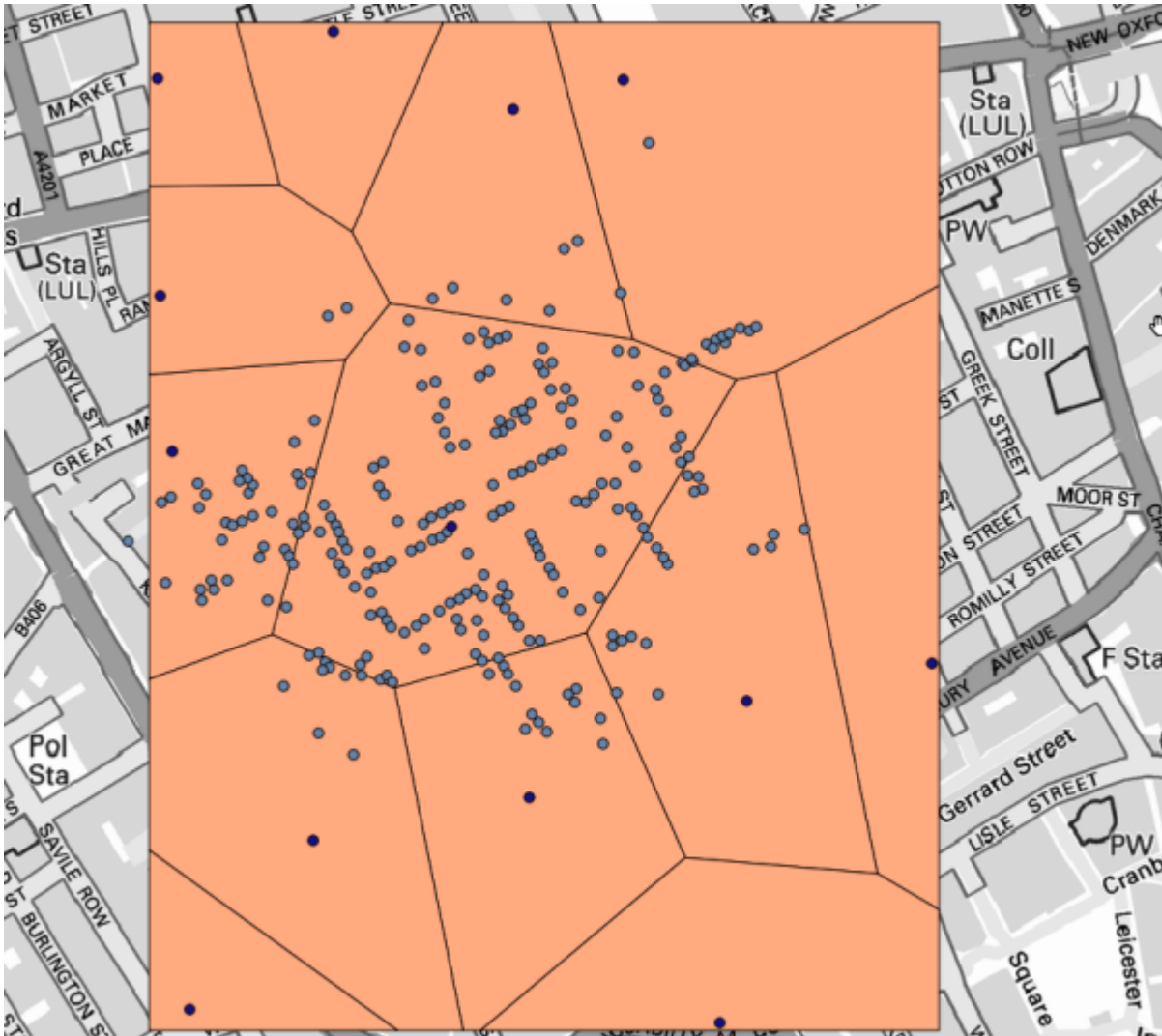
The dataset contains shapefiles with cholera deaths and pump locations, and an OSM rendered map in TIFF format. Open the corresponding QGIS project for this lesson.



The first thing to do is to calculating the Voronoi diagram (a.k.a. Thiessen polygons) of the pumps layer, to get the influence zone of each pump. The *Voronoi Diagram* algorithm can be used for that.

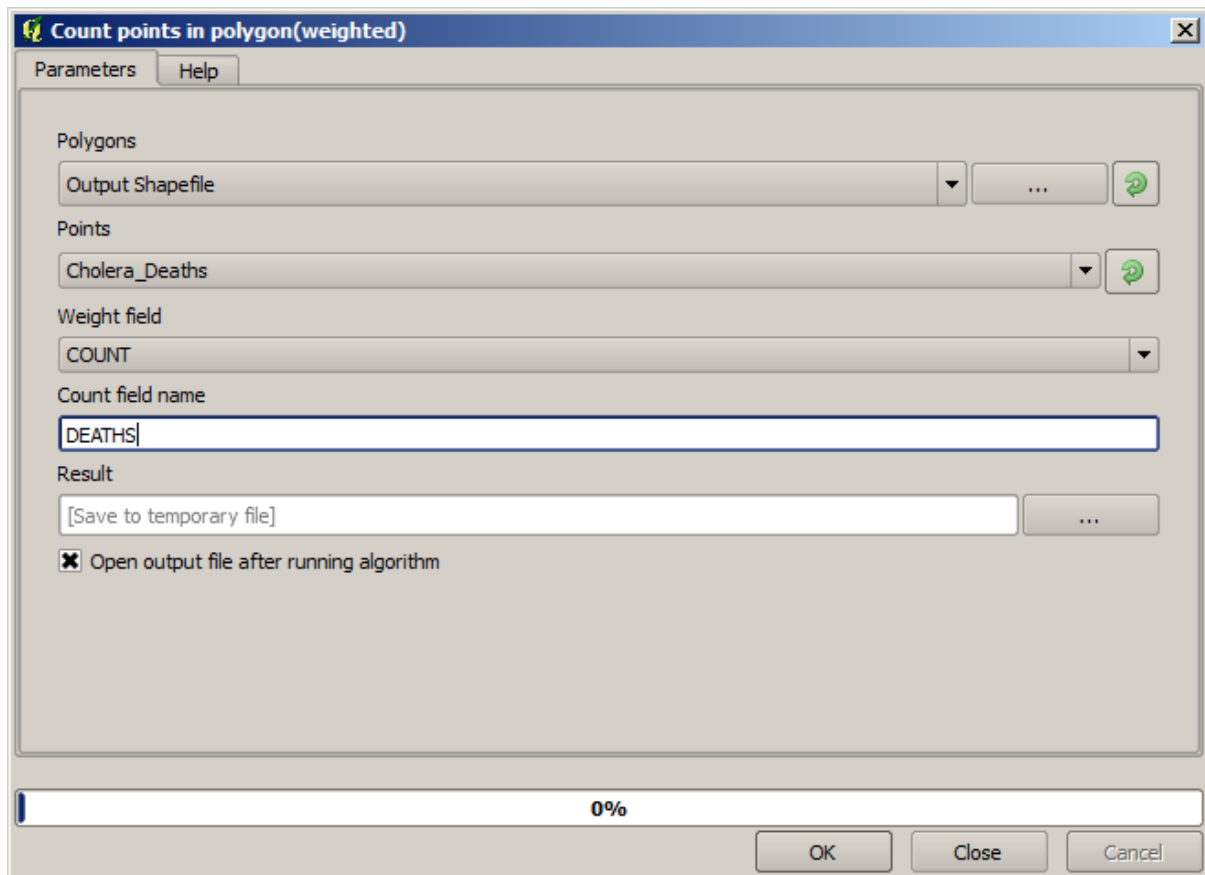


Pretty easy, but it will already give us interesting information.

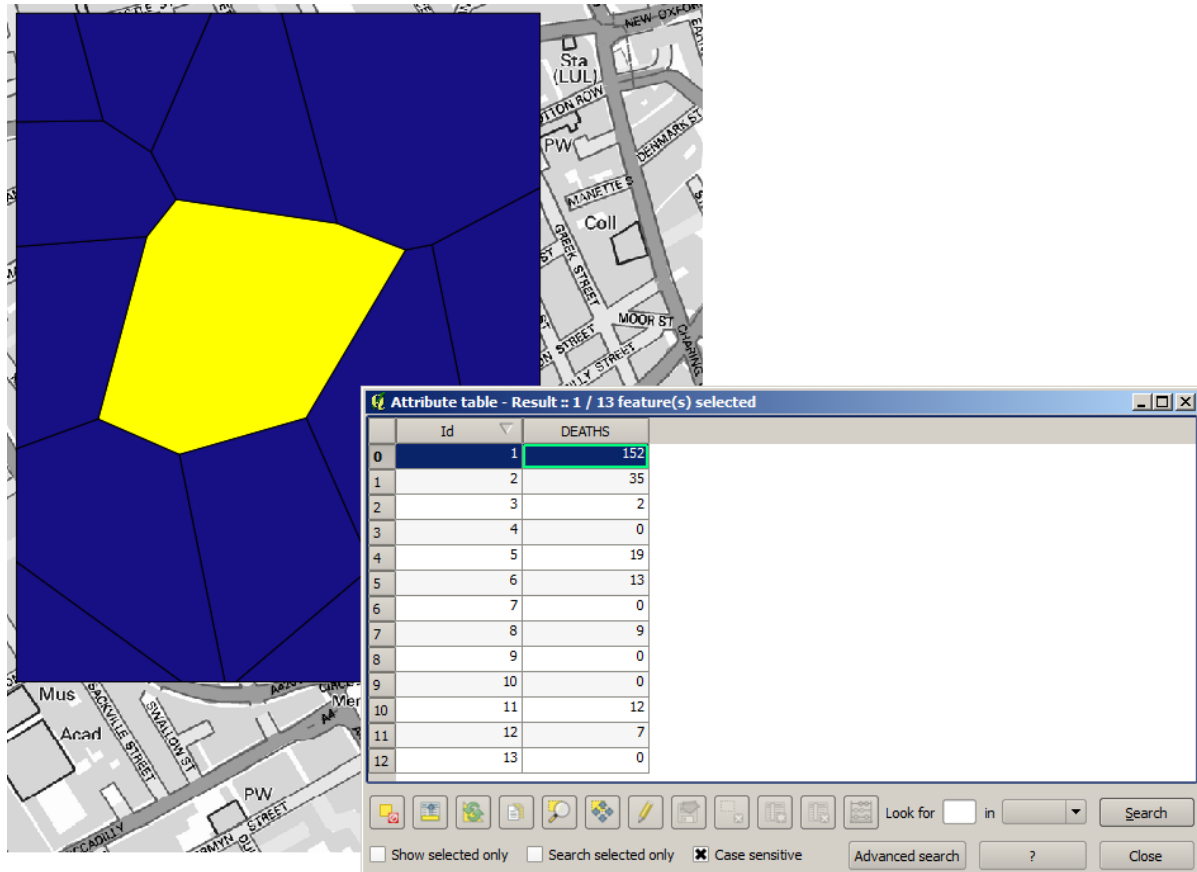


Clearly, most cases are within one of the polygons

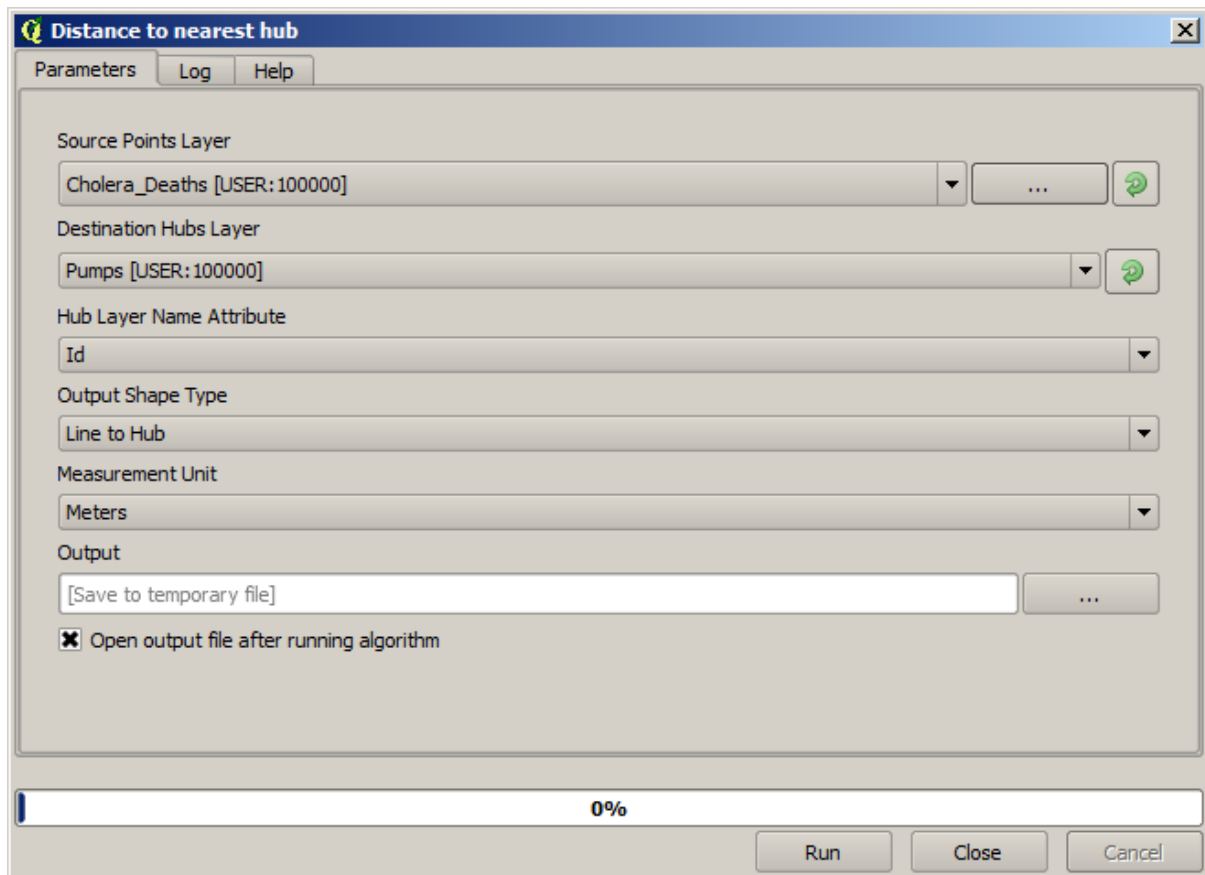
To get a more quantitative result, we can count the number of deaths in each polygon. Since each point represents a building where deaths occurred, and the number of deaths is stored in an attribute, we cannot just count the points. We need a weighted count, so we will use the *Count points in polygon (weighted)* tool.



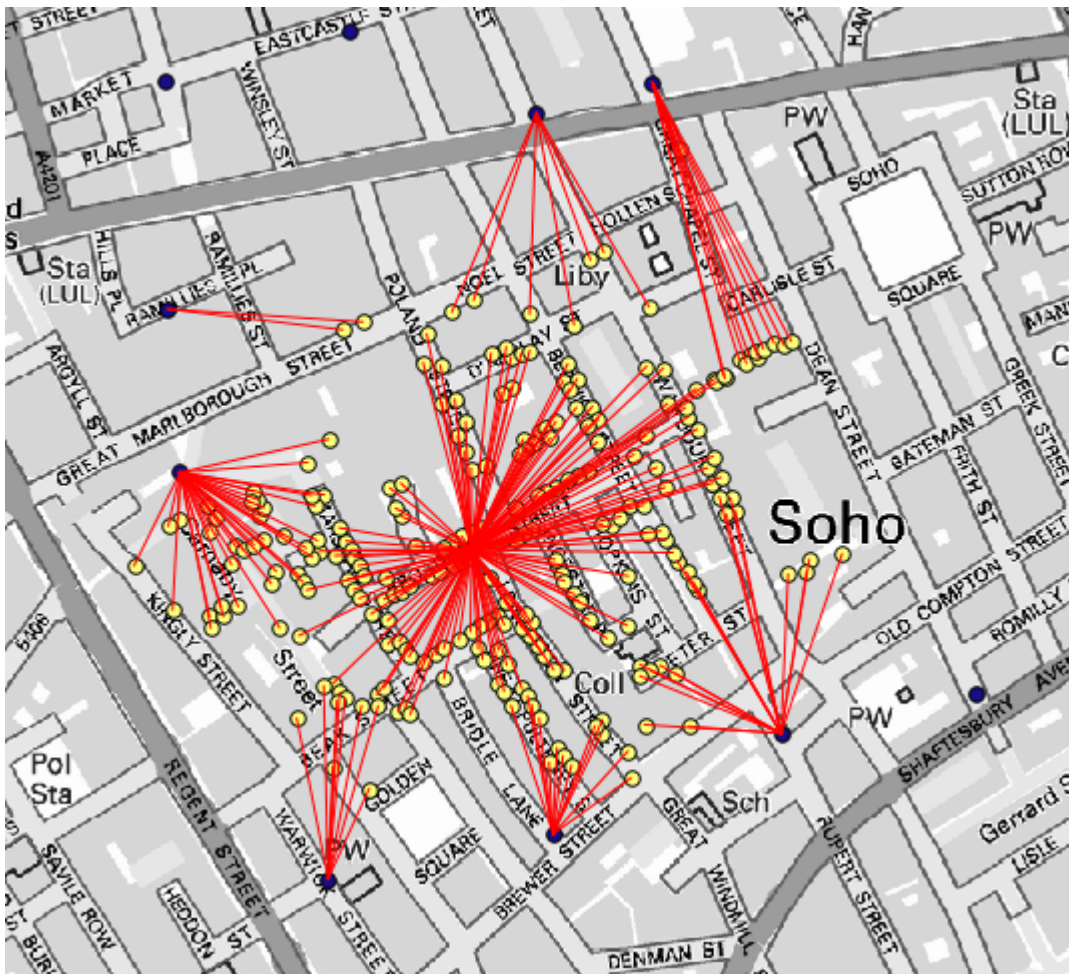
The new field will be called *DEATHS*, and we use the *COUNT* field as weighting field. The resulting table clearly reflects that the number of deaths in the polygon corresponding to the first pump is much larger than the other ones.



Another good way of visualizing the dependence of each point in the *Cholera_deaths* layer with a point in the *Pumps* layer is to draw a line to the closest one. This can be done with the *Distance to nearest hub* tool, and using the configuration shown next.

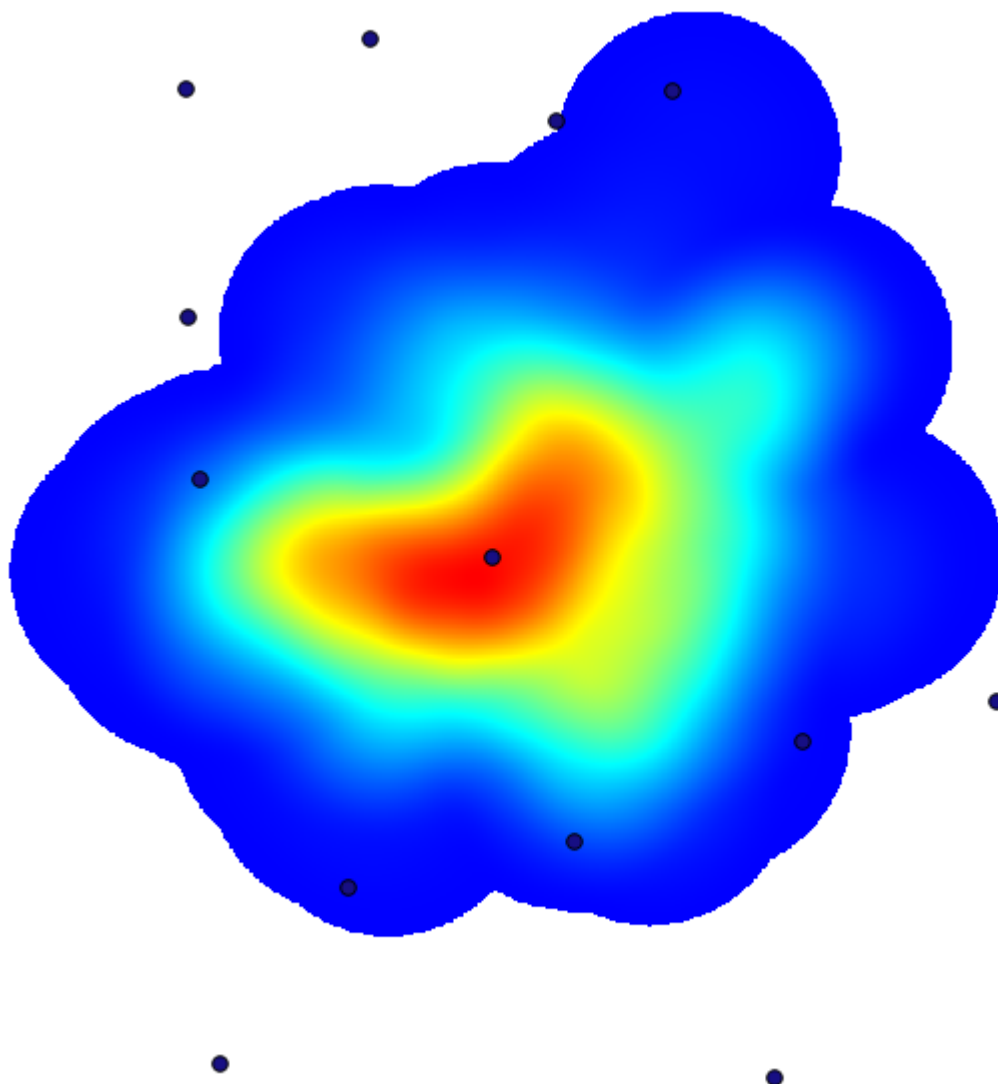


The result looks like this:

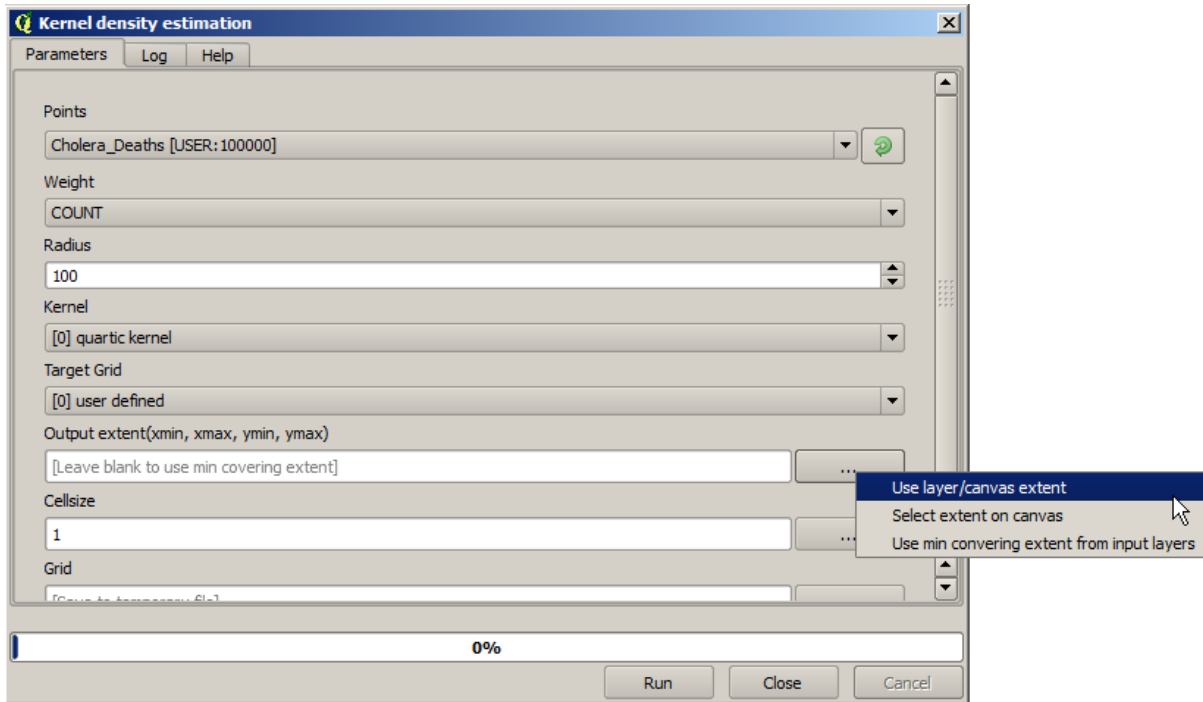


Although the number of lines is larger in the case of the central pump, do not forget that this does not represent the number of deaths, but the number of locations where cholera cases were found. It is a representative parameter, but it is not considering that some locations might have more cases than other.

A density layer will also give us a very clear view of what is happening. We can create it with the *Kernel density* algorithm. Using the *Cholera_deaths* layer, its *COUNT* field as weight field, with a radius of 100, the extent and cellsize of the streets raster layer, we get something like this.



Remember that, to get the output extent, you do not have to type it. Click on the button on the right-hand side and select *Use layer/canvas extent*.



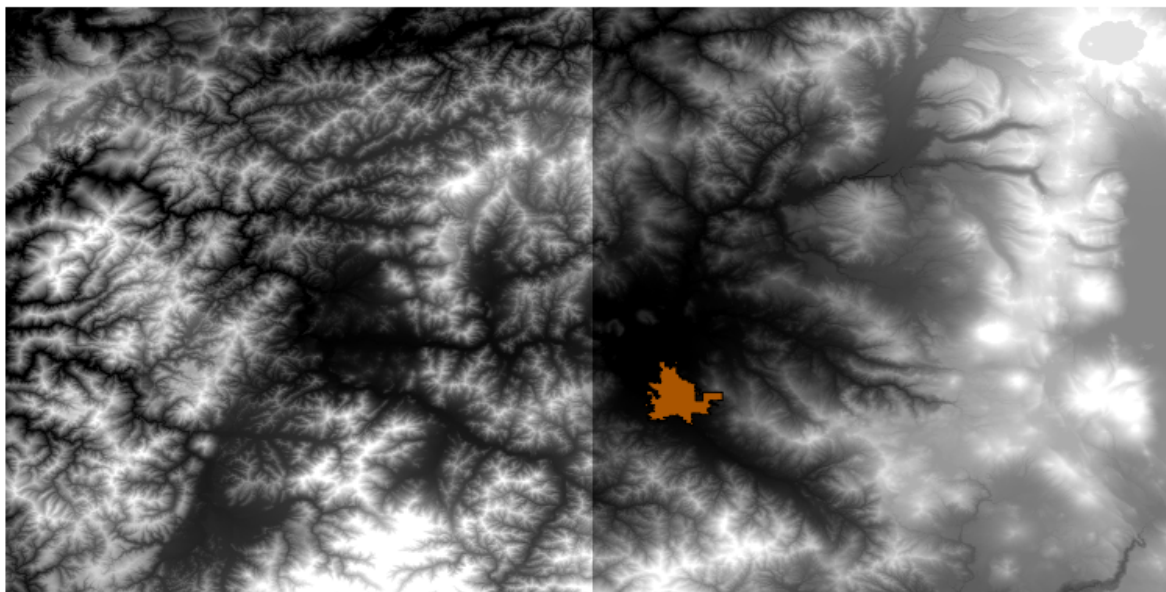
Select the streets raster layer and its extent will be automatically added to the text field. You must do the same with the cellsize, selecting the cellsize of that layer as well.

Combining with the pumps layer, we see that there is one pump clearly in the hotspot where the maximum density of death cases is found.

18.15 Tagliare e unire raster

Nota: In questa lezione vedremo un altro esempio di preparazione di dati spaziali, per continuare a utilizzare geocalgoritmi in scenari reali.

Per questa lezione, andremo a calcolare un raster delle pendenze per una zona intorno a un'area cittadina, che è fornita in un vettore costituito da un singolo poligono. Il DEM di base è diviso in due raster che, insieme, coprono un'area molto più estesa di quella attorno alla città con cui vogliamo lavorare. Se apri il progetto corrispondente a questa lezione, vedrai qualcosa del genere.



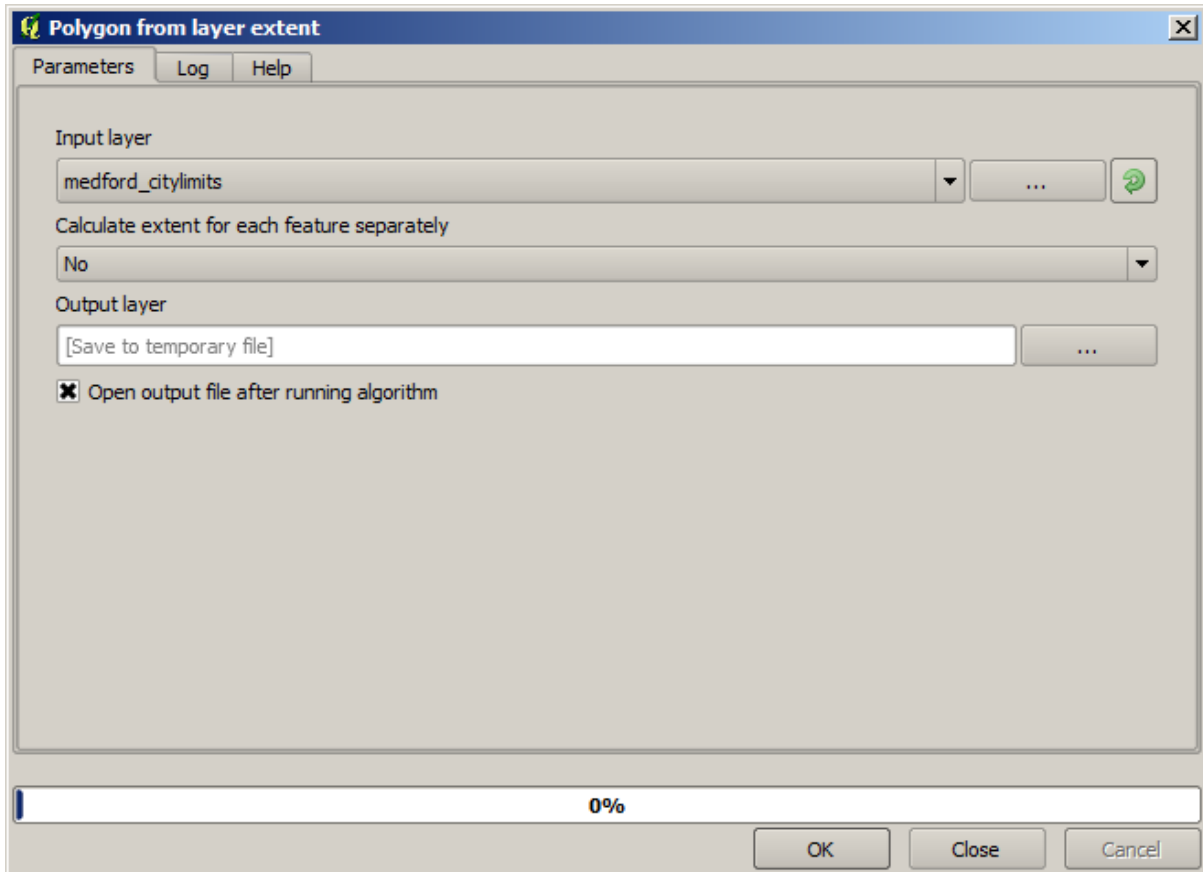
Questi raster hanno due problemi:

- Coprono un'area che troppo estesa per i nostri scopi (ci interessa solo una zona più piccola intorno al centro cittadino)
- Si trovano in due file diversi (i confini cittadini si trovano all'interno di un solo raster, ma, come si è già detto, vogliamo avere dello spazio aggiuntivo attorno ad esso).

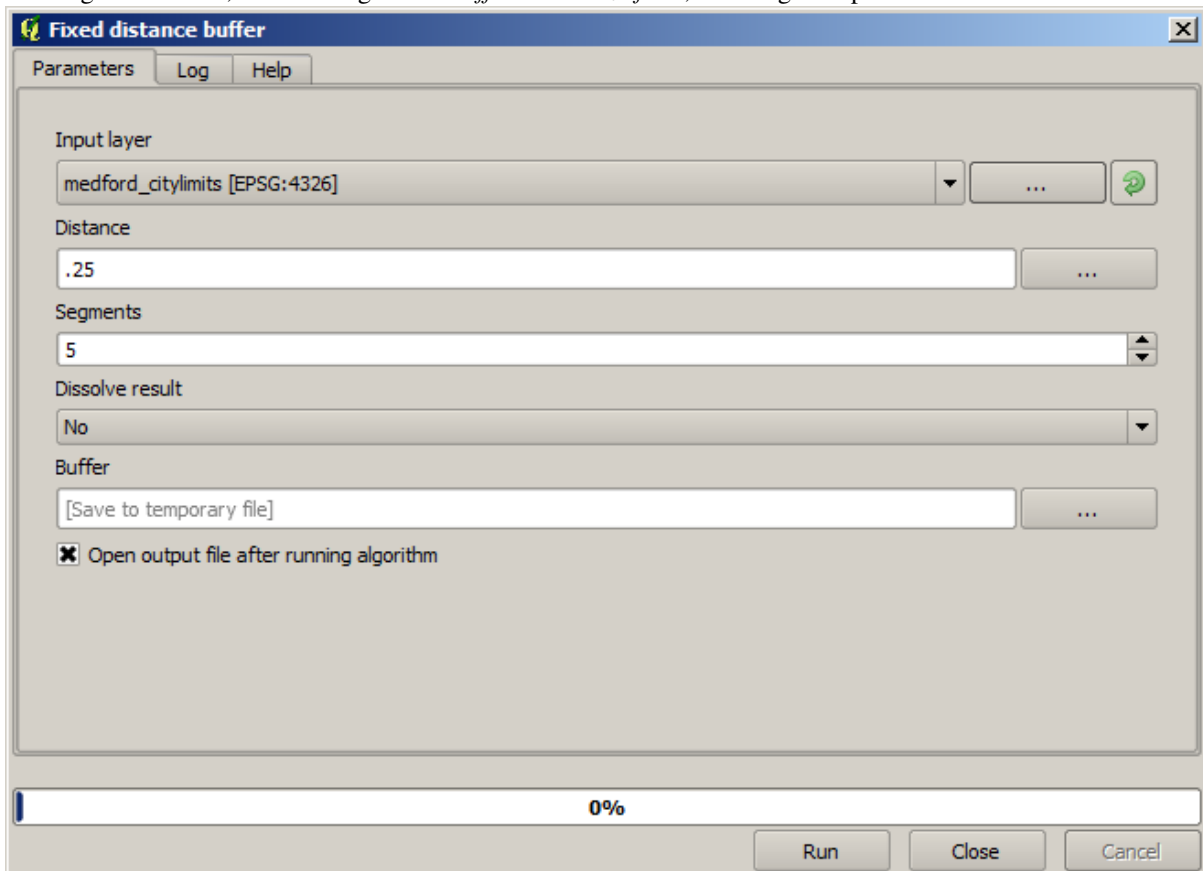
Entrambi i problemi sono facilmente risolvibili con i geocalgoritmi appropriati.

Innanzitutto, creiamo un rettangolo che definisca l'area di cui abbiamo bisogno. Per fare ciò, creiamo un vettore contenente il perimetro di delimitazione del vettore con i confini dell'area cittadina, e in seguito eseguiamo un buffer su di esso, in modo da avere un raster che si estenda un po' oltre lo spazio minimo necessario.

Per il calcolare il perimetro di delimitazione, possiamo usare l'algoritmo *Poligono dall'estensione del layer*

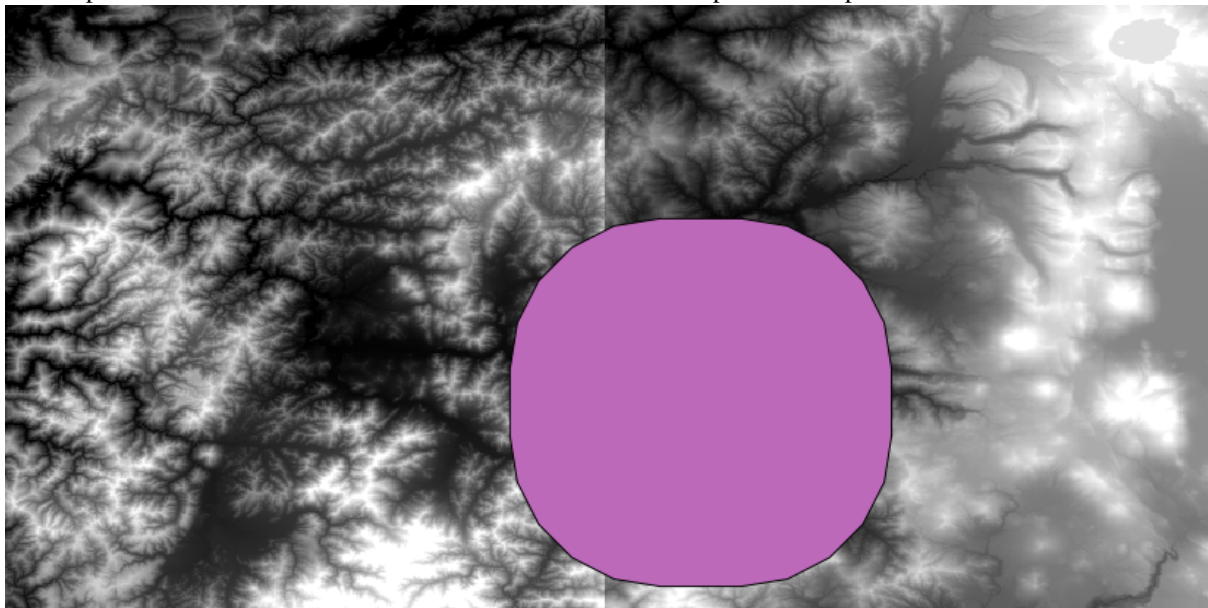


Per eseguire il buffer, usiamo l'algoritmo *Buffer a distanza fissa*, con i seguenti parametri.

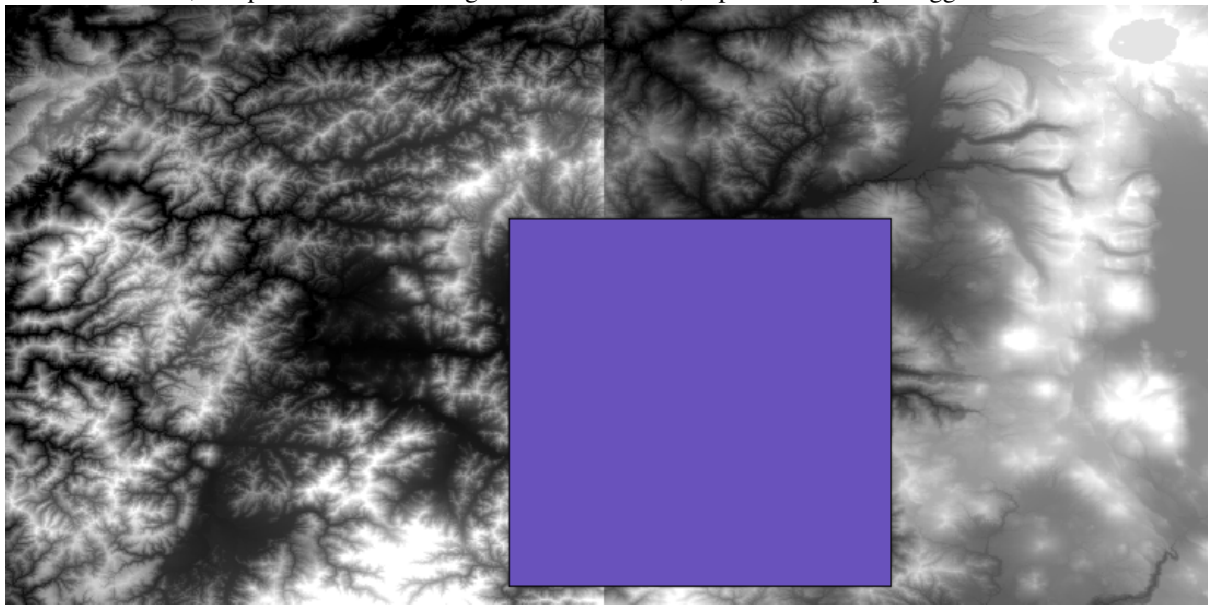


Avvertimento: La sintassi è cambiata nelle ultime versioni; imposta .25 sia per Distanza che per Vertice dell'arco.

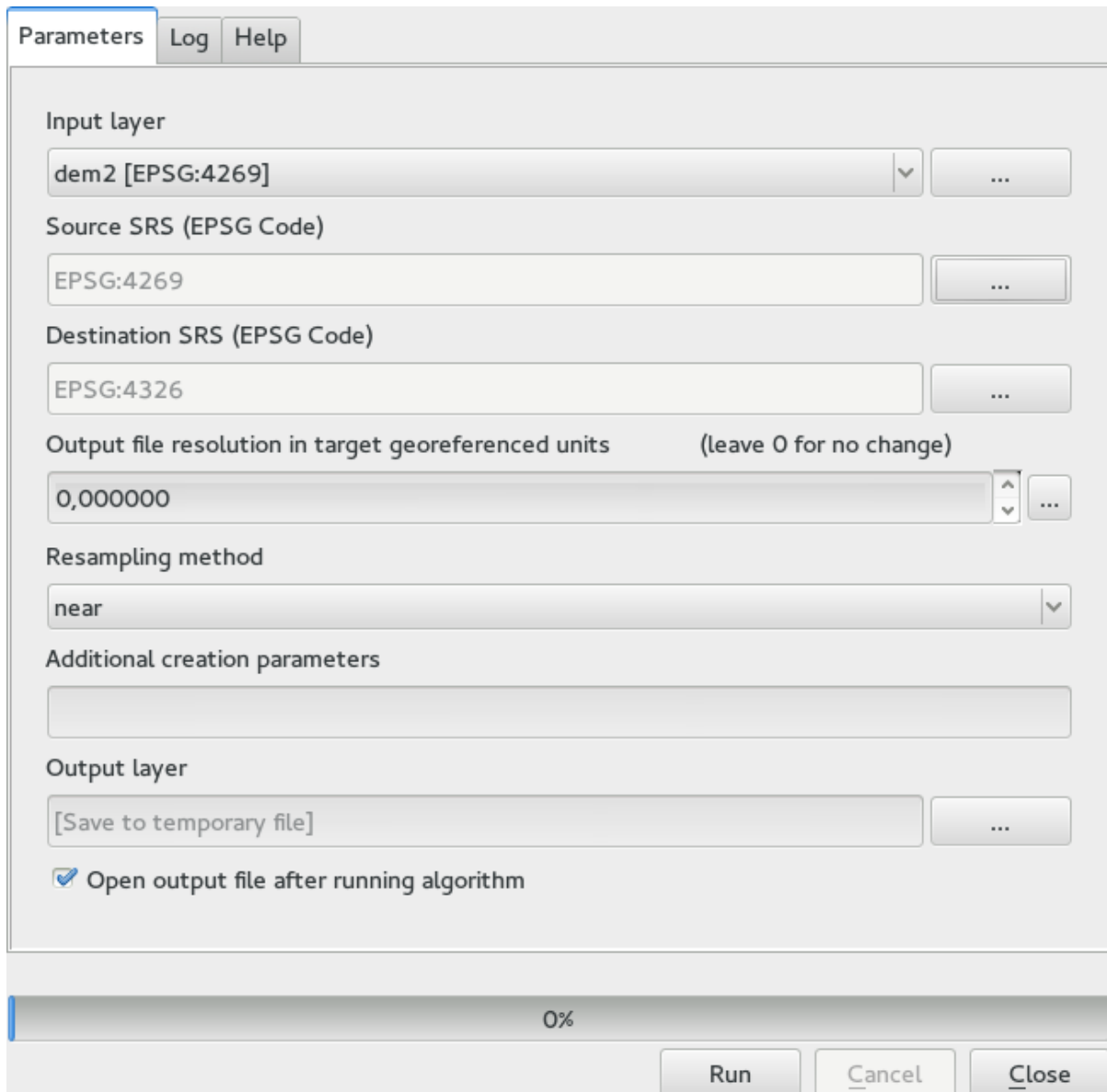
Ecco il perimetro di delimitazione risultante ottenuto utilizzando i parametri sopra mostrati.



Si tratta di un riquadro arrotondato, ma possiamo ottenere facilmente il riquadro equivalente con angoli retti eseguendo l'algoritmo *Poligono dall'estensione del layer* su di esso. Avremmo potuto eseguire prima il buffer sui confini della città, e dopo calcolare il rettangolo dell'estensione, risparmiando un passaggio.

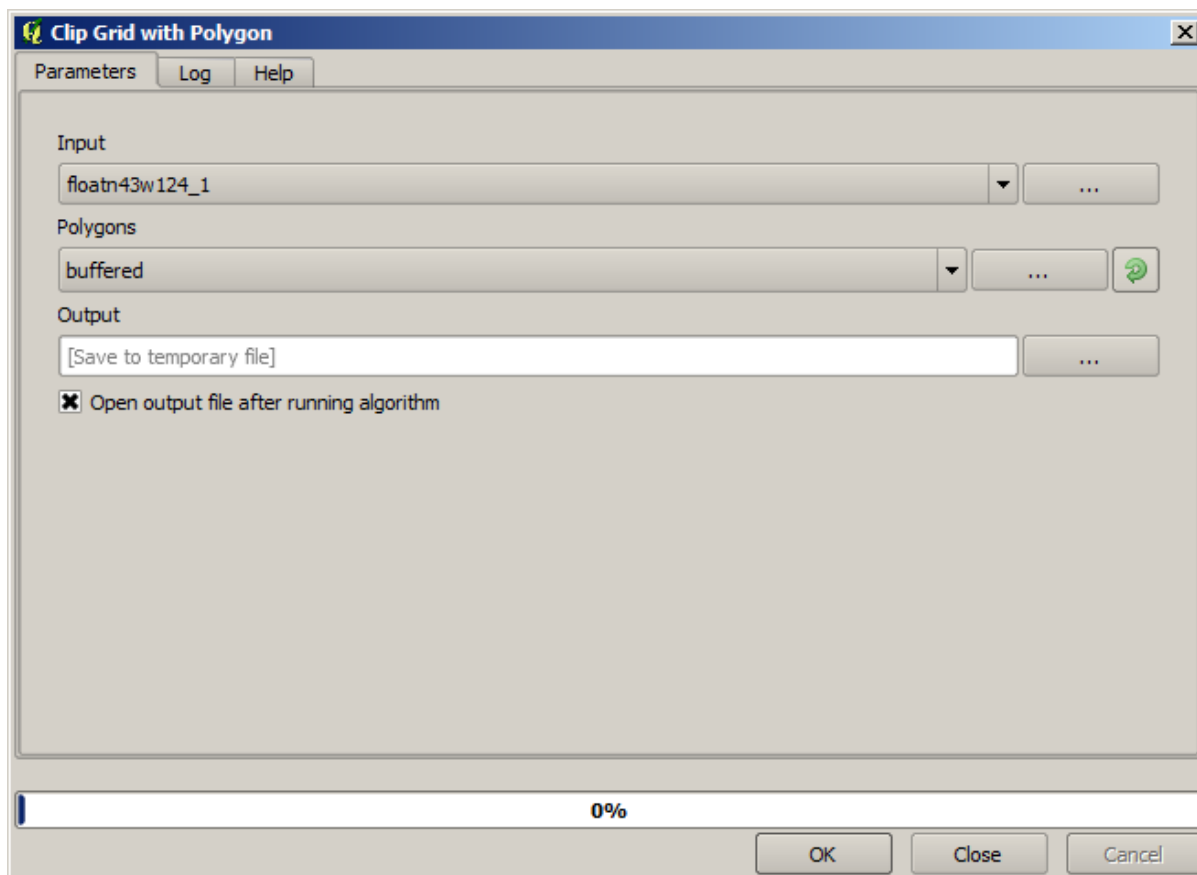


Noterai che i raster hanno una proiezione differente rispetto al vettore. Dovremmo pertanto riproiettarli prima di procedere oltre, utilizzando lo strumento *Riproiezione*.

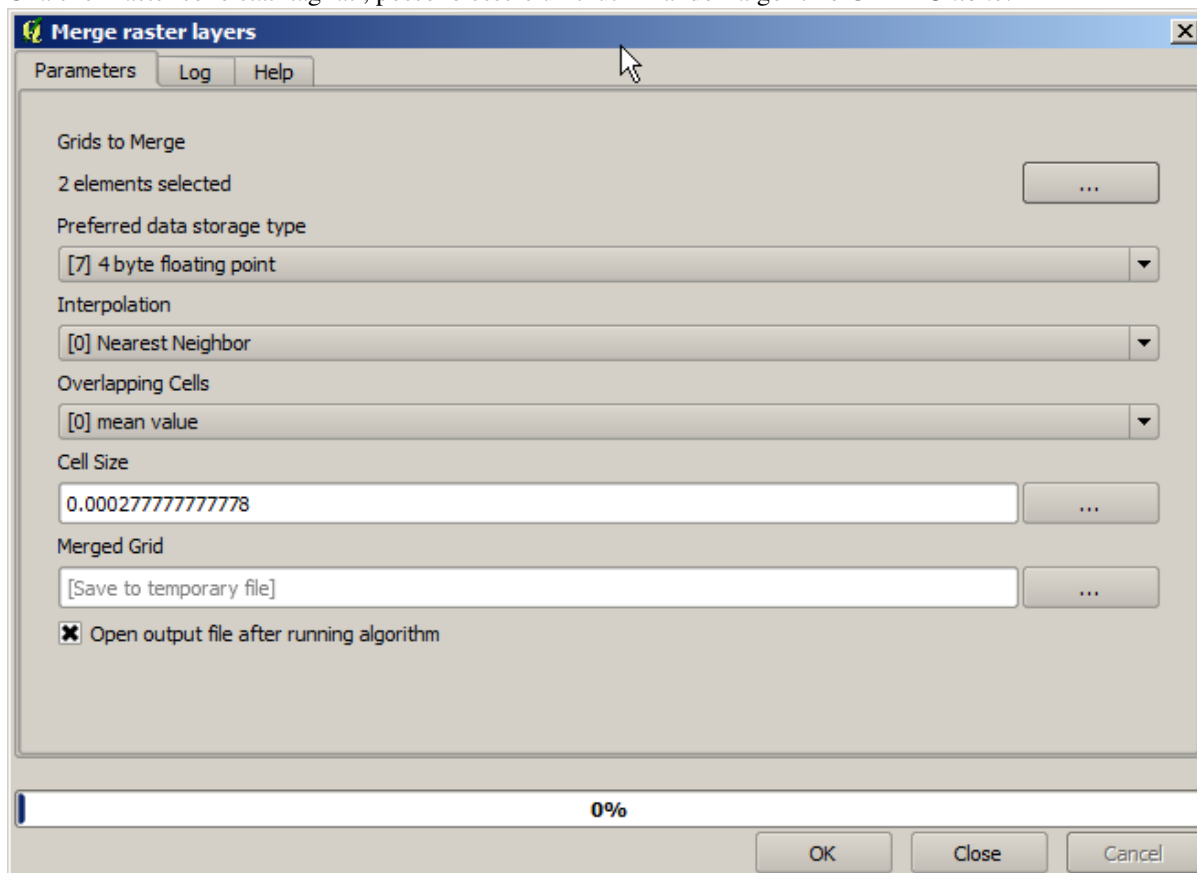


Nota: Le ultime versioni hanno un'interfaccia più complessa. Assicurati che sia selezionato almeno un metodo di compressione.

Con questo vettore che contiene il perimetro di delimitazione del raster che vogliamo ottenere, possiamo tagliare entrambi i raster, utilizzando l'algoritmo *Taglia raster con poligono*.

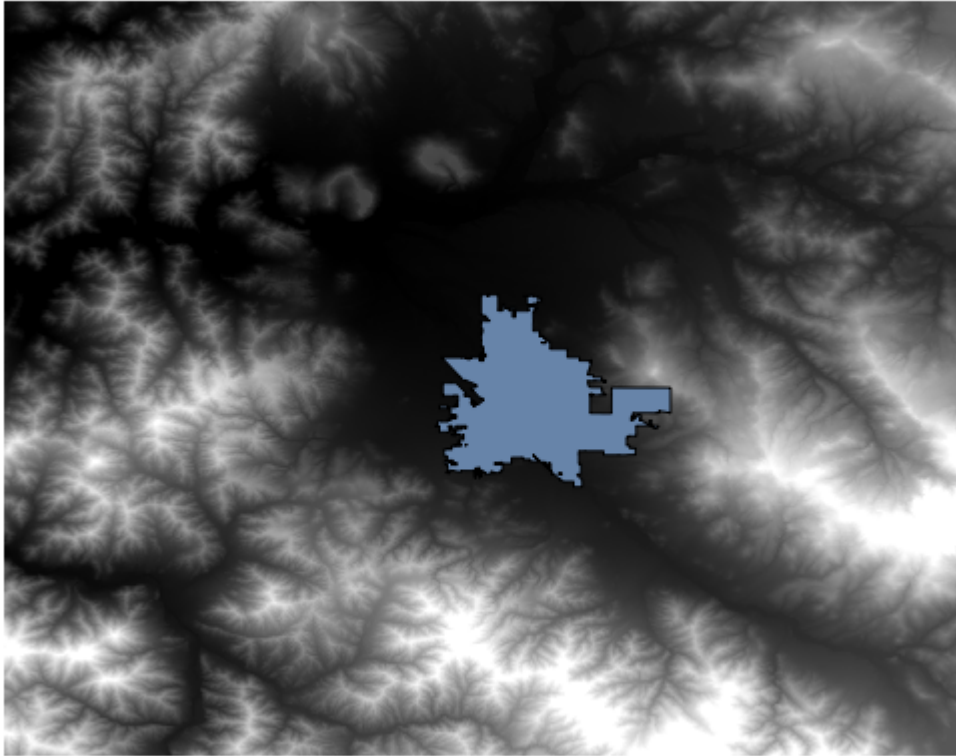


Una che i raster sono stati tagliati, possono essere uniti utilizzando l' algoritmo GDAL *Unione*.



Nota: Puoi risparmiare del tempo prima unendo e poi tagliando, evitando di richiamare due volte l'algoritmo di ritaglio. Comunque, se ci sono diversi raster da unire ed essi hanno una dimensione piuttosto elevata, otterrai un raster esteso che sarà successivamente difficile da procesare. In tal caso, potrebbe essere necessario lanciare l'algoritmo di ritaglio diverse volte, il che potrebbe essere dispendioso in termini di tempo, ma non preoccuparti, presto vedremo che esistono strumenti aggiuntivi per automatizzare tale operazione. In questo esempio abbiamo solo due raster, per cui al momento non dovresti preoccuparti di ciò.

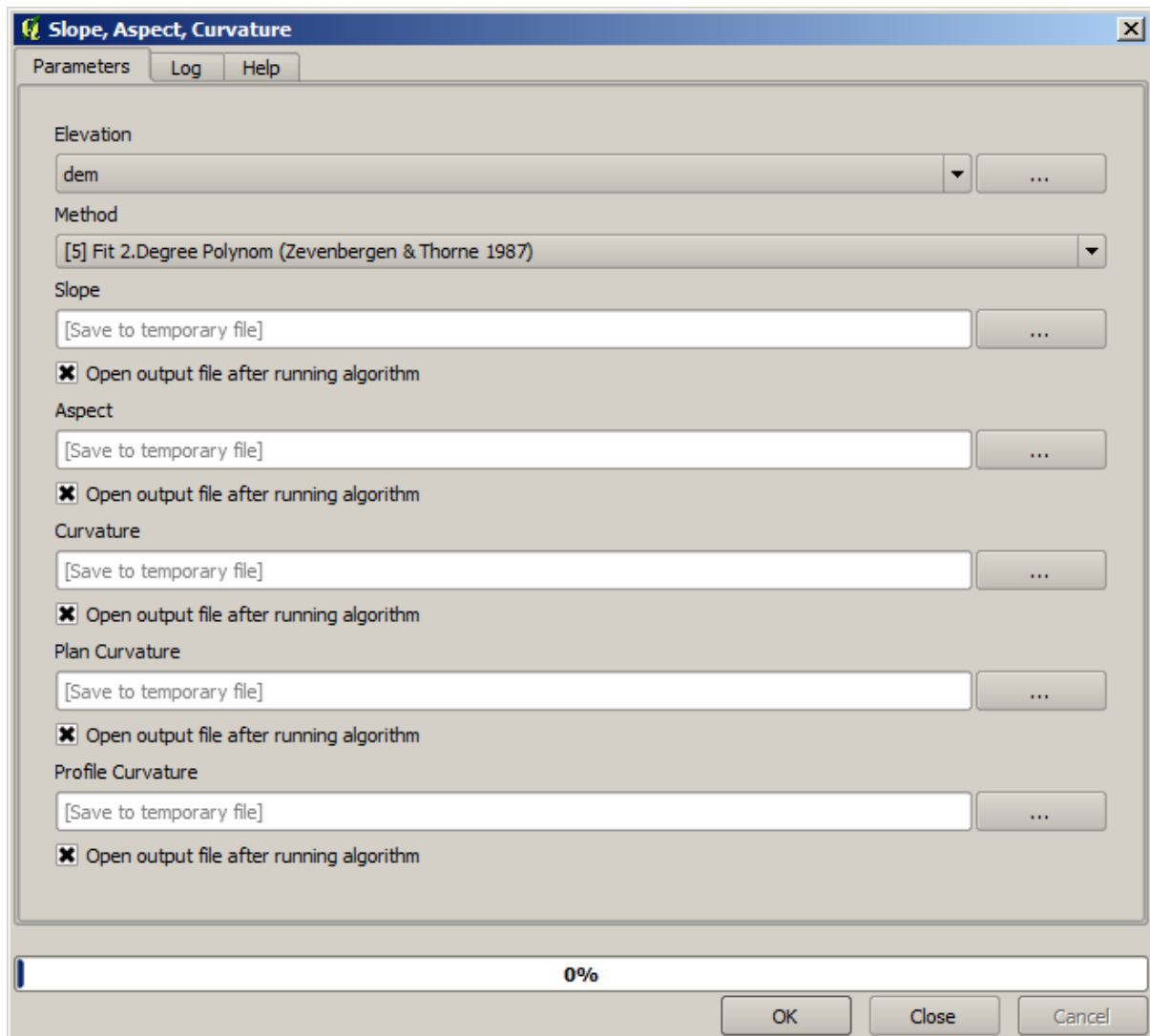
Così facendo, otteniamo il DEM finale desiderato.



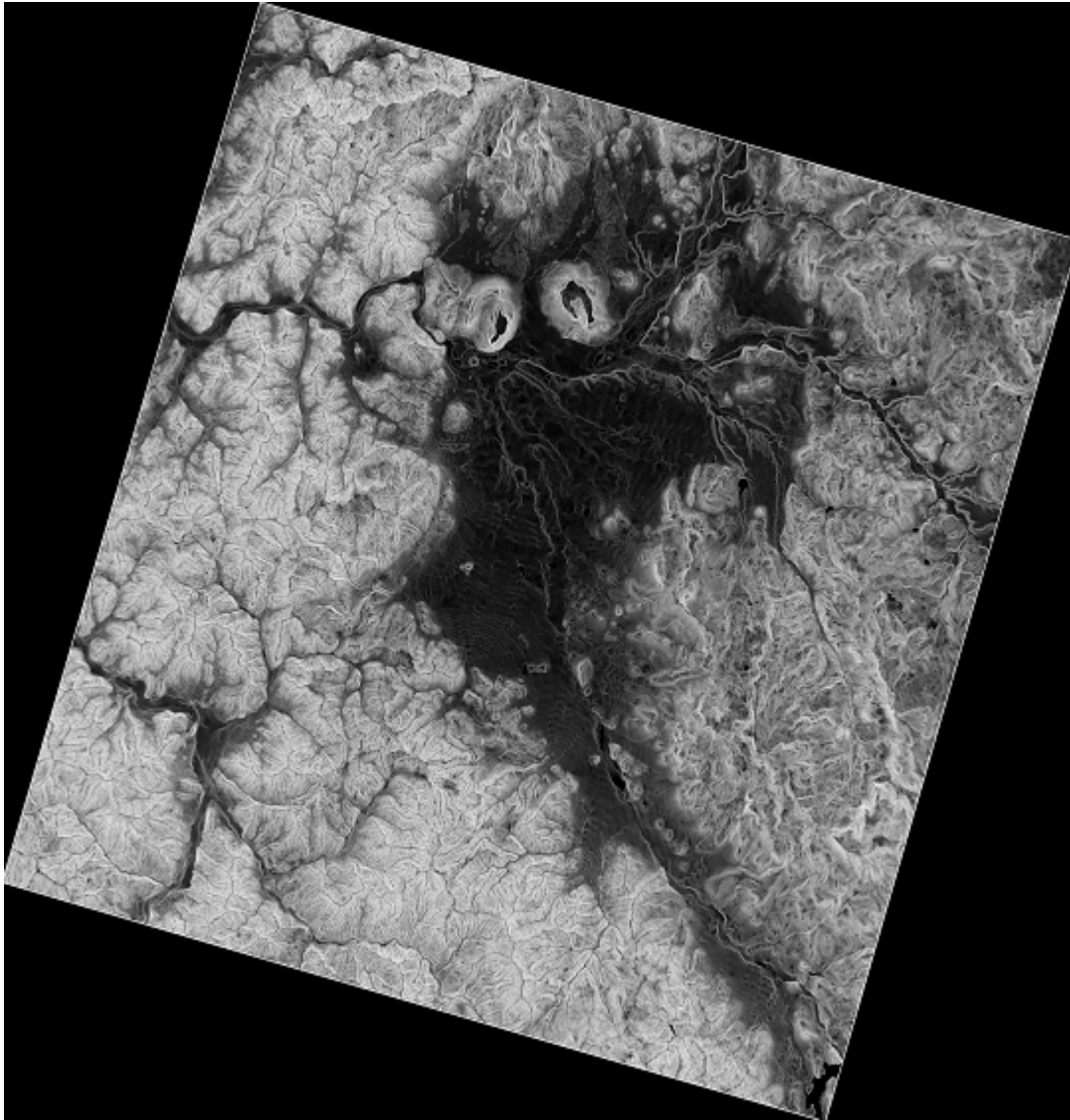
Adesso è il momento di creare il raster delle pendenze.

Un raster delle pendenze può essere calcolato con l'algoritmo ****Pendenza, Esposizione, Curvatura***, ma il DEM ottenuto nell'ultimo passaggio non è adatto come file di ingresso, dal momento che i valori di elevazione sono in metri ma la dimensione della cella non è espressa in metri (il raster utilizza un CRS con coordinate geografiche). È necessaria una riproiezione. Per riproiettare un raster, si può utilizzare nuovamente l'algoritmo *Riproiezione*. Eseguiamo la riproiezione in un CRS avente i metri come unità (ad es. 3857), in modo da poter calcolare correttamente la pendenza, con SAGA o GDAL.

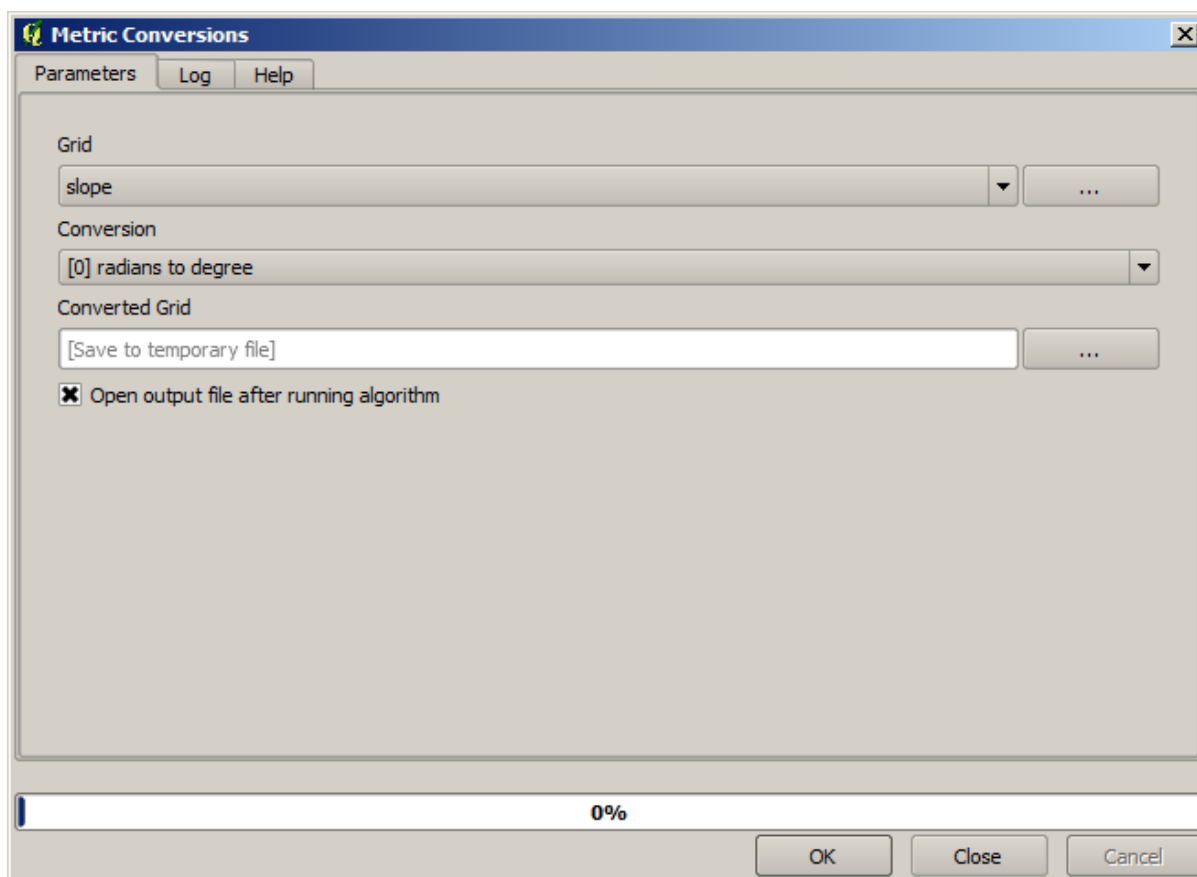
Con il nuovo DEM, la pendenza può essere ora calcolata.



E questo è il raster delle pendenze risultante.



La pendenza generata dall'algoritmo *Pendenza, Esposizione, Curvatura* può essere espressa in gradi o radianti; i gradi sono più pratici ed unità di misura comuni. Nel caso in cui l'avessi calcolata in radianti, l'algoritmo *Conversioni metriche* ci verrà in aiuto per eseguire la conversione (ma qualora non avessi saputo dell'esistenza dell'algoritmo, avresti potuto usare il calcolatore raster che abbiamo già utilizzato).



Riproiettato il raster delle pendenze convertito con lo strumento *Riproietta raster*, otteniamo il raster finale desiderato.

Avvertimento: da fare: Aggiungi immagine

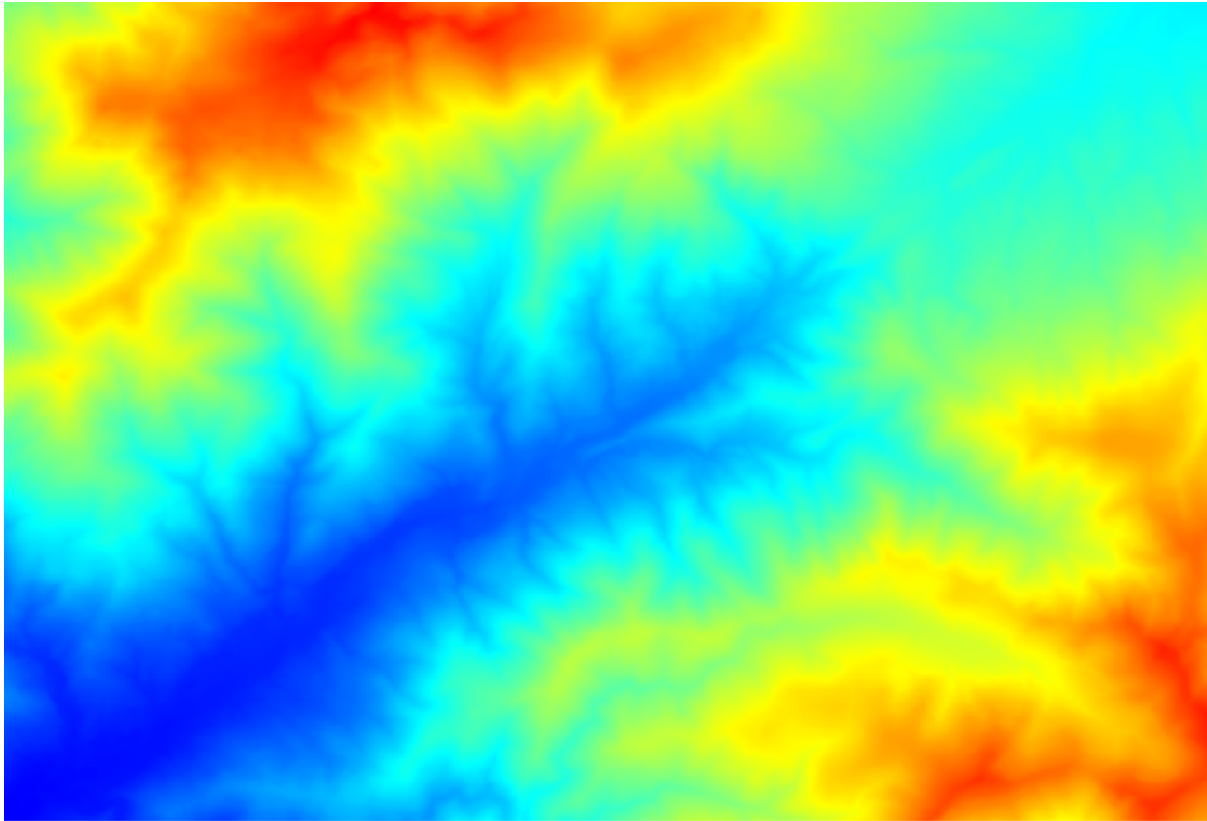
I processi di riproiezione potrebbero aver fatto in modo che il raster finale contenga alcuni dati al di fuori del perimetro di delimitazione che avevamo calcolato in uno dei passaggi iniziali. Questo può essere risolto tagliandolo di nuovo, così come abbiamo fatto per ottenere il DEM di base.

18.16 Analisi idrologica

Nota: In questa lezione eseguiremo alcune analisi idrologiche. Questa analisi verrà usata in alcune delle prossime lezioni, dato che costituisce un buon esempio di flusso di lavoro per l'analisi, e verrà utilizzato per dimostrare alcune funzionalità avanzate.

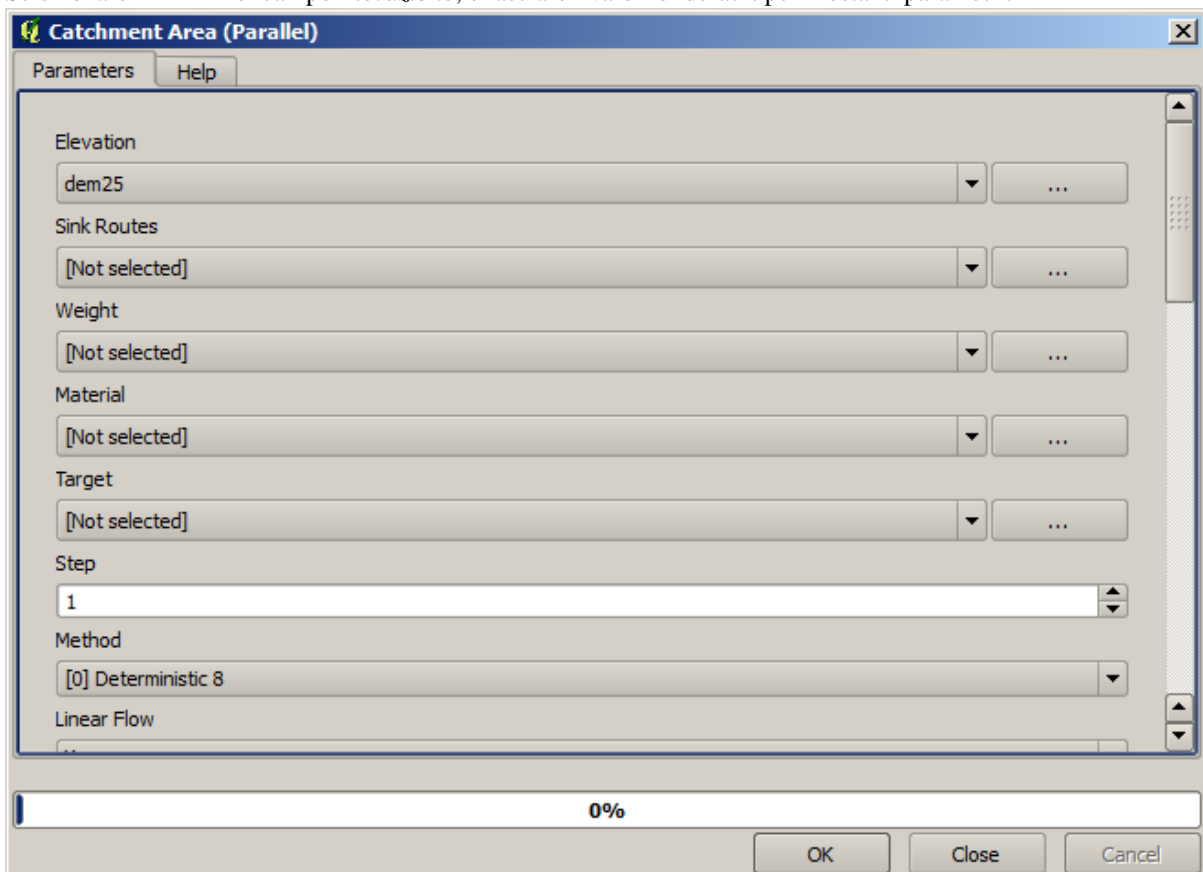
In questa lezione, eseguiremo alcune analisi idrologiche. Iniziando con un DEM, estrarremo una rete di canali, delineremo gli spartiacque e calcoleremo alcune statistiche.

La prima cosa da fare è caricare il progetto con i dati della lezione, che contengono il DEM.



Il primo modulo da eseguire è *Bacino d'utenza* (in alcune versioni di SAGA è chiamato *Flow accumulation (Top Down)*). Tu puoi usare qualsiasi di quelli chiamati *Bacino d'utenza*. Ci sono dentro diversi algoritmi, ma i risultati sono di base gli stessi.

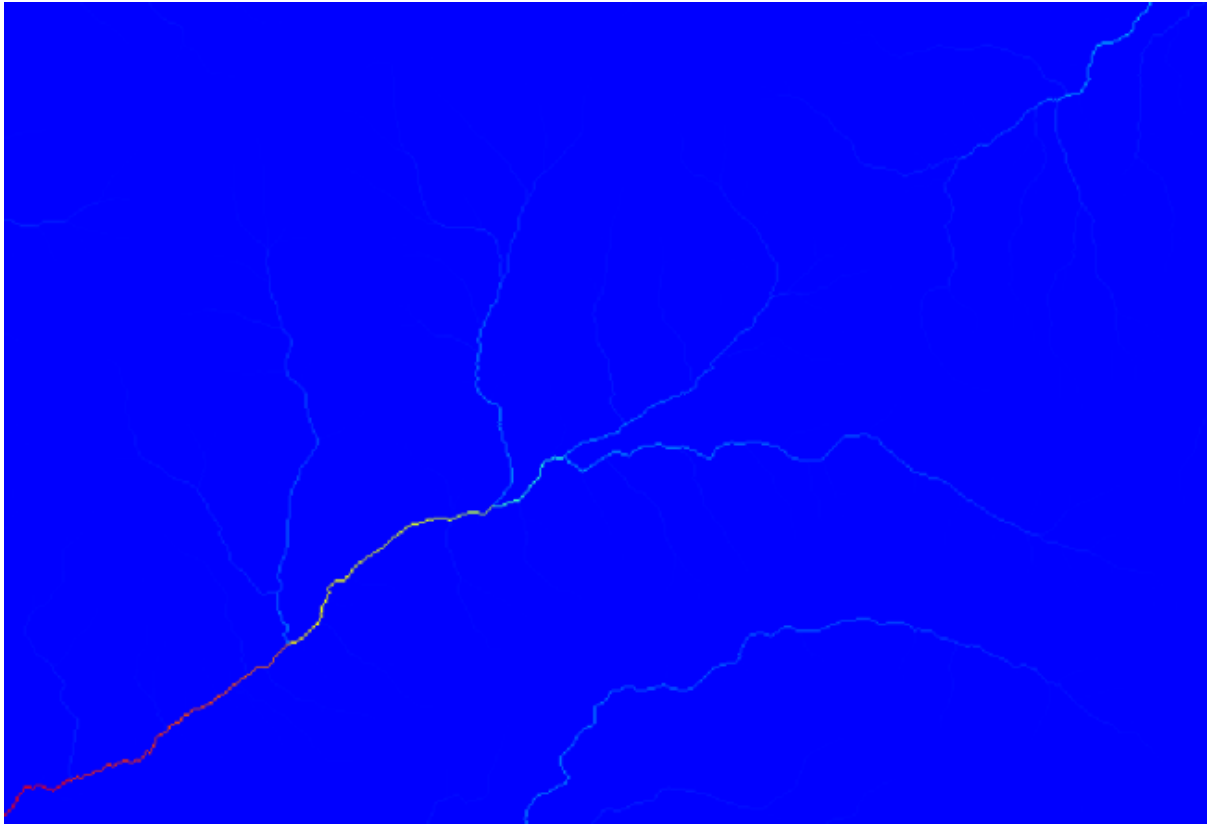
Selezionare il DEM nel campo *Elevazione*, e lasciare i valori di default per i restanti parametri.



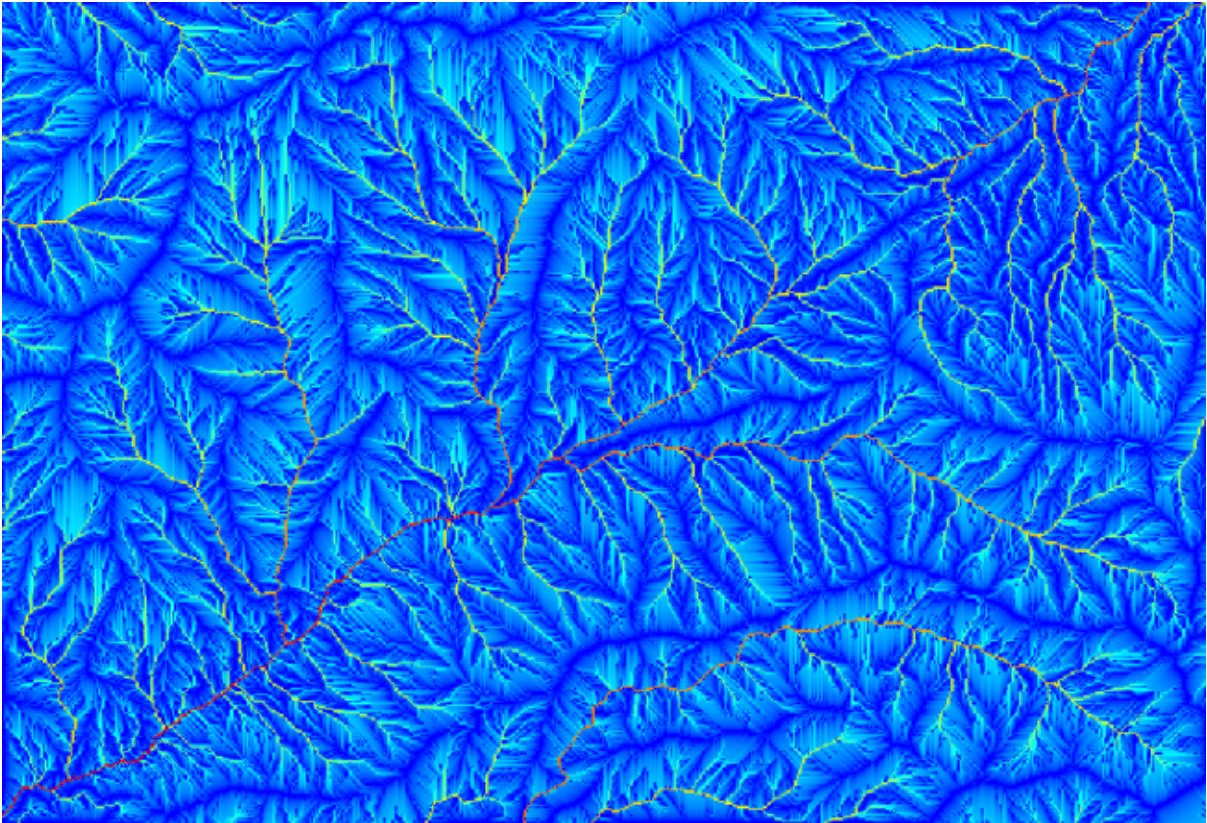
Alcuni algoritmi calcolano diversi layer, ma il *Bacino di utenza* é l'unico che utilizzeremo.

Potete eliminare gli altri se volete.

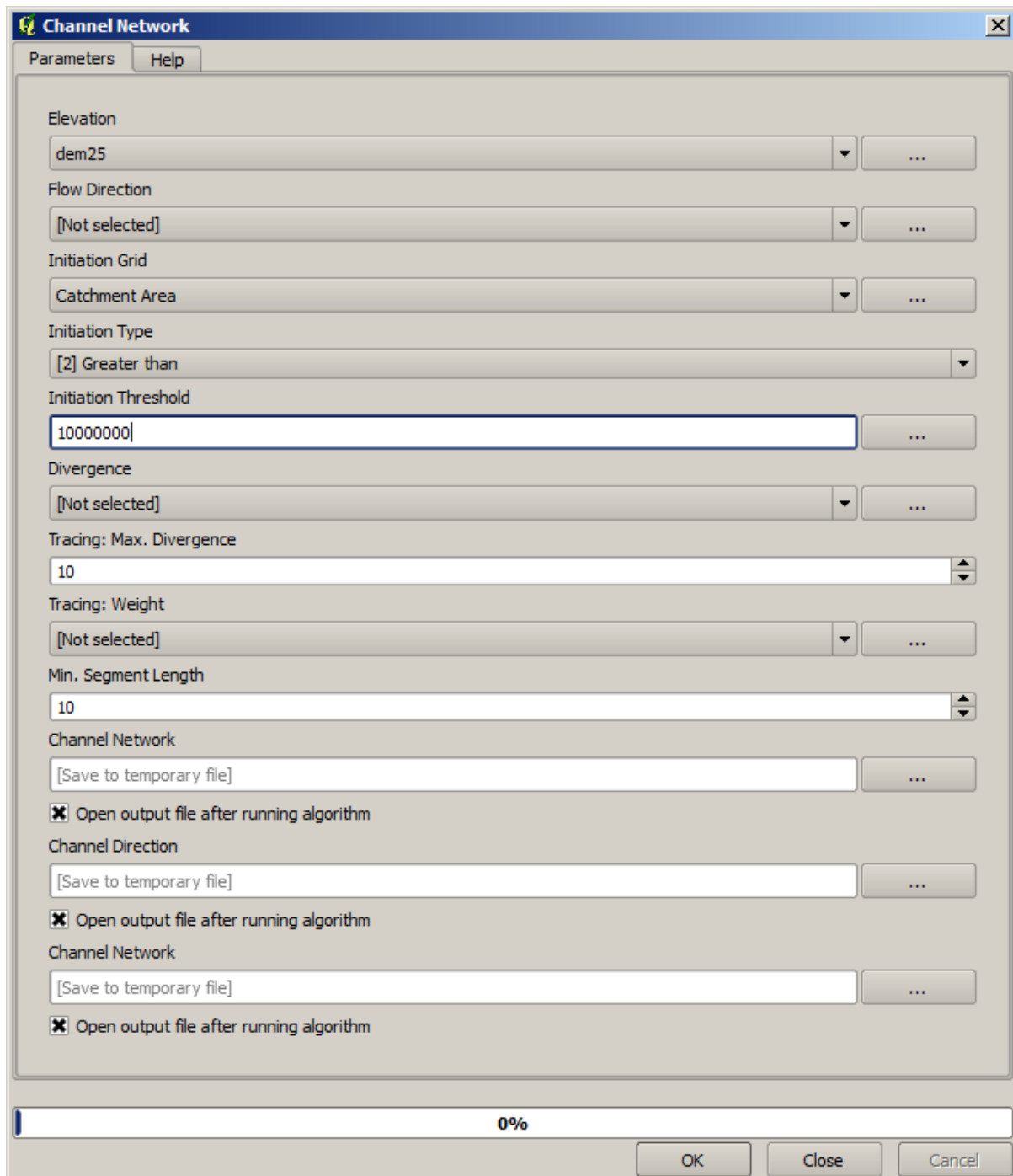
La visualizzazione del layer non é molto informativa.



To know why, you can have a look at the histogram and you will see that values are not evenly distributed (there are a few cells with very high value, those corresponding to the channel network). Calculating the logarithm of the catchment area value yields a layer that conveys much more information (you can do it using the raster calculator).

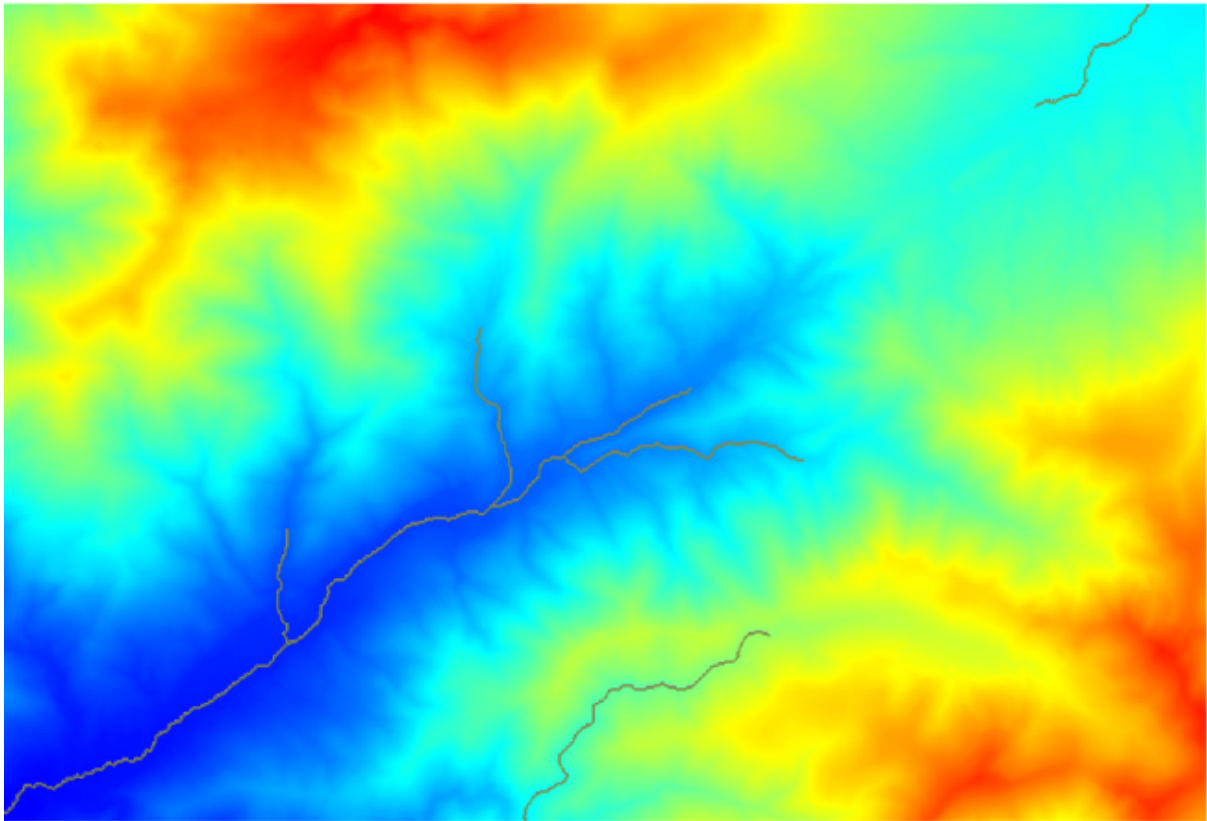


Il bacino di utenza (anche noto come accumulazione di flusso), può essere utilizzato per impostare una soglia per l'inizializzazione dei canali. Ciò si può fare utilizzando l'algoritmo *Rete di canali*. Qui le istruzioni per la configurazione (si noti che *Soglia di inizializzazione Maggiore di 10.000.000*).



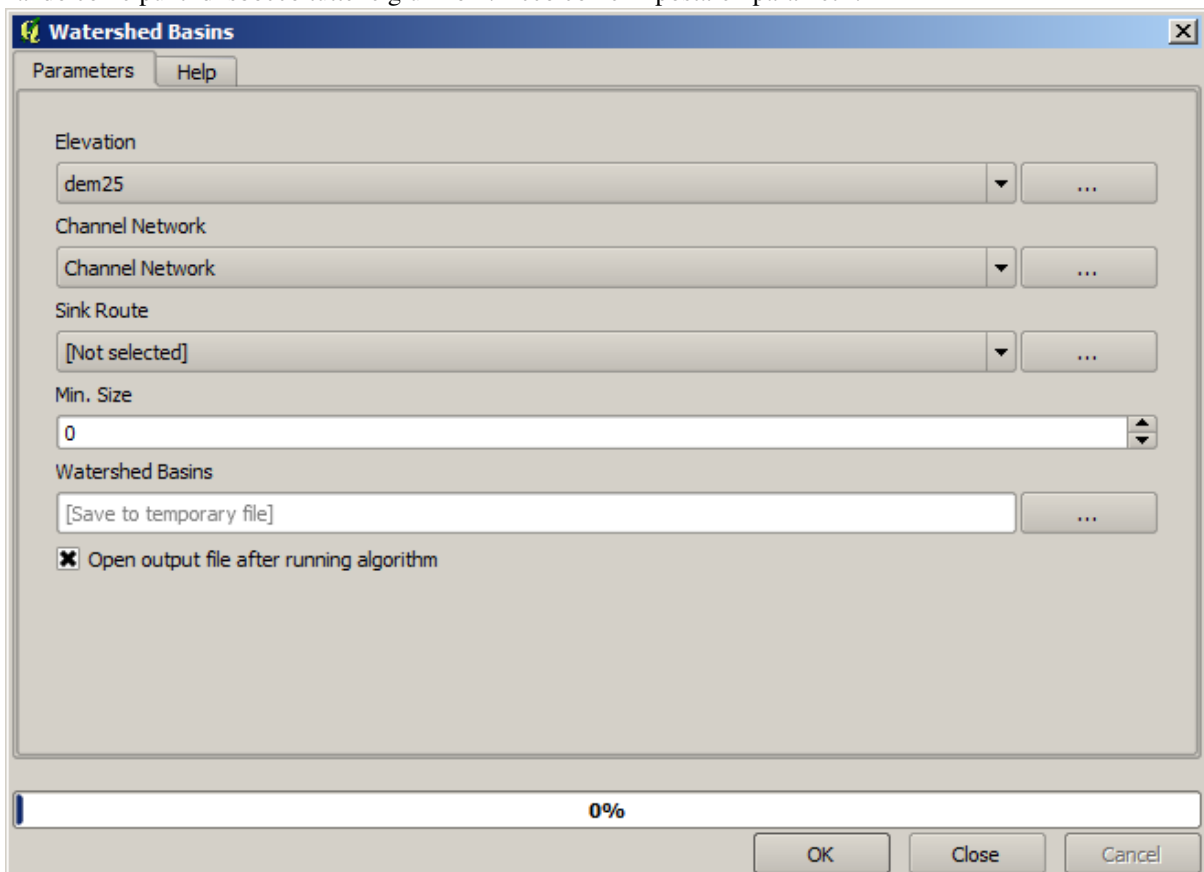
Utilizzare il layer di bacino di utenza originale, non quello logaritmico. Quest'ultimo serve solo per la visualizzazione.

Se si aumenta il valore della *Soglia di inizializzazione*, si ha una rete di canali piú sparsa. Se si diminuisce, si ha una rete piú densa. Con il valore proposto, questo é ciò che si ottiene.



L'immagine precedente mostra il layer vettoriale risultante ed il DEM, ma ci dovrebbe anche essere un layer raster con la stessa rete di canali. Il raster layer sarà effettivamente quello che verrà utilizzato.

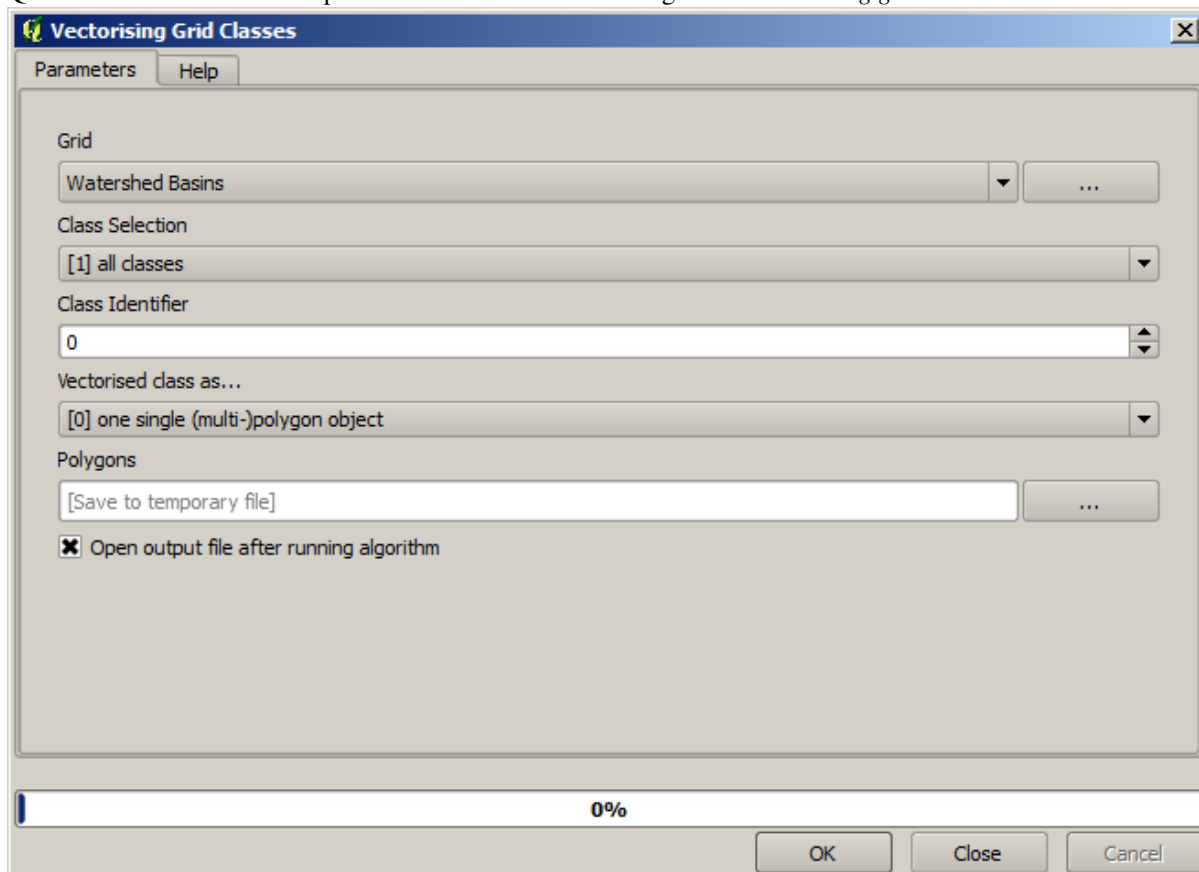
Useremo ora l'algoritmo *Bacini spartiacque* per delineare i sottobacini corrispondenti alla rete di canali, utilizzando come punti di sbocco tutte le giunzioni. Ecco come impostare i parametri.

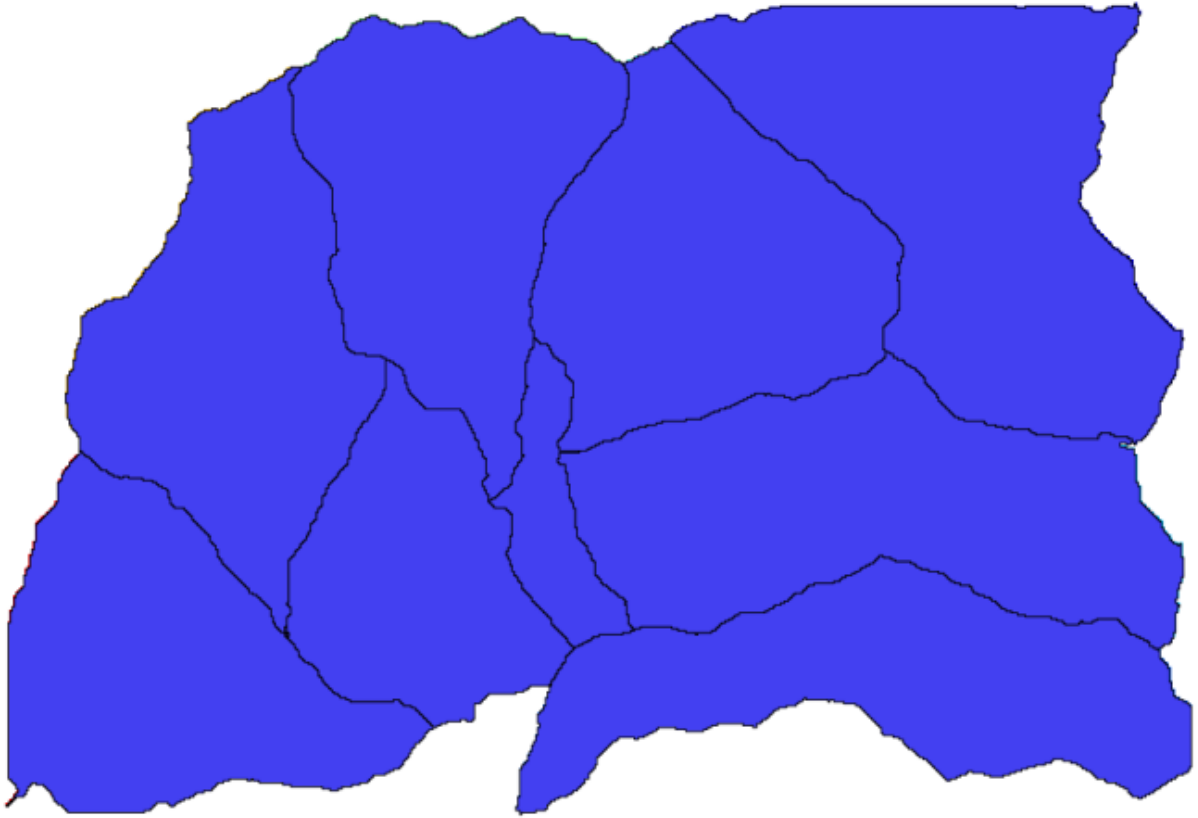


E questo é il risultato.



Questo é il risultato raster. Si può vettorizzare utilizzando l'algoritmo *Vectorising grid classes*.

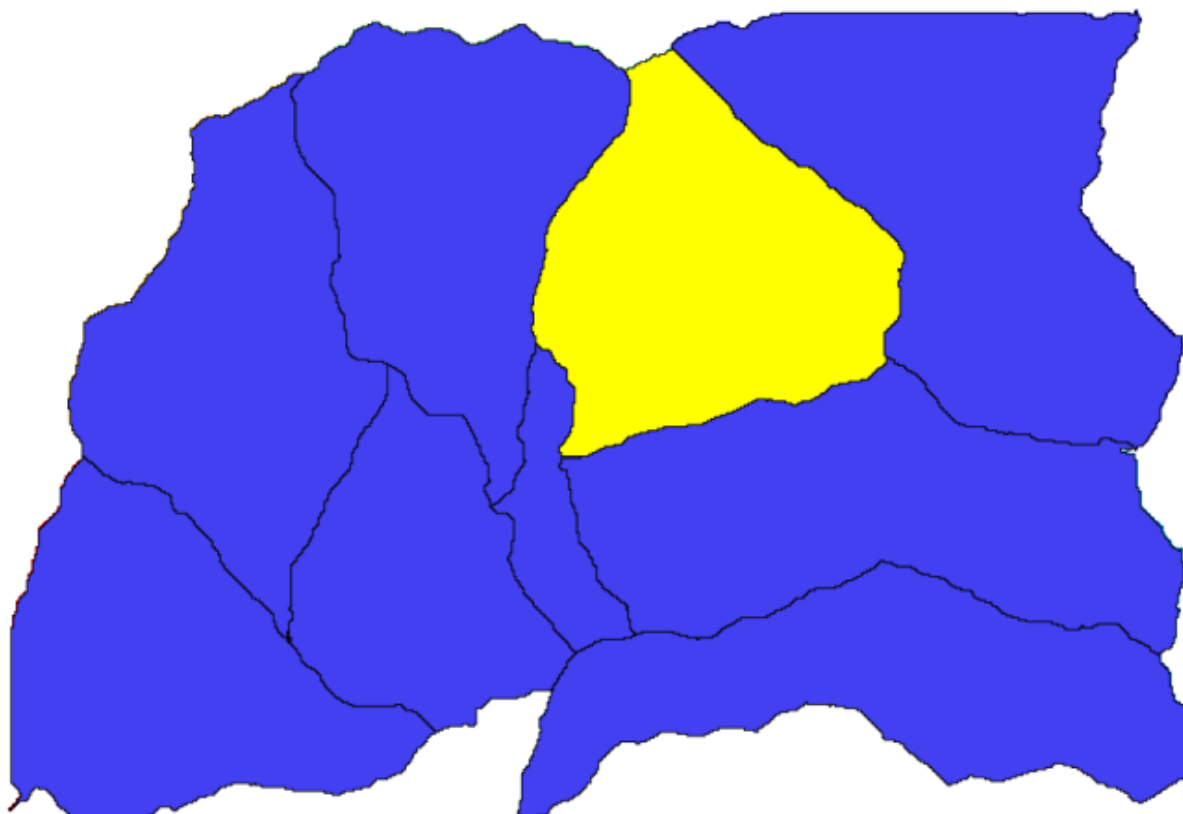




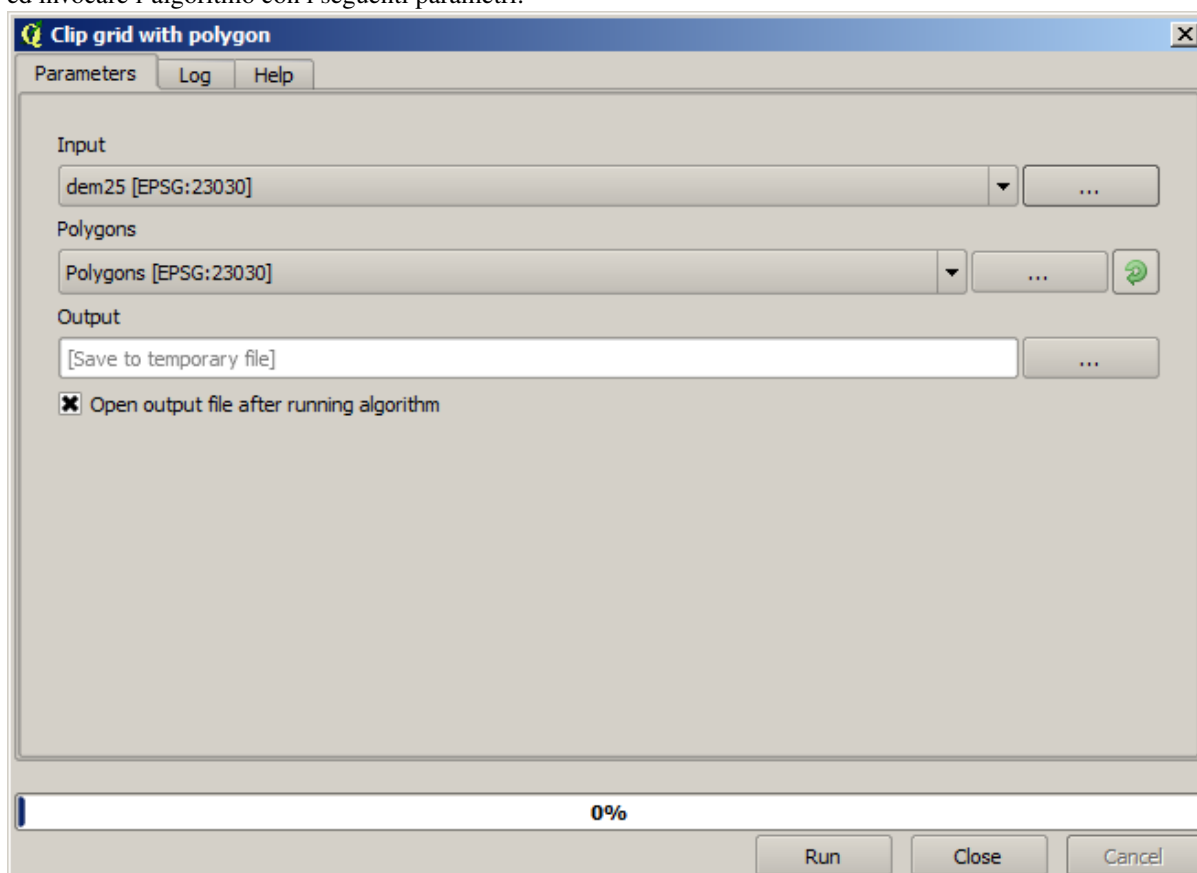
Si calcolino adesso le statistiche dei valori di elevazione in uno dei sottobacini. L'idea é quella di avere un layer che rappresenti l'elevazione nei sottobacini e quindi passarlo al modulo che calcola tali statistiche.

Primo, ritagliamo il DEM originale con il poligono che rappresenta il sottobacino. Useremo l'algoritmo *Clip raster with polygon*. Se selezioniamo il poligono di un singolo sottobacino e quindi usiamo l'algoritmo per ritagliare, possiamo ritagliare il DEM sull'area coperta da quel poligono, dato che l'algoritmo comprende la selezione.

Selezionare un poligono,

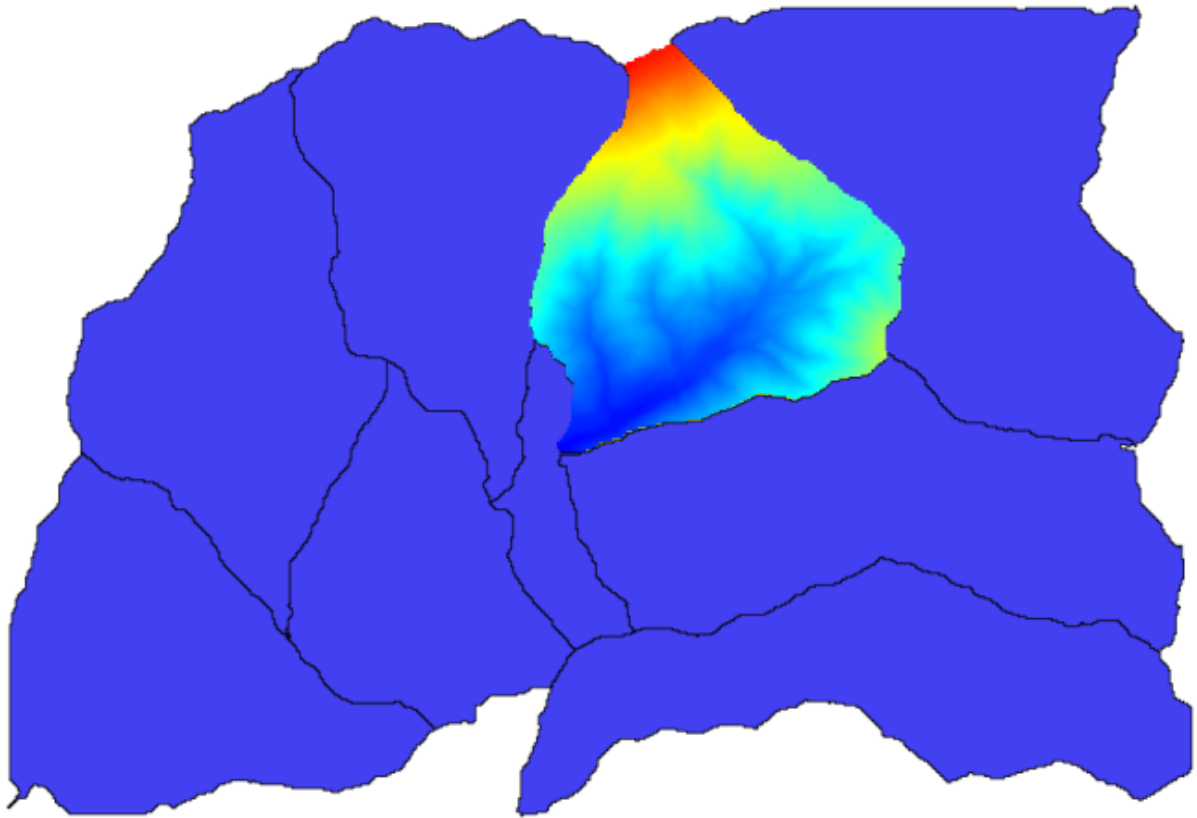


ed invocare l'algorithmo con i seguenti parametri:

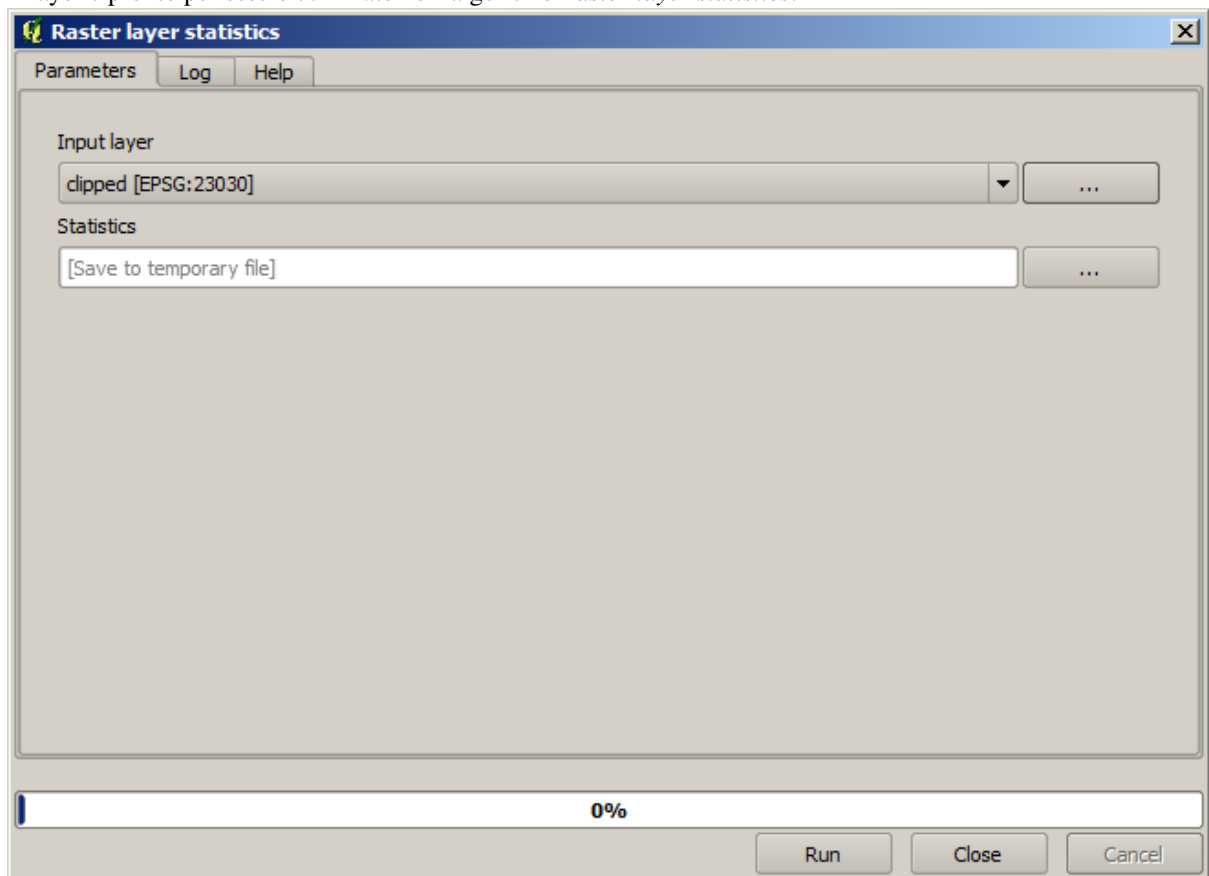


L'elemento selezionato nel campo di input é, ovviamente, il DEM che si vuole ritagliare.

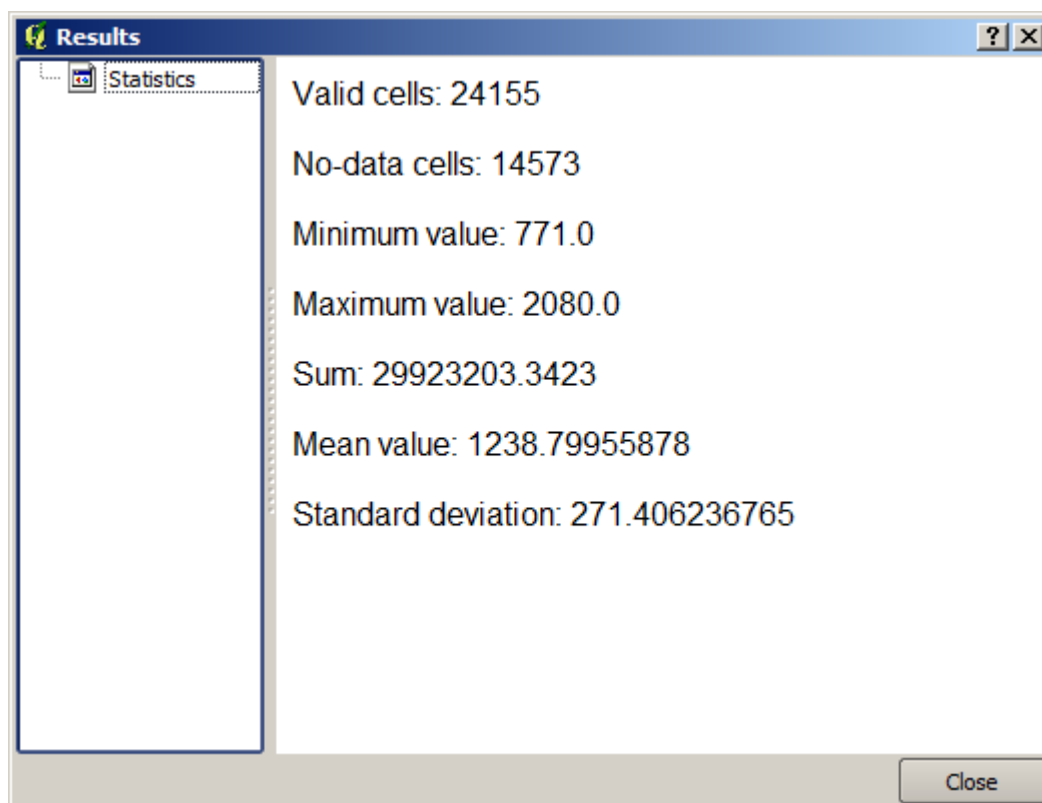
Si otterrà qualcosa del genere.



Il layer é pronto per essere utilizzato nell'algoritmo *Raster layer statistics*.



Di seguito le statistiche risultanti.



Utilizzeremo sia la procedura per il calcolo del bacino che il calcolo delle statistiche in altre lezioni, per trovare altri elementi che ci possano aiutare ad automatizzarli e lavorare in modo piú efficiente.

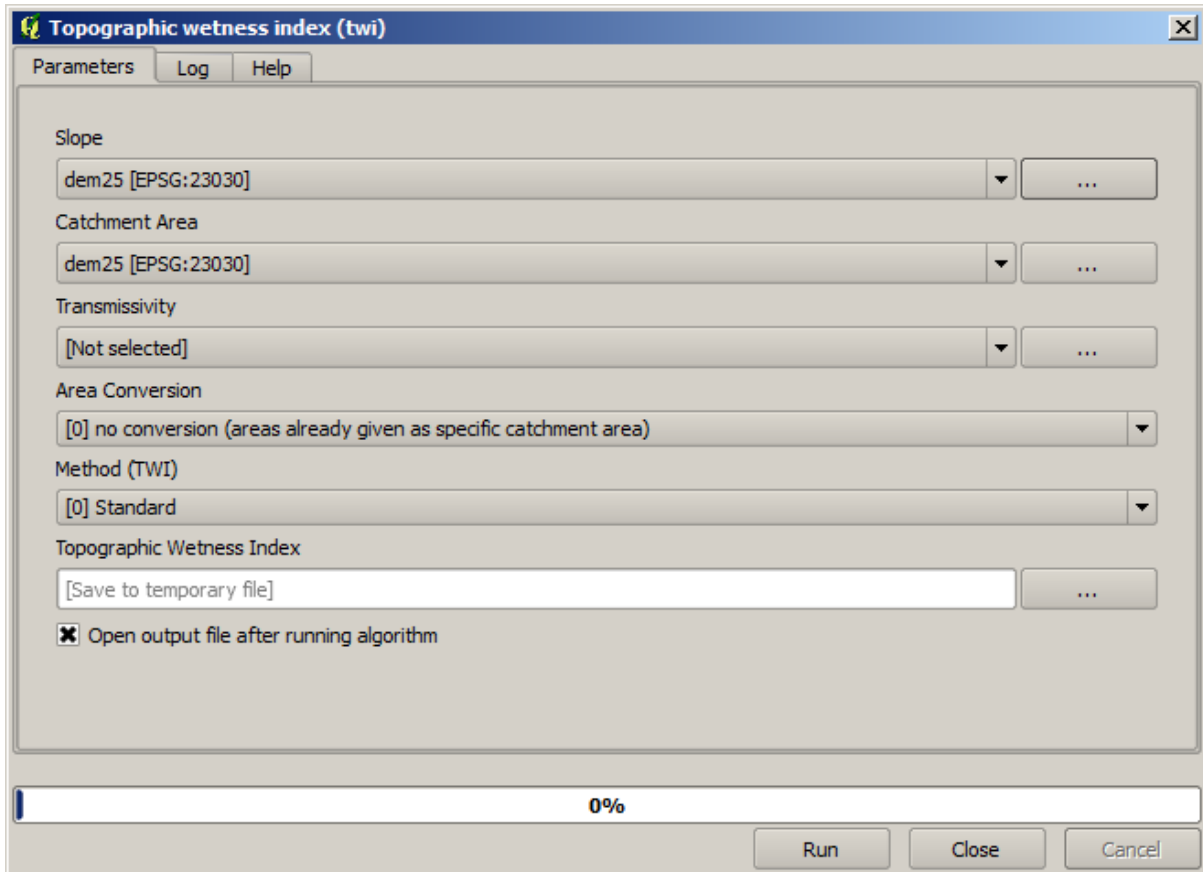
18.17 Starting with the graphical modeler

Nota: In this lesson we will use the graphical modeler, a powerful component that we can use to define a workflow and run a chain of algorithms.

A normal session with the processing tools includes more than running a single algorithm. Usually several of them are run to obtain a result, and the outputs of some of those algorithms are used as input for some of the other ones.

Using the graphical modeler, that workflow can be put into a model, which will run all the necessary algorithms in a single run, thus simplifying the whole process and automating it.

To start this lesson, we are going to calculate a parameter named Topographic Wetness Index. The algorithm that computes it is called *Topographic wetness index (twi)*

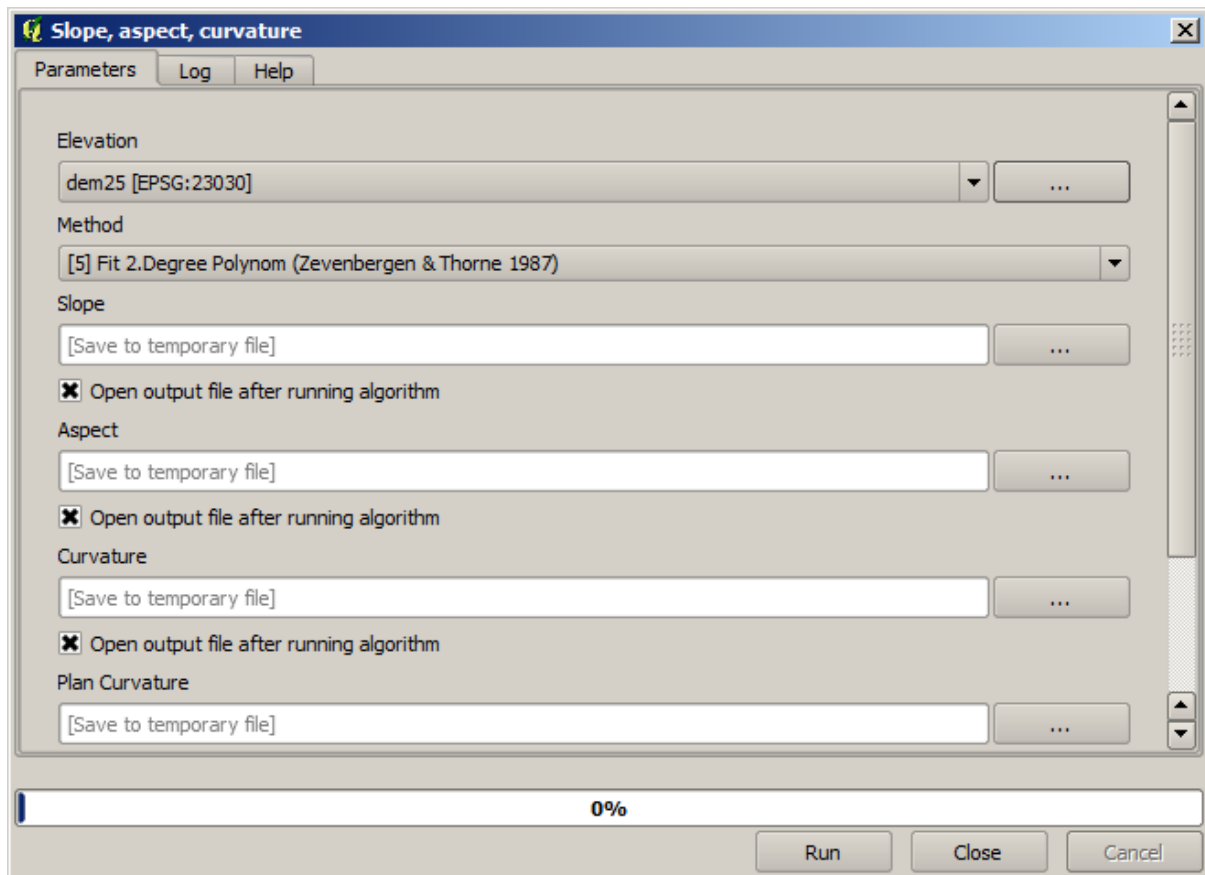


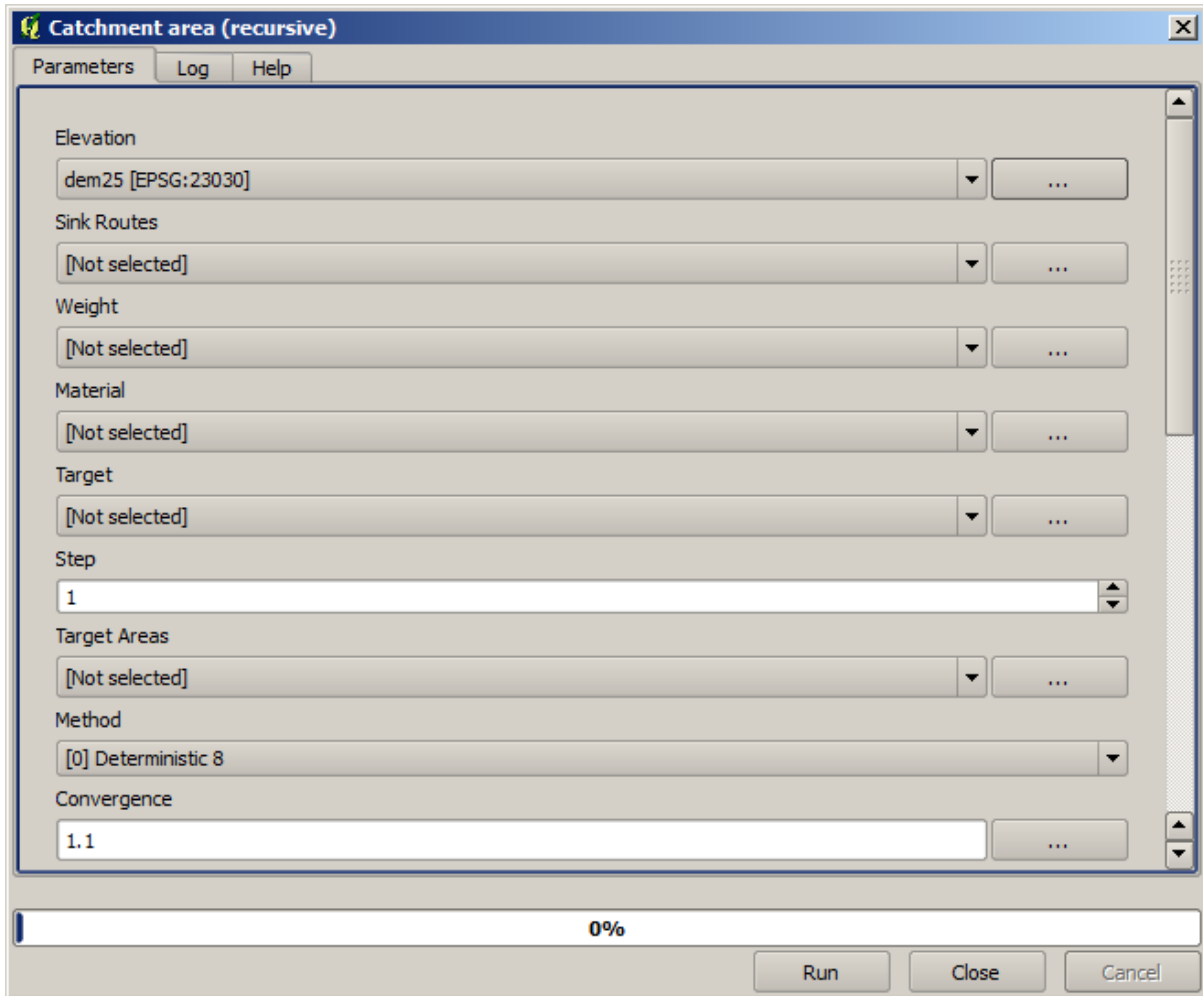
As you can see, there are two mandatory inputs: *Slope* and *Catchment area*. There is also an optional input, but we will not be using it, so we can ignore it.

The data for this lesson contains just a DEM, so we do not have any of the required inputs. However, we know how to calculate both of them from that DEM, since we have already seen the algorithms to compute slope and catchment area. So we can first compute those layers and then use them for the TWI algorithm.

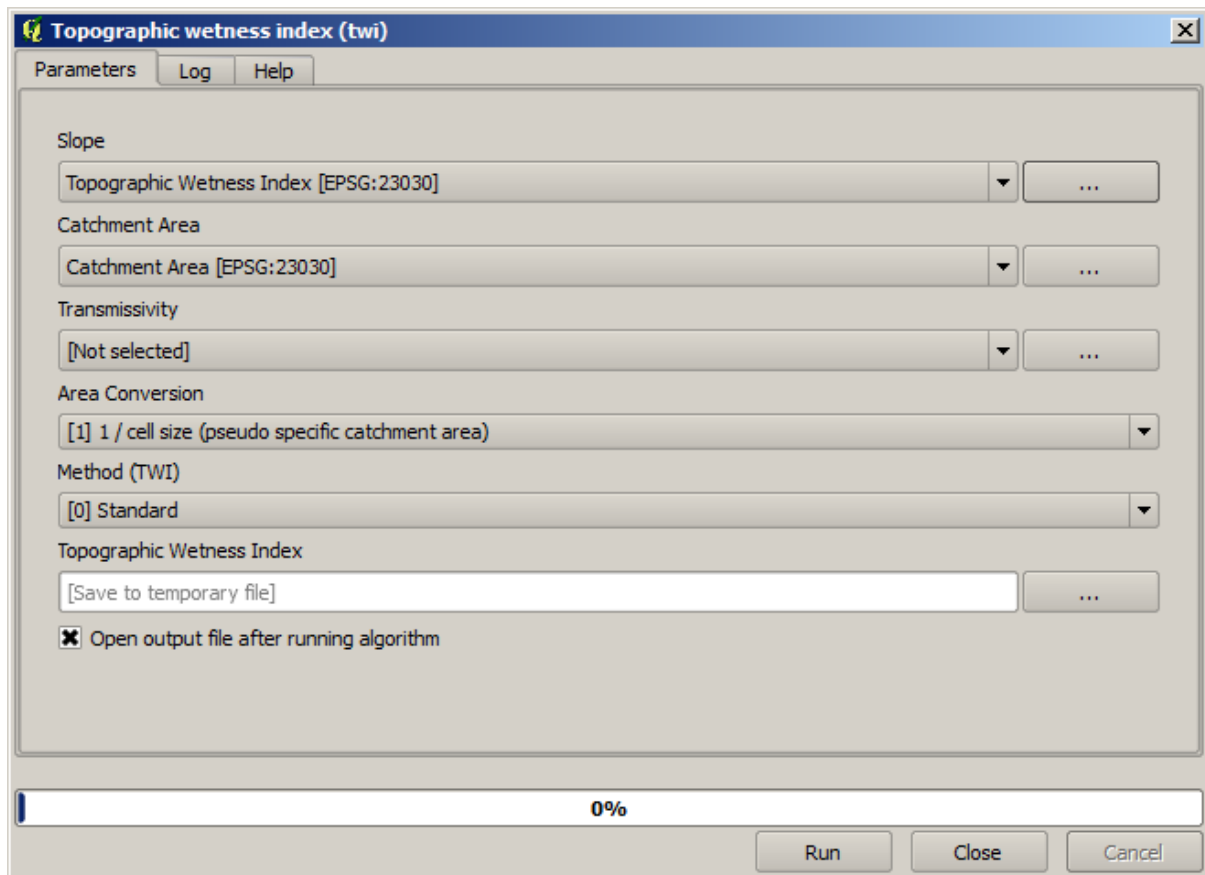
Here are the parameter dialogs that you should use to calculate the 2 intermediate layers.

Nota: Slope must be calculated in radians, not in degrees.

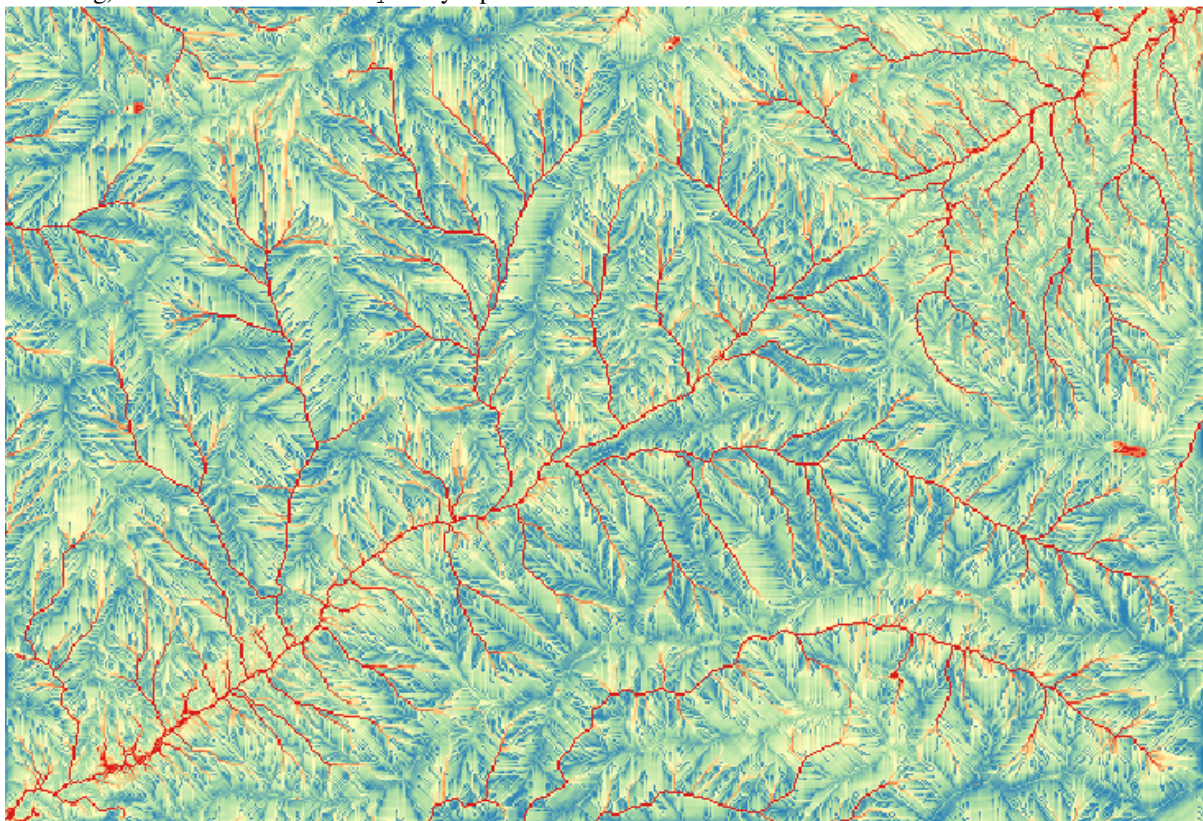




And this is how you have to set the parameters dialog of the TWI algorithm.



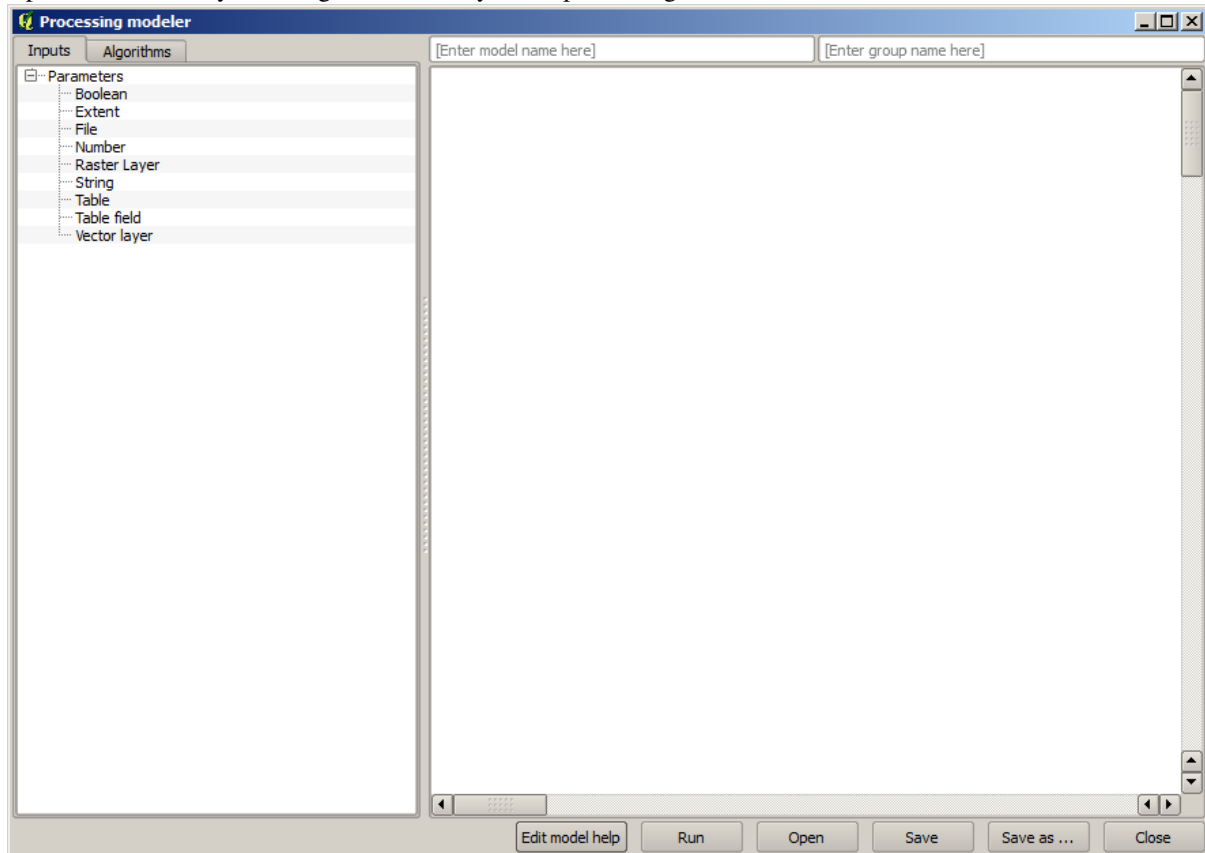
This is the result that you will obtain (the default singleband pseudocolor inverted palette has been used for rendering). You can use the `twi.qml` style provided.



What we will try to do now is to create an algorithm that calculates the TWI from a DEM in just one single step. That will save us work in case we later have to compute a TWI layer from another DEM, since we will need just

one single step to do it instead of the 3 ones above. All the processes that we need are found in the toolbox, so what we have to do is to define the workflow to wrap them. This is where the graphical modeler comes in.

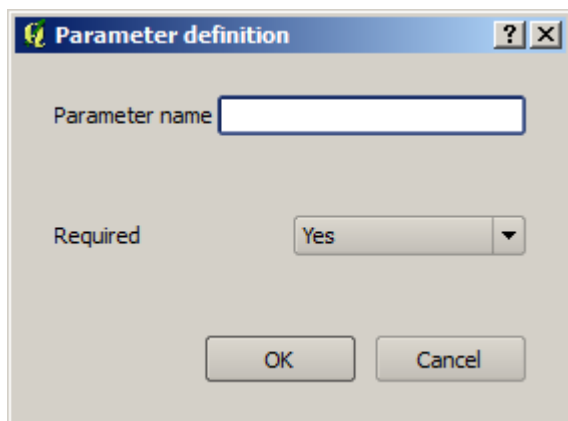
Open the modeler by selecting its menu entry in the processing menu.



Two things are needed to create a model: setting the inputs that it will need, and defining the algorithm that it contains. Both of them are done by adding elements from the two tabs in the left-hand side of the modeler window: *Inputs* and *Algorithms*

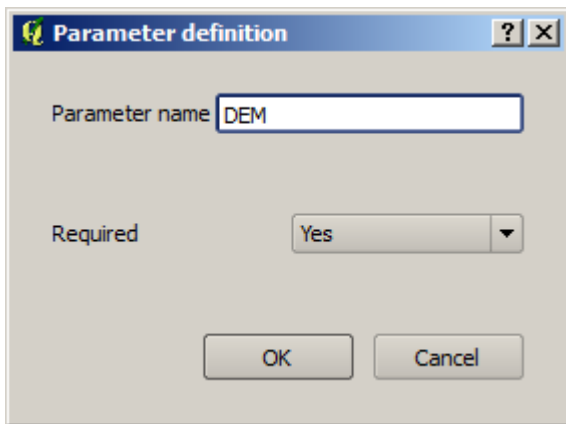
Let's start with the inputs. In this case we do not have much to add. We just need a raster layer with the DEM, and that will be our only input data.

Double click on the *Raster layer* input and you will see the following dialog.

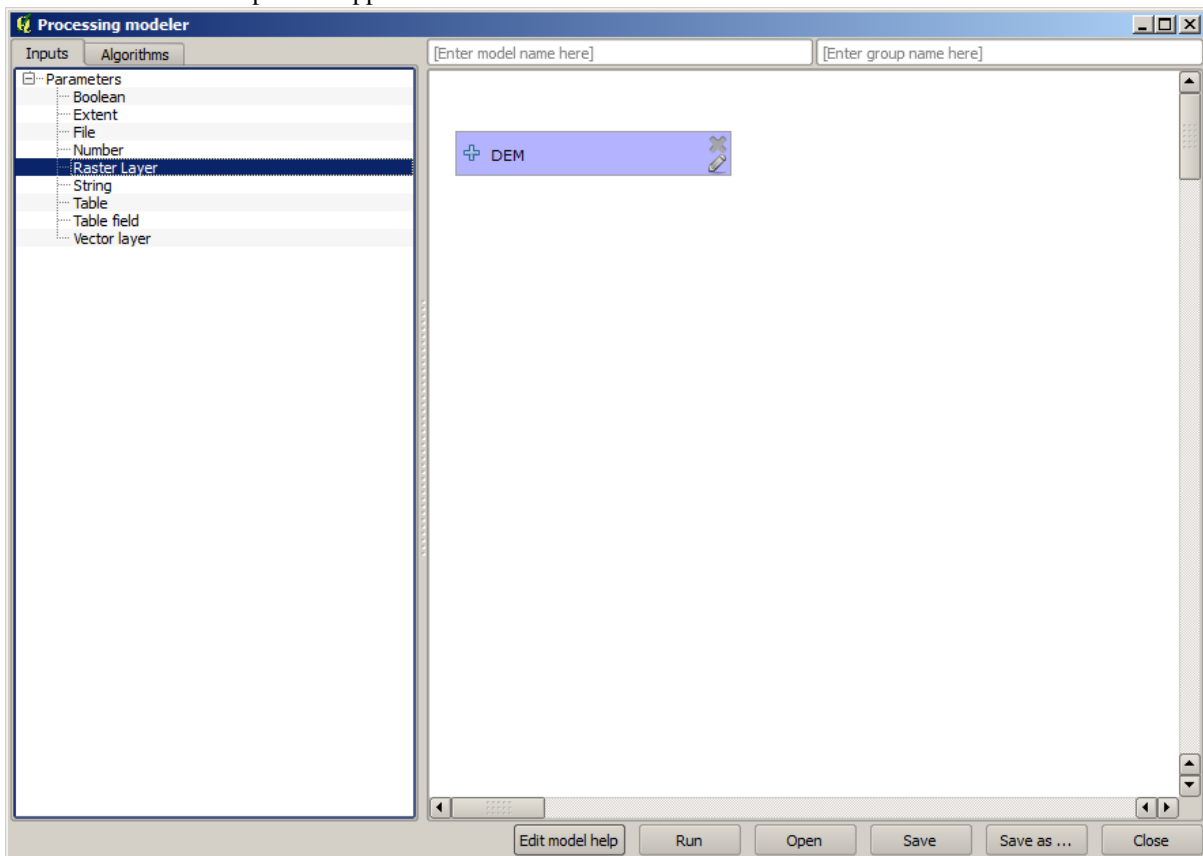


Here we will have to define the input we want. Since we expect this raster layer to be a DEM, we will call it *DEM*. That's the name that the user of the model will see when running it. Since we need that layer to work, we will define it as a mandatory layer.

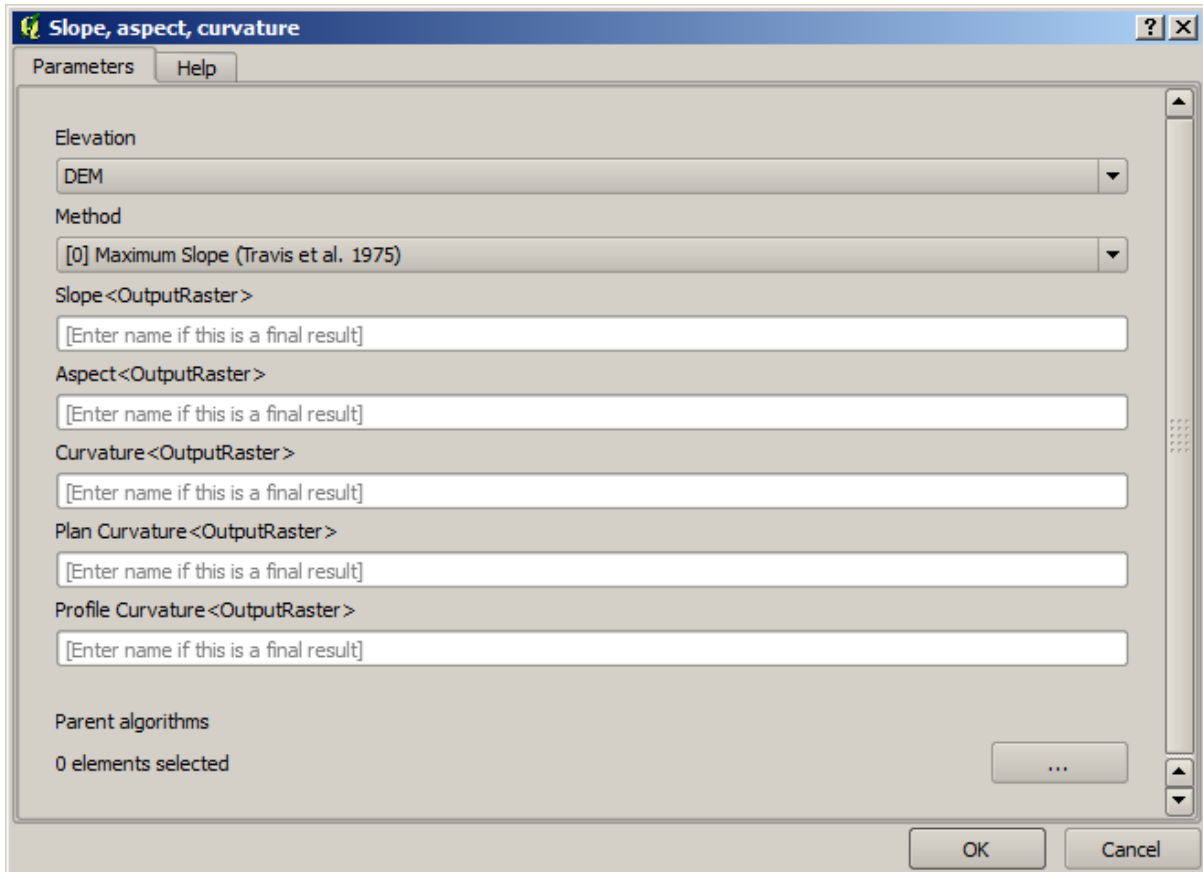
Here is how the dialog should be configured.



Click on *OK* and the input will appear in the modeler canvas.



Now let's move to the *Algorithms* tab. The first algorithm we have to run is the *Slope, aspect, curvature* algorithm. Locate it in the algorithm list, double-click on it and you will see the dialog shown below.

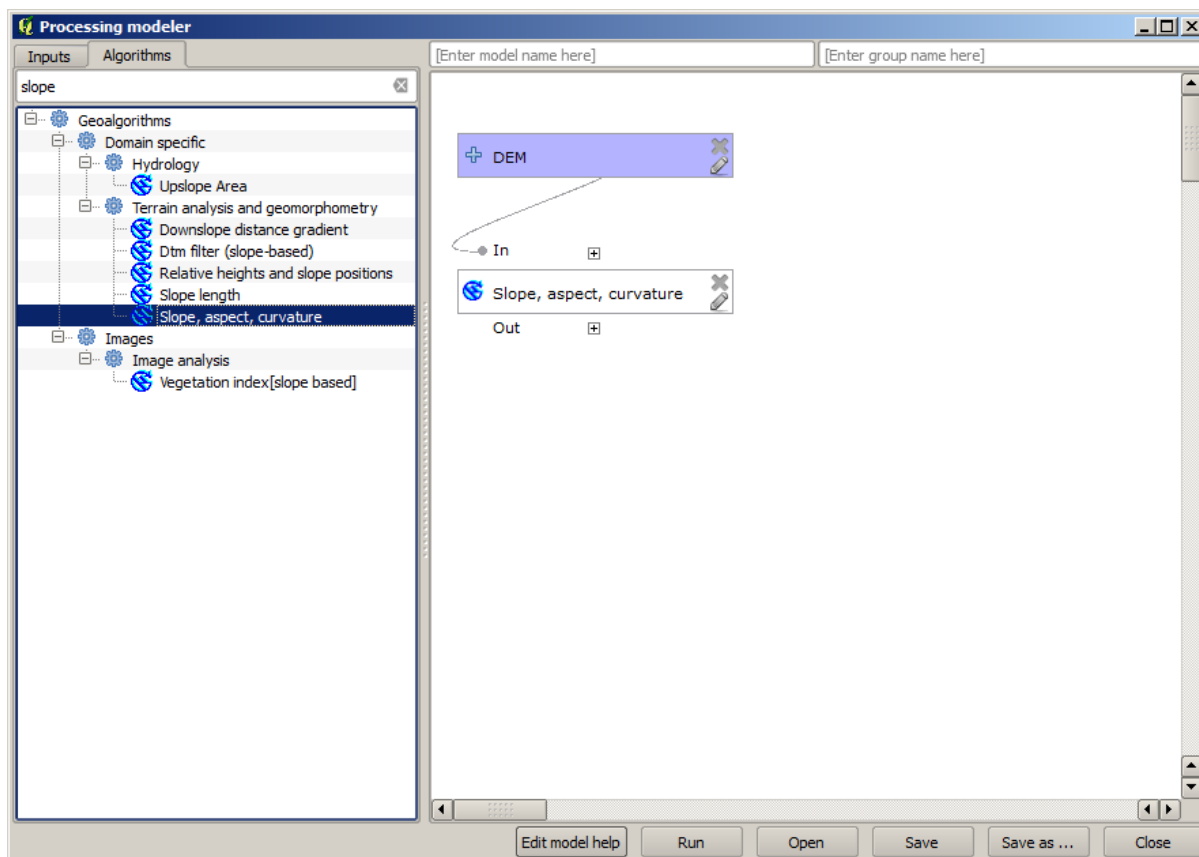


This dialog is very similar to the one that you can find when running the algorithm from the toolbox, but the element that you can use as parameter values are not taken from the current QGIS project, but from the model itself. That means that, in this case, we will not have all the raster layers of our project available for the *Elevation* field, but just the ones defined in our model. Since we have added just one single raster input named *DEM*, that will be the only raster layer that we will see in the list corresponding to the *Elevation* parameter.

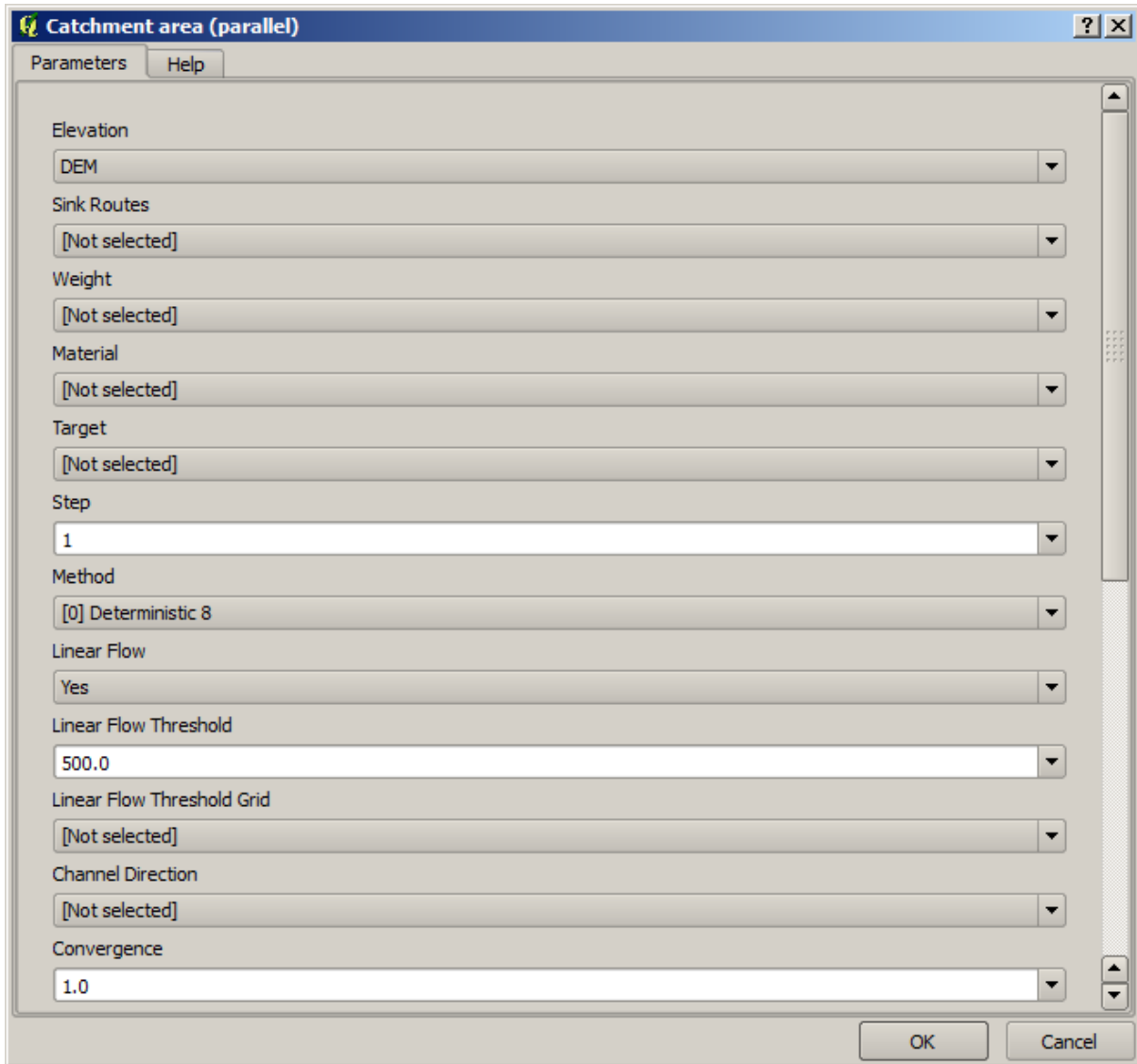
Output generated by an algorithm are handled a bit differently when the algorithm is used as a part of a model. Instead of selecting the filepath where you want to save each output, you just have to specify if that output is an intermediate layer (and you do not want it to be preserved after the model has been executed), or it is a final one. In this case, all layers produced by this algorithm are intermediate. We will only use one of them (the slope layer), but we do not want to keep it, since we just need it to calculate the TWI layer, which is the final result that we want to obtain.

When layers are not a final result, you should just leave the corresponding field. Otherwise, you have to enter a name that will be used to identify the layer in the parameters dialog that will be shown when you run the model later.

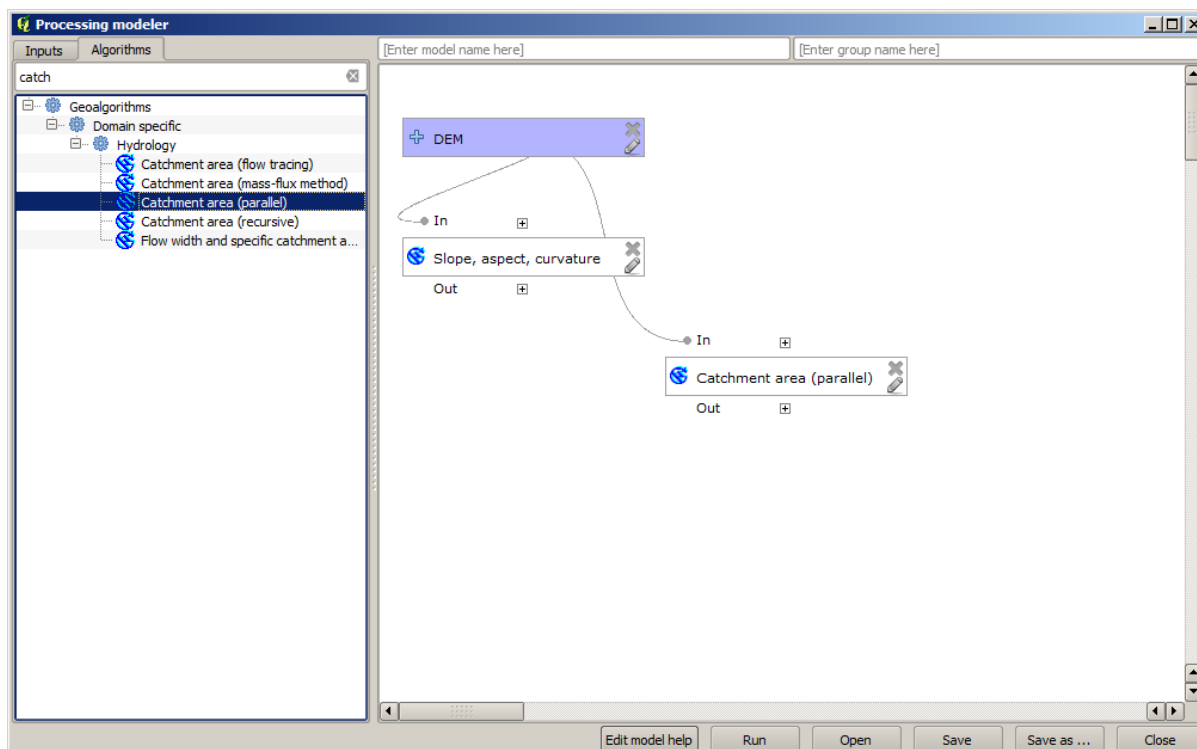
There is not much to select in this first dialog, since we do not have but just one layer in our model (The DEM input that we created). Actually, the default configuration of the dialog is the correct one in this case, so you just have to press *OK*. This is what you will now have in the modeler canvas.



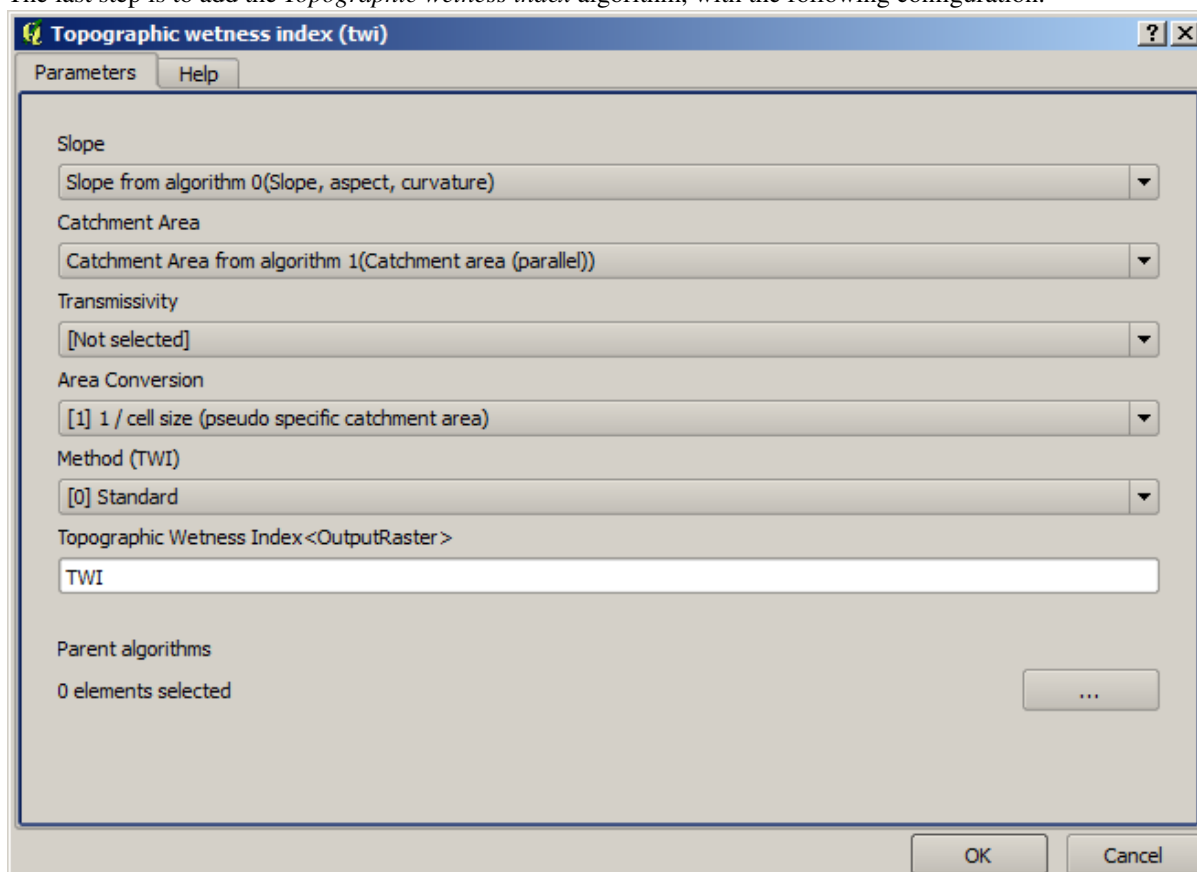
The second algorithm we have to add to our model is the catchment area algorithm. We will use the algorithm named *Catchment area (Paralell)*. We will use the DEM layer again as input, and none of the outputs it produces are final, so here is how you have to fill the corresponding dialog.



Now your model should look like this.



The last step is to add the *Topographic wetness index* algorithm, with the following configuration.

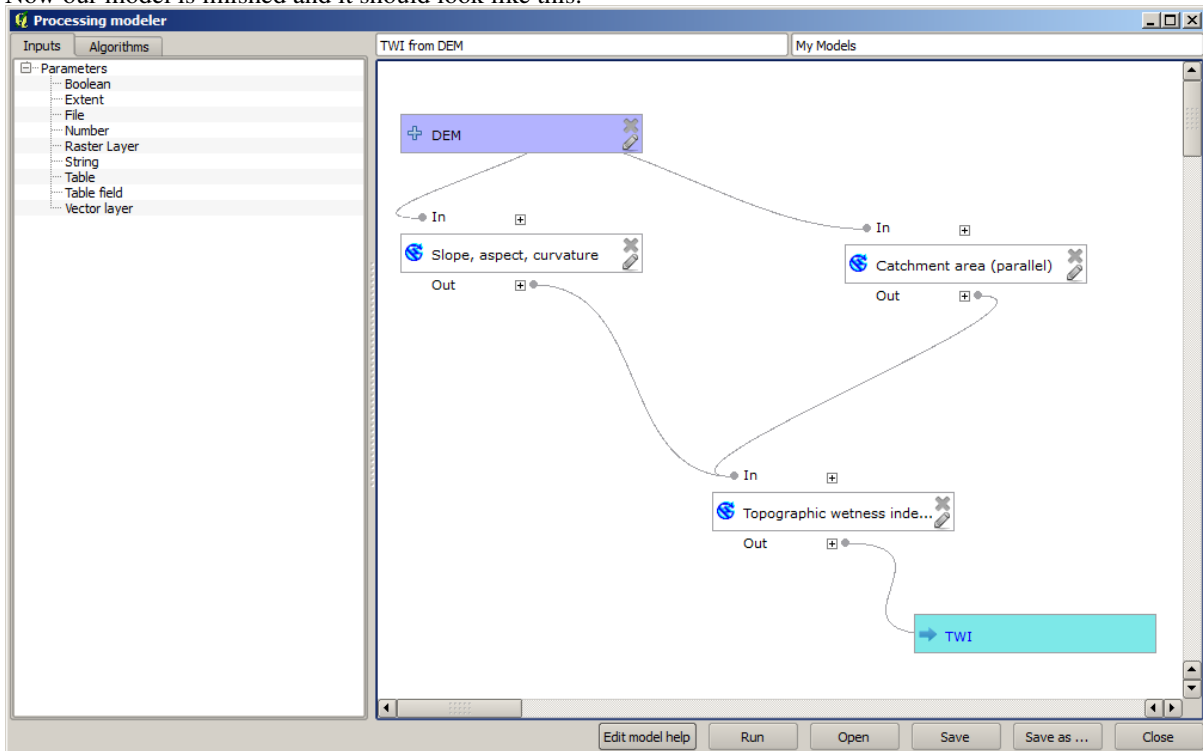


In this case, we will not be using the DEM as input, but instead, we will use the slope and catchment area layers that are calculated by the algorithms that we previously added. As you add new algorithms, the outputs they produce become available for other algorithms, and using them you link the algorithms, creating the workflow.

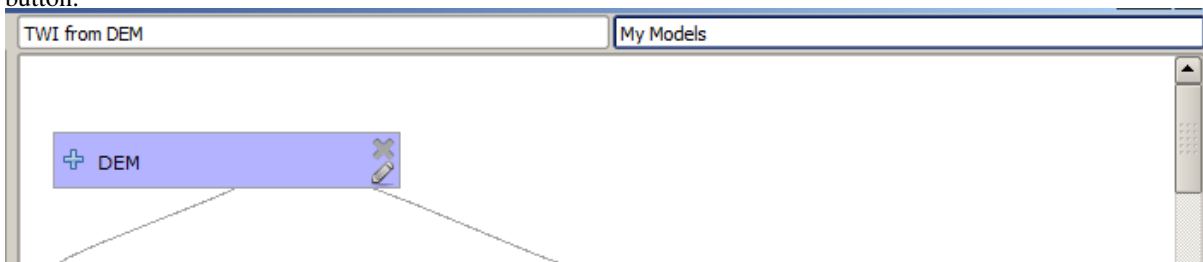
In this case, the output TWI layer is a final layer, so we have to indicate so. In the corresponding textbox, enter

the name that you want to be shown for this output.

Now our model is finished and it should look like this.

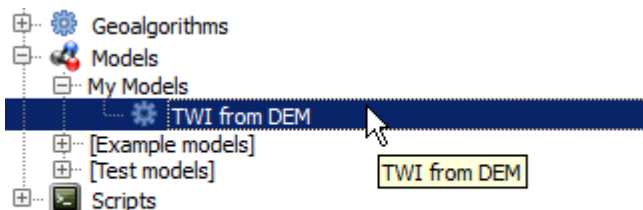


Enter a name and a group name in the upper part of the model window, and then save it clicking on the *Save* button.

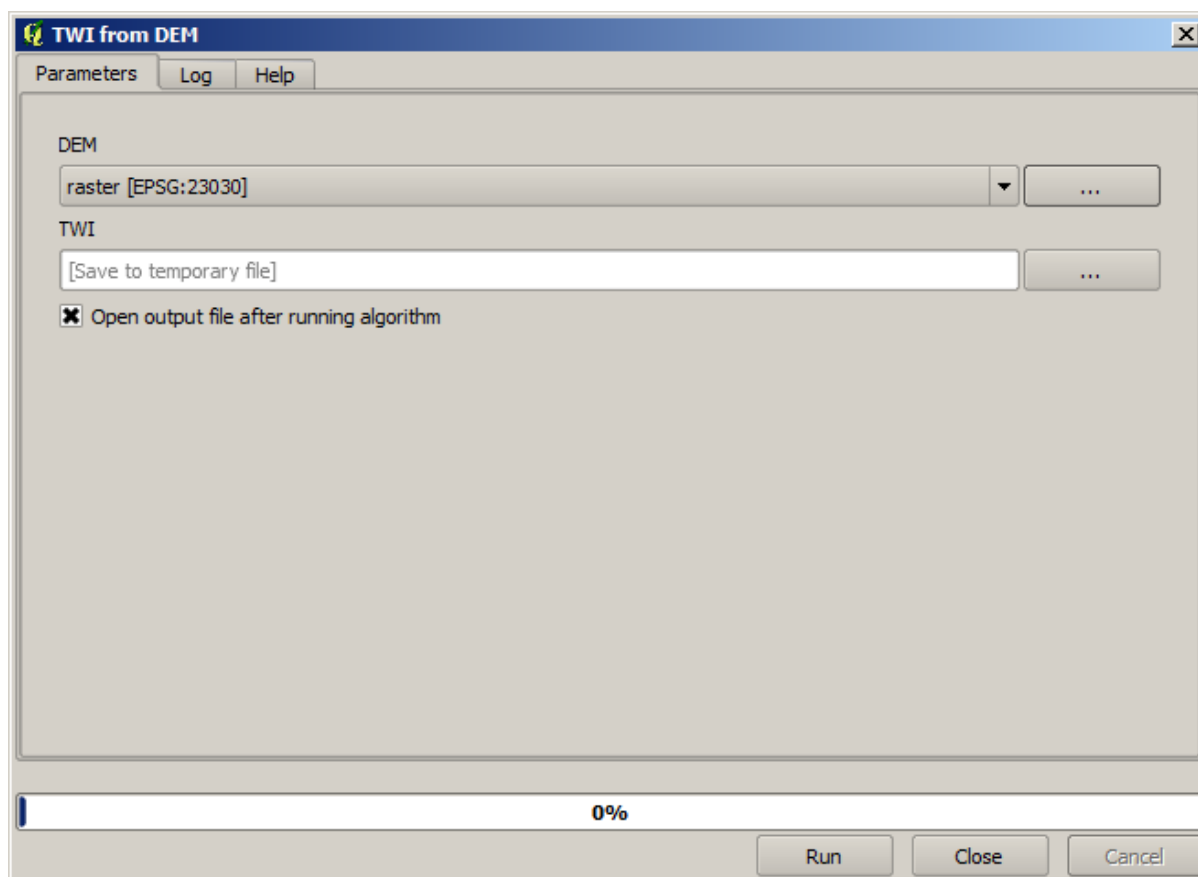


You can save it anywhere you want and open it later, but if you save it in the models folder (which is the folder that you will see when the save file dialog appears), you model will also be available in the toolbox as well. So stay on that folder and save the model with the filename that you prefer.

Now close the modeler dialog and go to the toolbox. In the *Models* entry you will find you model.



You can run it just like any normal algorithm, double-clicking on it.



As you can see, the parameters dialog, contain the input that you added to the model, along with the outputs that you set as final when adding the corresponding algorithms.

Run it using the DEM as input and you will get the TWI layer in just one single step.

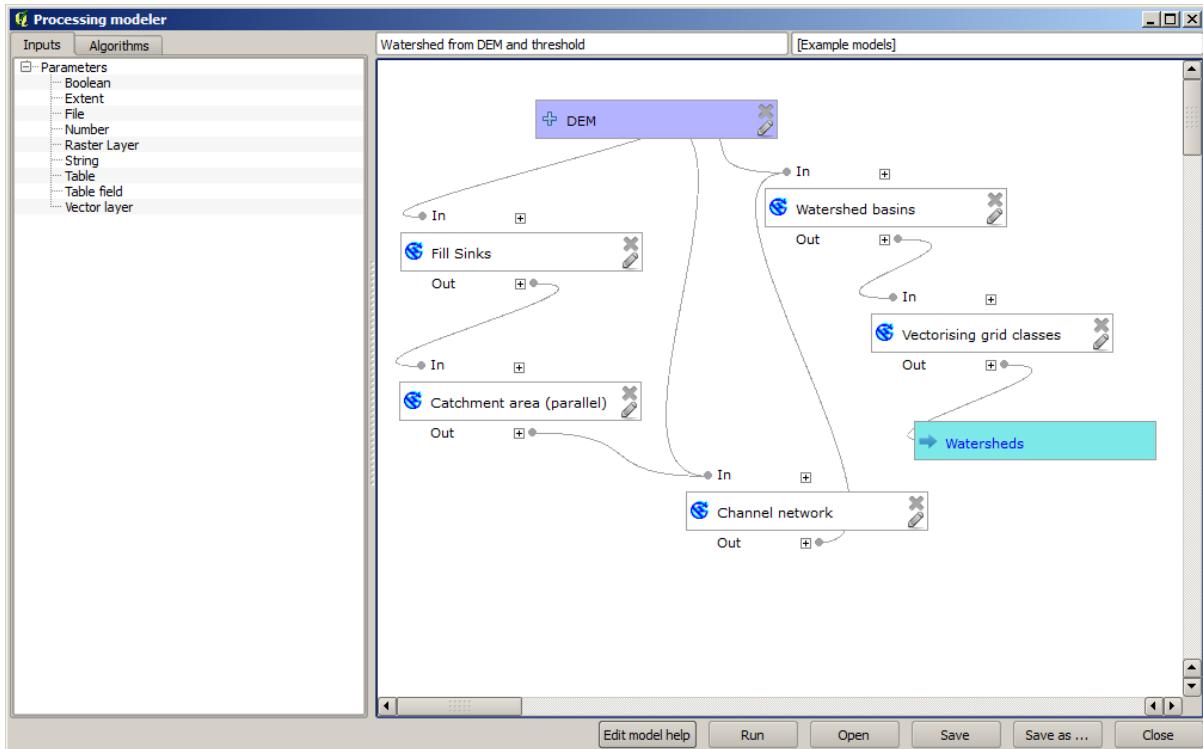
18.18 More complex models

Nota: In this lesson we will work with a more complex model in the graphical modeler.

The first model that we created in the previous chapter was a very simple one, with just one input and 3 algorithms. More complex models can be created, with different types of inputs and containing more step. For this chapter we will work with a model that creates a vector layer with watersheds, based on a DEM and a threshold value. That will be very useful for calculating several vector layers corresponding to different thresholds, without having to repeat each single step each time.

This lesson does not contain instructions about how to create you model. You already know the necessary steps (we saw them in a previous lesson) and you have already seen the basic ideas about the modeler, so you should try it yourself. Spend a few minutes trying to create your model, and don't worry about making mistakes. Remember: first add the inputs and then add the algorithms that use them to create the workflow.

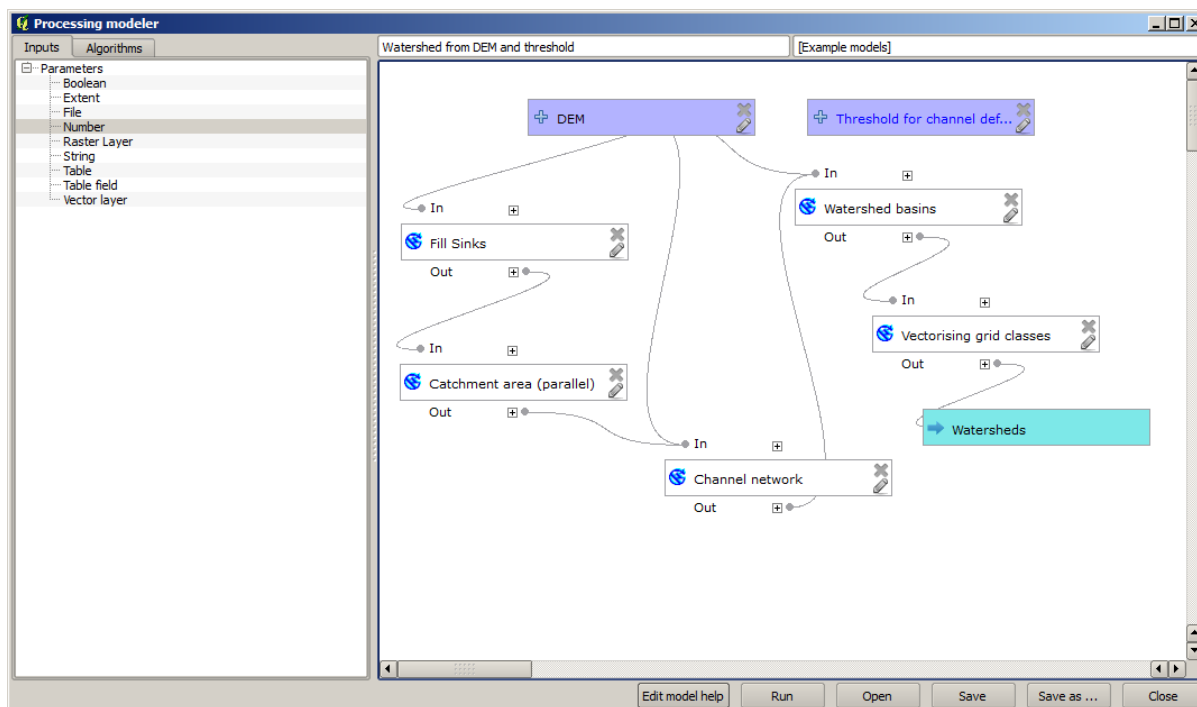
In case you could not create the full model yourself and you need some extra help, the data folder corresponding to this lesson contains an 'almost' finished version of it. Open the modeler and then open the model file that you will find in the data folder. You should see something like this.



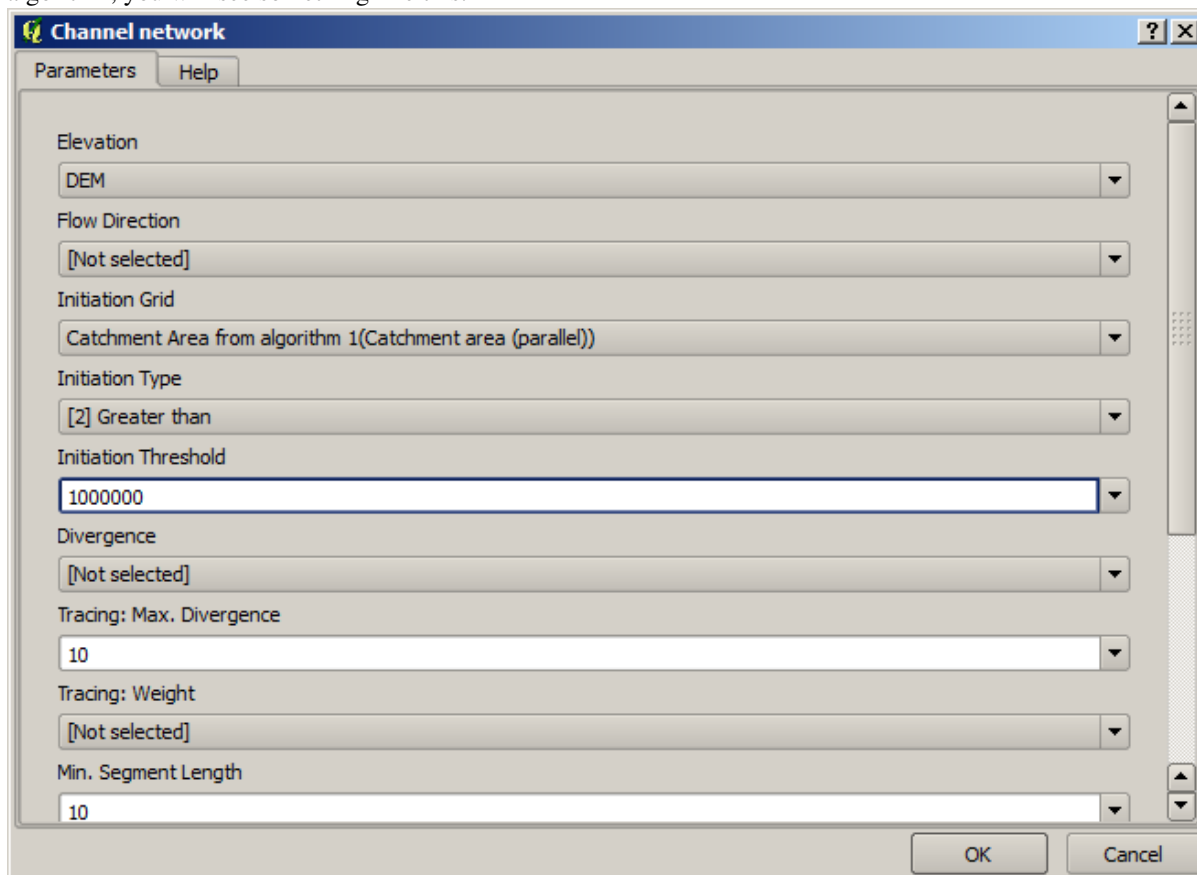
This model contains all the steps needed to complete the calculation, but it just has one input: the DEM. That means that the threshold for channel definition use a fixed value, which makes the model not as useful as it could be. That is not a problem, since we can edit the model, and that is exactly what we will do.

First, let's add a numerical input. That will ask the user for a numerical input that we can use when such a value is needed in any of the algorithms included in our model. Click on the *Number* entry in the inputs tree, and you will see the corresponding dialog. Fill it with the values shown next.

Now your model should look like this.

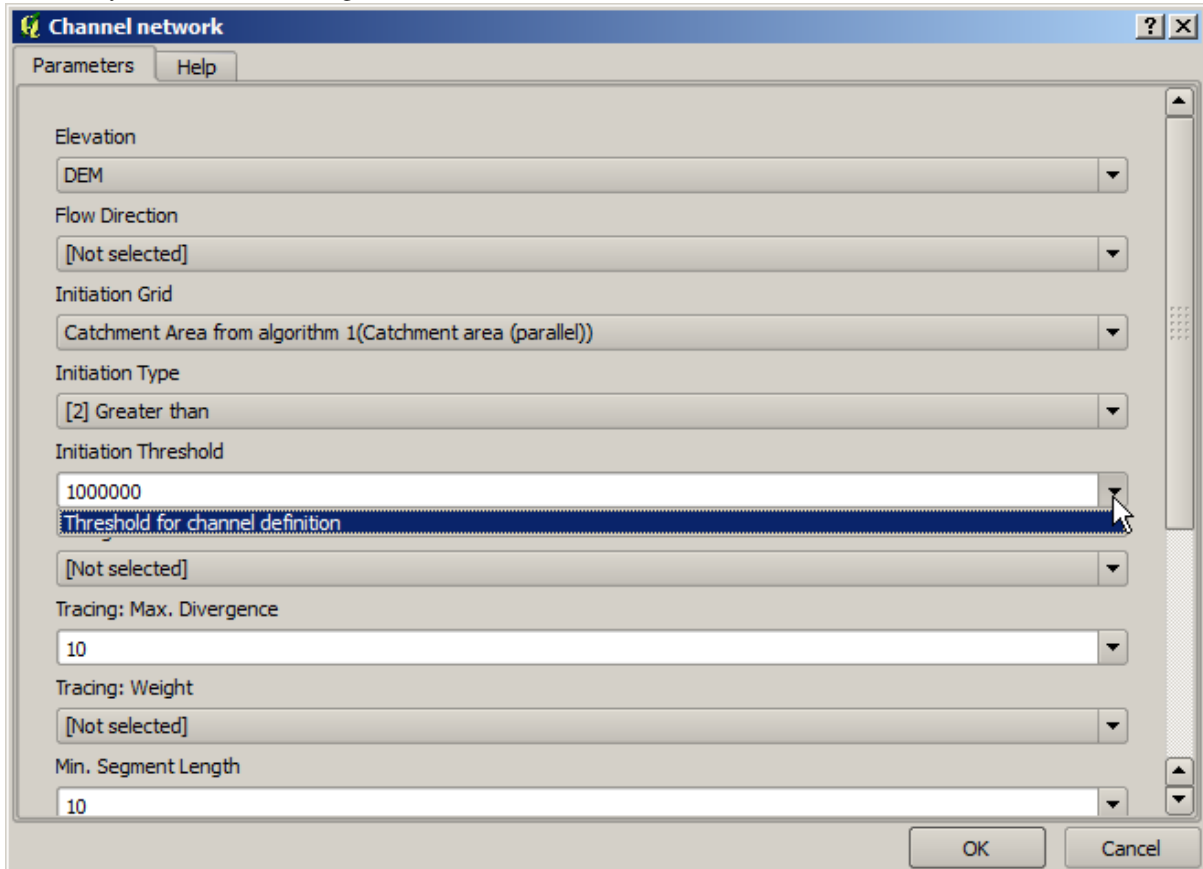


The input that we have just added is not used, so the model hasn't actually changed. We have to link that input to the algorithm that uses it, in this case the *Channel network* one. To edit an algorithm that already exists in the modeler, just click on the pen icon on the corresponding box in the canvas. If you click on the *Channel network* algorithm, you will see something like this.



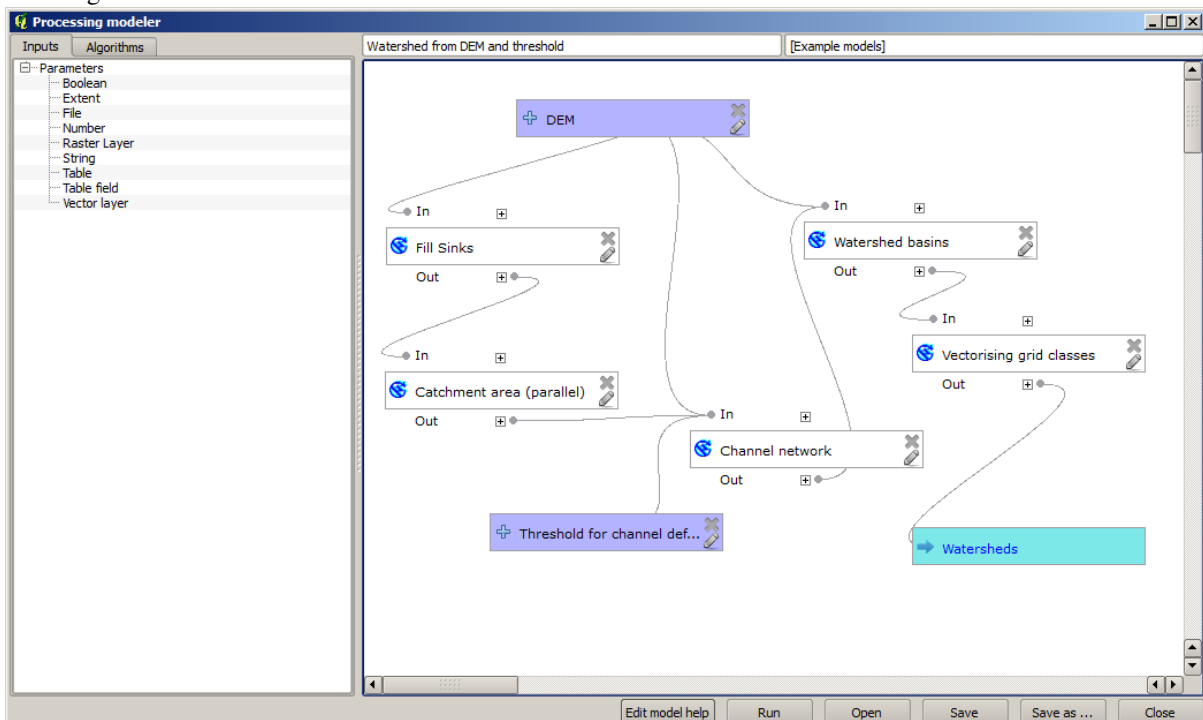
The dialog is filled with the current values used by the algorithm. You can see that the threshold parameter has a fixed value of 1,000,000 (this is also the default value of the algorithm, but any other value could be put in there). However, you might notice that the parameter is not entered in a common text box, but in an option menu. If you

unfold it, you will see something like this.

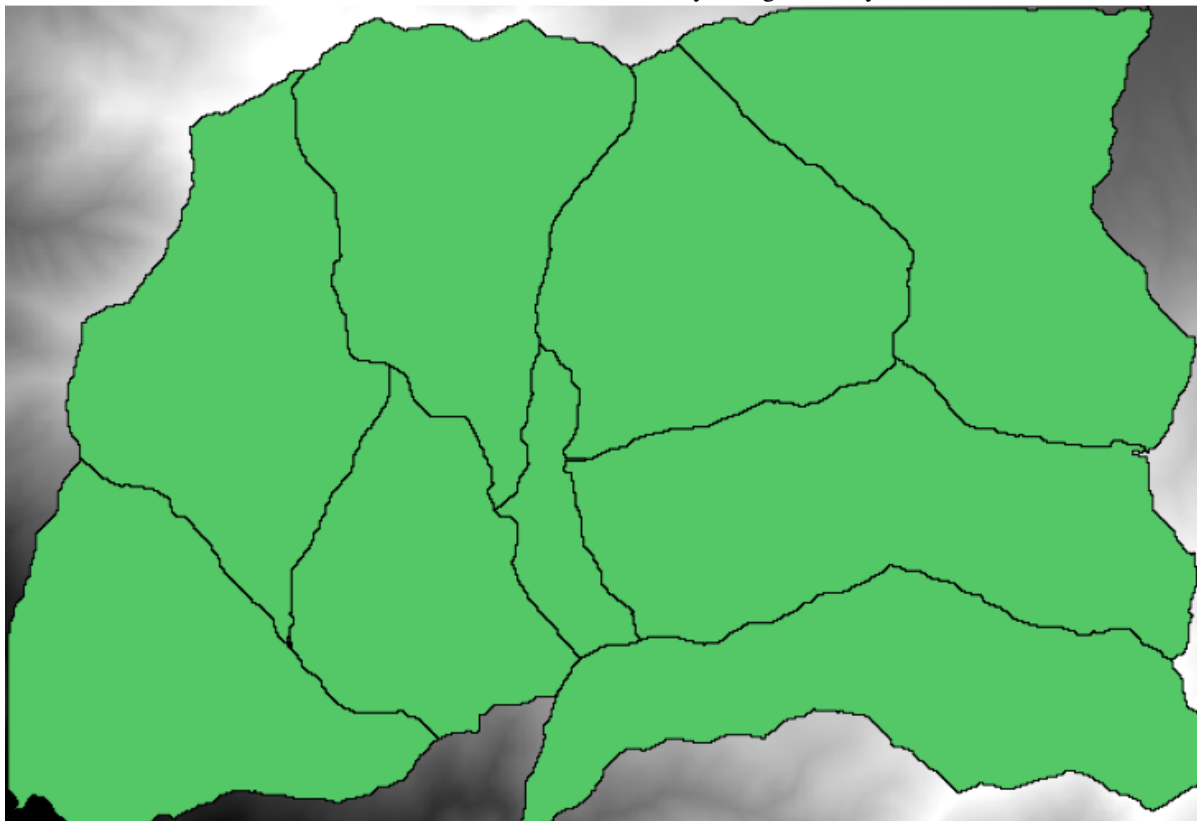


The input that we added is there and we can select it. Whenever an algorithm in a model requires a numerical value, you can hardcode it and directly type it, or you can use any of the available inputs and values (remember that some algorithms generate single numerical values. We will see more about this soon). In the case of a string parameter, you will also see string inputs and you will be able to select one of them or type the desired fixed value.

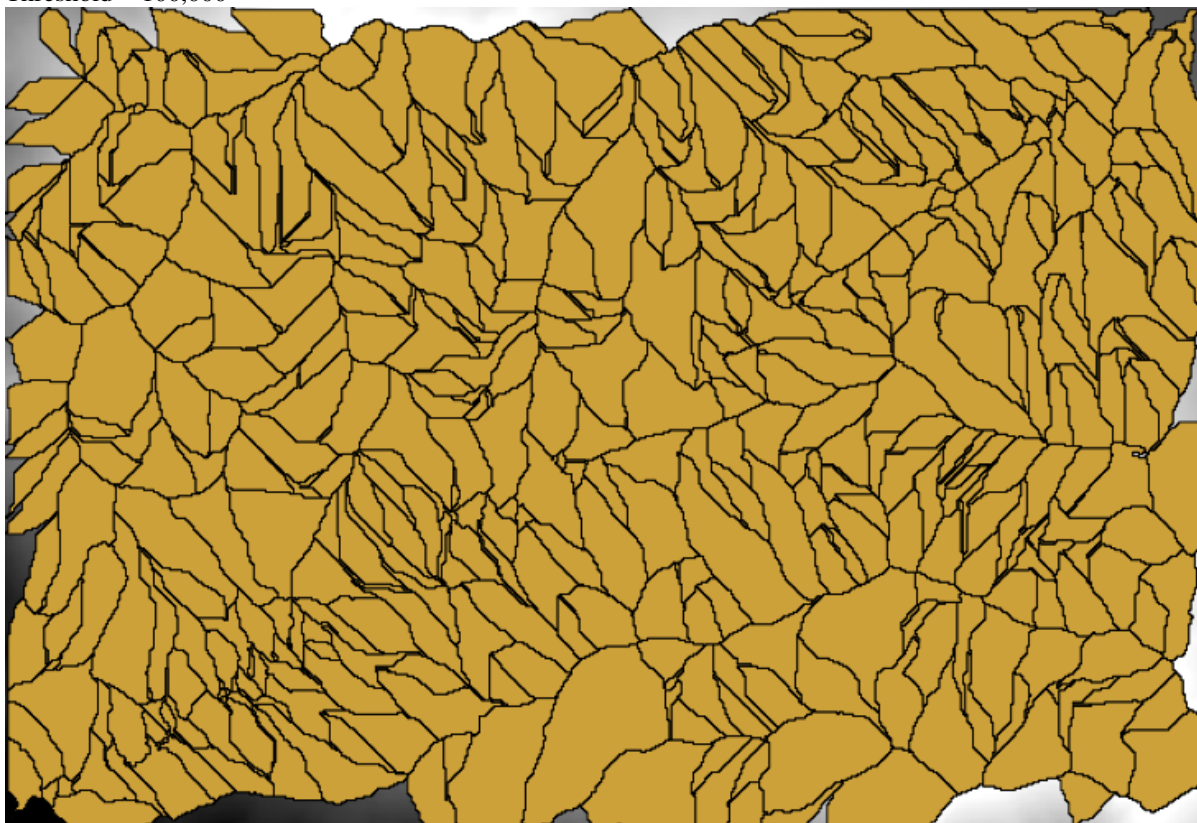
Select the *Threshold* input in the *Threshold* parameter and click on *OK* to apply the changes to your model. Now the design of the model should look like this.



The model is now complete. Try to run it using the DEM that we have used in previous lessons, and with different threshold values. Here you have a sample of the result obtained for different values. You can compare with the result for the default value, which is the one we obtained in the hydrological analysis lesson.



Threshold = 100,000



Threshold = 1,000,000

18.19 Numeric calculations in the modeler

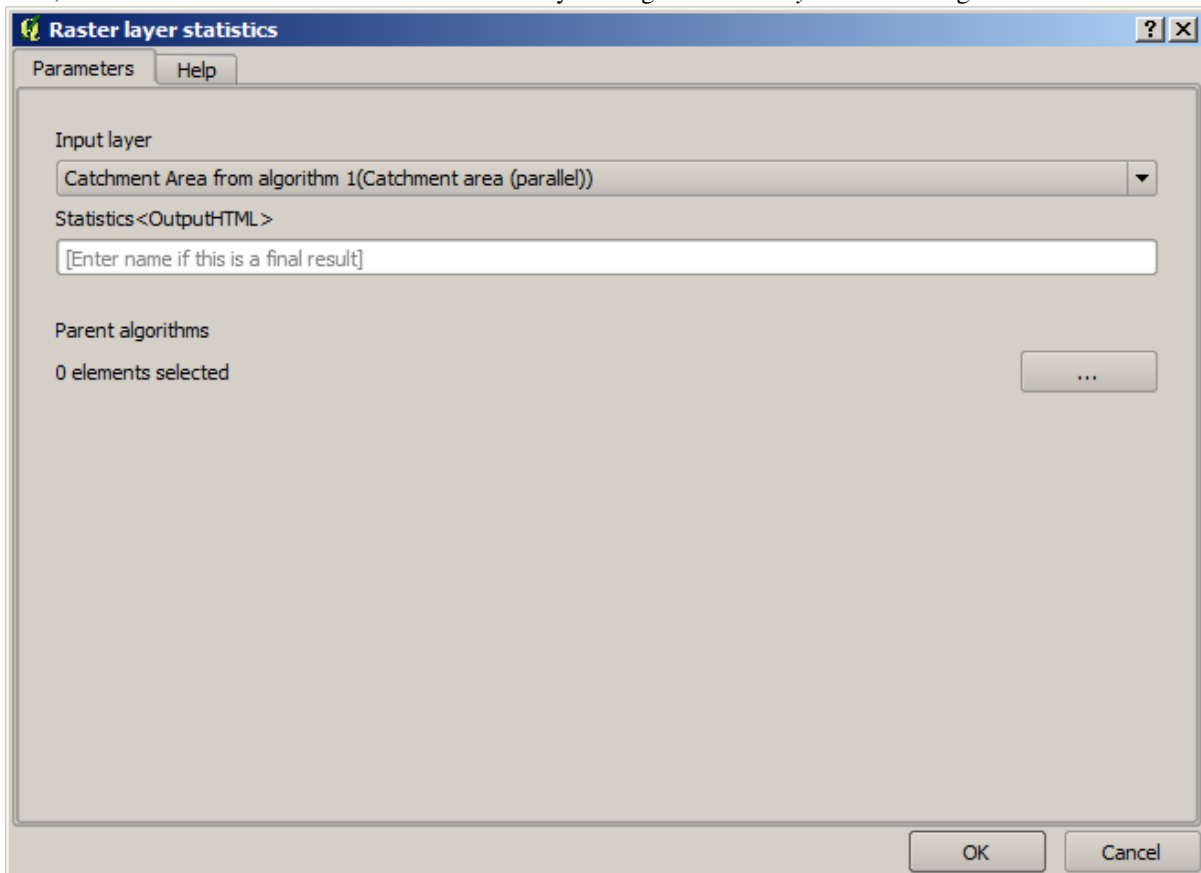
Avvertimento: Beware, this chapter is not well tested, please report any issue; images are missing

Nota: In this lesson we will see how to use numeric outputs in the modeler

For this lesson, we are going to modify the hydrological model that we created in the last chapter (open it in the modeler before starting), so we can automate the calculation of a valid threshold value and we do not have to ask the user to enter it. Since that value refers to the variable in the threshold raster layer, we will extract it from that layer, based on some simple statistical analysis.

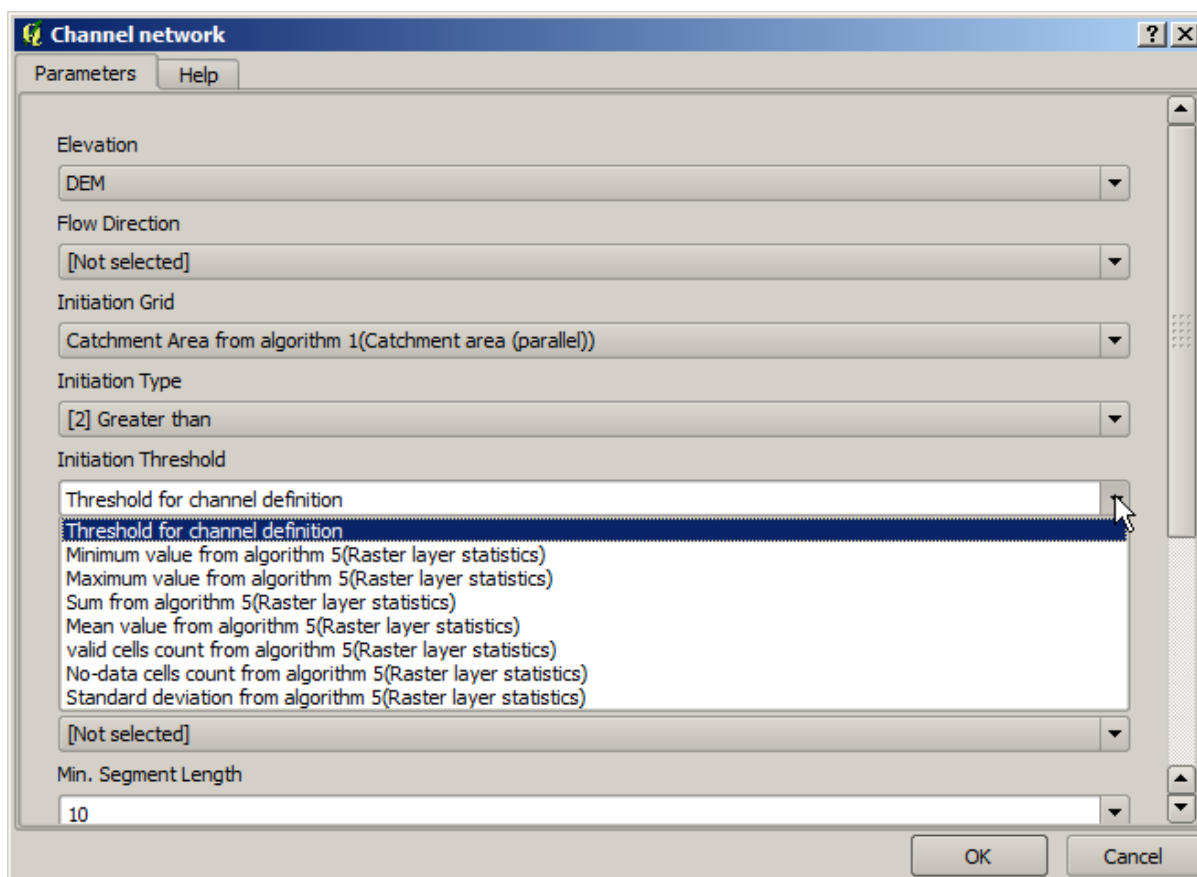
Starting with the aforementioned model, let's do the following modifications:

First, calculate statistics of the flow accumulation layer using the *Raster layer statistics* algorithm.



This will generate a set of statistical values that will now be available for all numeric fields in other algorithms.

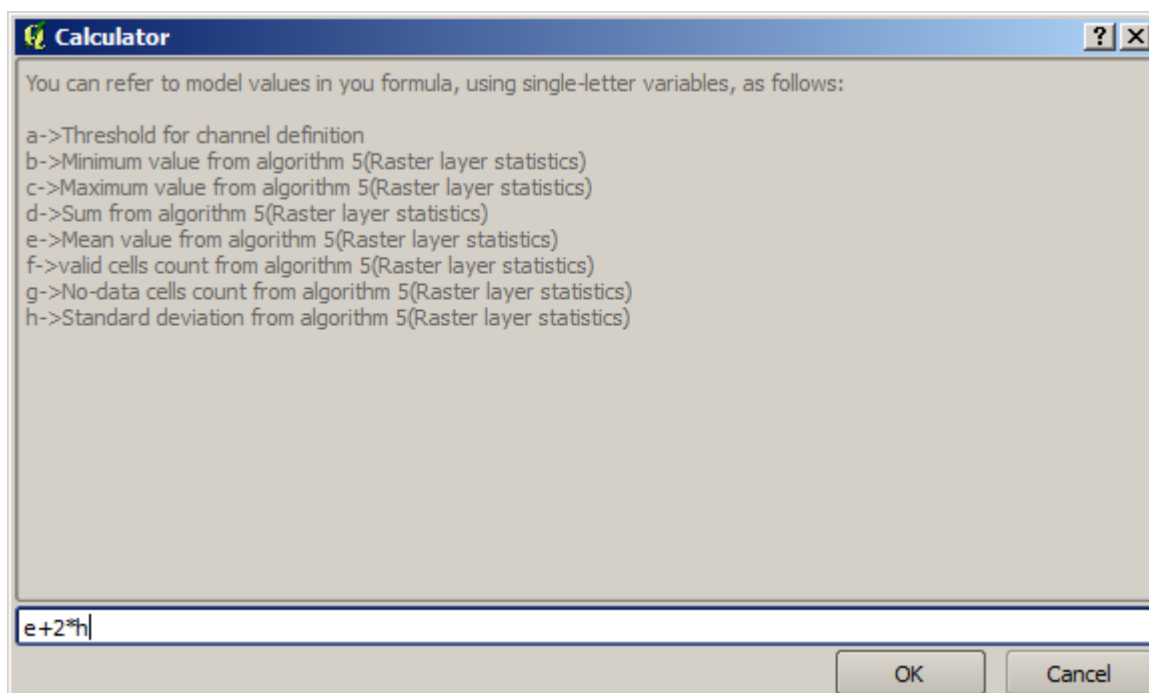
If you edit the *Channel network* algorithm, as we did in the last lesson, you will see now that you have other options apart from the numeric input that you added.



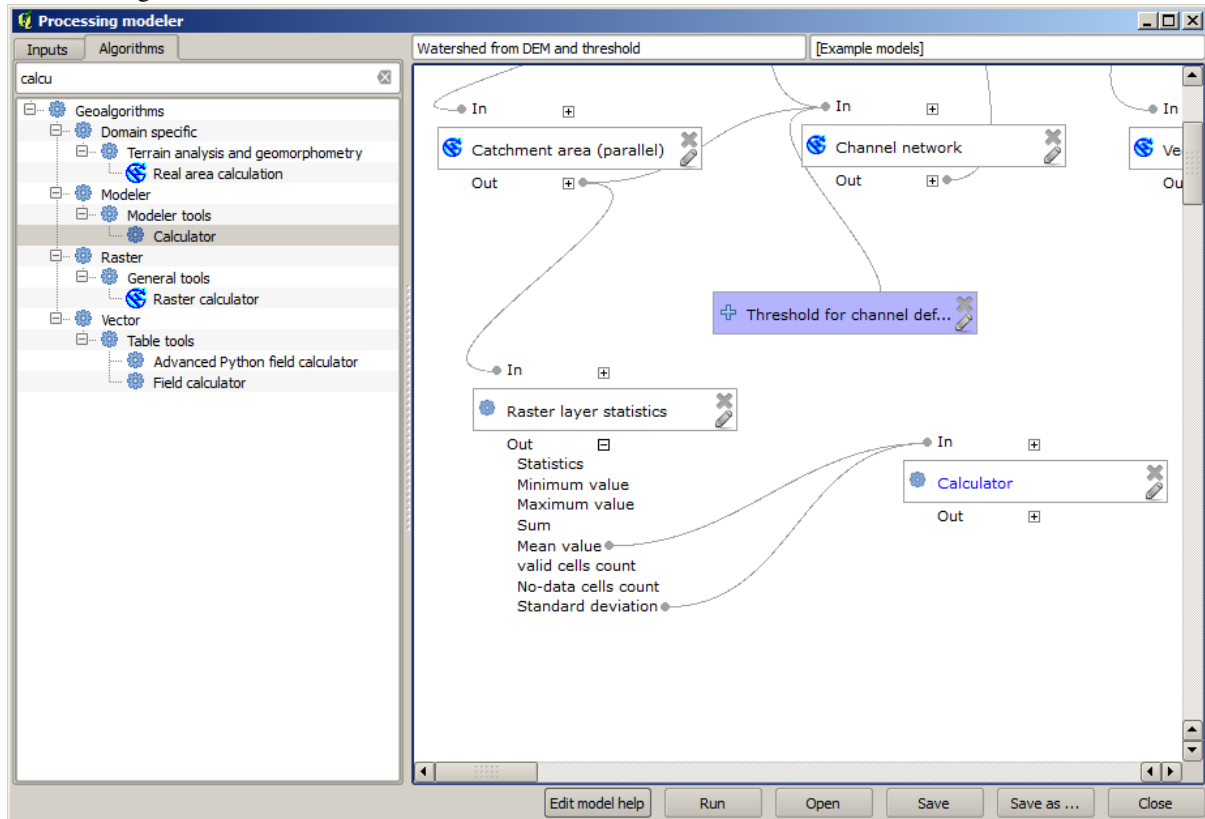
However, none of this values is suitable for being used as a valid threshold, since they will result in channel networks that will not be very realistic. We can, instead, derive some new parameter based on them, to get a better result. For instance, we can use the mean plus 2 times the standard deviation.

To add that arithmetical operation, we can use the calculator that you will find in the *Geoalgorithms/modeler/modeler-tools* group. This group contains algorithms that are not very useful outside of the modeler, but that provide some useful functionality when creating a model.

The parameters dialog of the calculator algorithm looks like this:

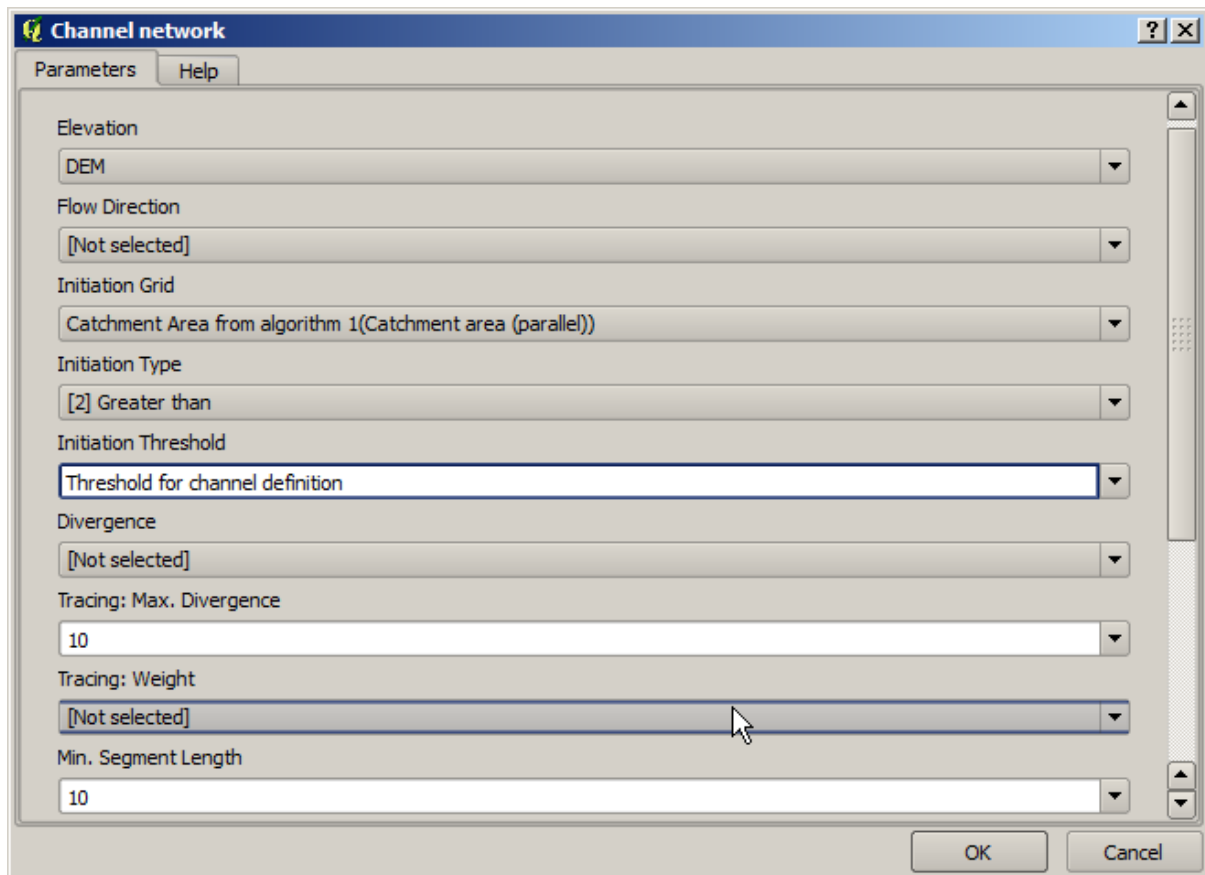


As you can see, the dialog is different to the other ones we have seen, but you have in there the same variables that were available in the *Threshold* field in the *Channel network* algorithm. Enter the above formula and click on *OK* to add the algorithm.

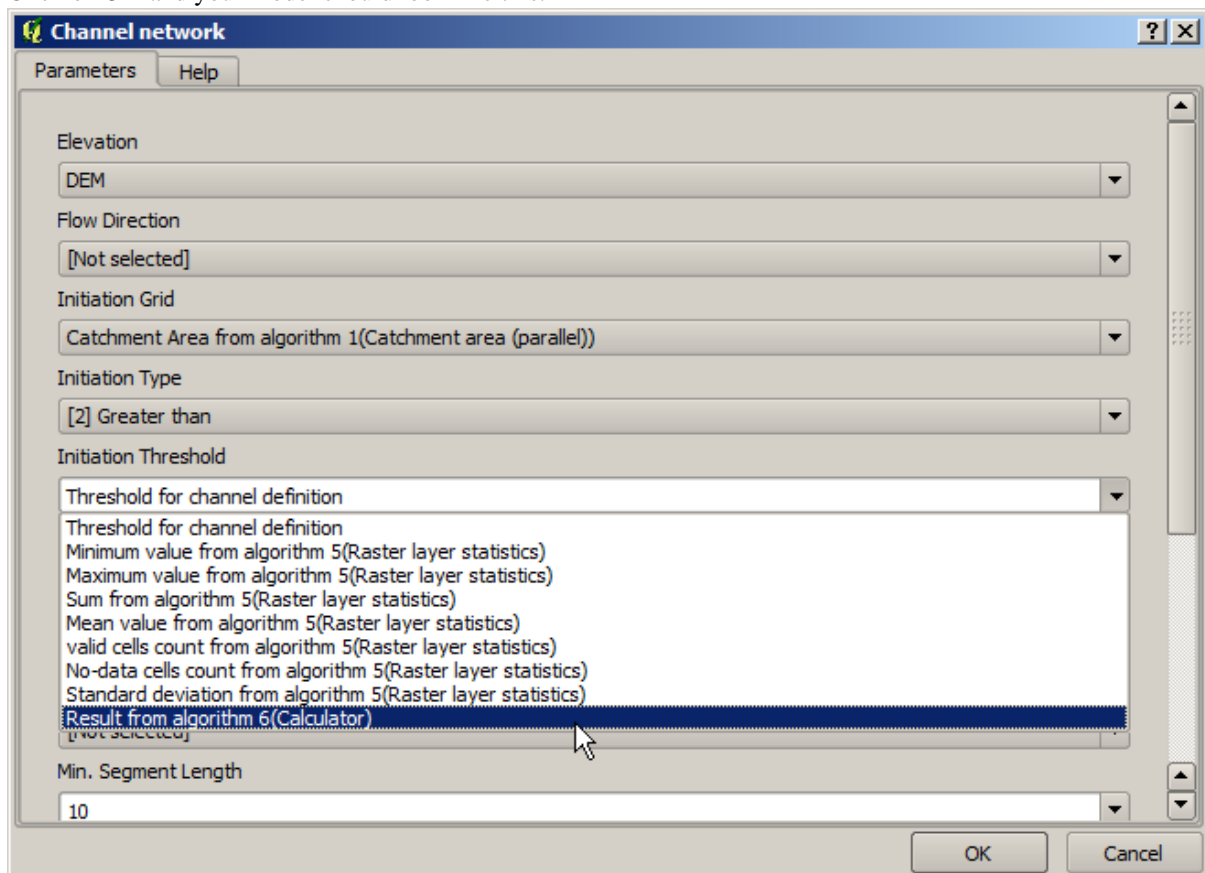


If you expand the outputs entry, as shown above, you will see that the model is connected to two of the values, namely the mean and the standard deviation, which are the ones that we have used in the formula.

Adding this new algorithm will add a new numeric value. If you go again to the *Channel network* algorithm, you can now select that value in the *Threshold* parameter.



Click on *OK* and your model should look like this.



We are not using the numeric input that we added to the model, so it can be removed. Right-click on it and select

Remove

Avvertimento: todo: Add image

Our new model is now finished.

18.20 A model within a model

Avvertimento: Beware, this chapter is not well tested, please report any issue; images are missing

Nota: In this lesson we will see how to use a model within a bigger model.

We have already created a few models, and in this lesson we are going to see how we can combine them on a single bigger one. A model behaves like any other algorithm, which means that you can add a model that you have already created as part of another one that you create after that.

In this case, we are going to expand our hydrological model, by adding the mean TWI value in each of the basins that it generates as result. To do that, we need to calculate the TWI, and to compute the statistics. Since we have already created a model to calculate TWI from a DEM, it is a good idea to reuse that model instead of adding the algorithms it contains individually.

Let's start with the model we used as starting point for the last lesson.

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First, we will add the TWI model. For it to be available, it should have been saved on the models folder, since otherwise it will not be shown in the toolbox or the algorithms list in the modeler. Make sure you have it available.

Add it to the current model and use the input DEM as its input. The output is a temporary one, since we just want the TWI layer to compute the statistics. The only output of this model we are creating will still be the vector layer with the watersheds.

Here is the corresponding parameters dialog:

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Now we have a TWI layer that we can use along with the watersheds vector layer, to generate a new one which contains the values of the TWI corresponding to each watershed.

This calculation is done using the *Grid statistics in polygons* algorithm. Use the layers mentioned above as input, to create the final result.

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The output of the *Vectorize grid classes* algorithm was originally our final output, but now we just want it as an intermediate result. To change that, we have to edit the algorithm. Just double-click on it to see its parameters dialog, and delete the name of the output. That will make it a temporary output, as it is by default.

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This is how the final model should look like:

Avvertimento: todo: Add image

As you see, using a model in another model is nothing special, and you can add it just like you add another algorithm, as long as the model is saved in the models folder and is available in the toolbox.

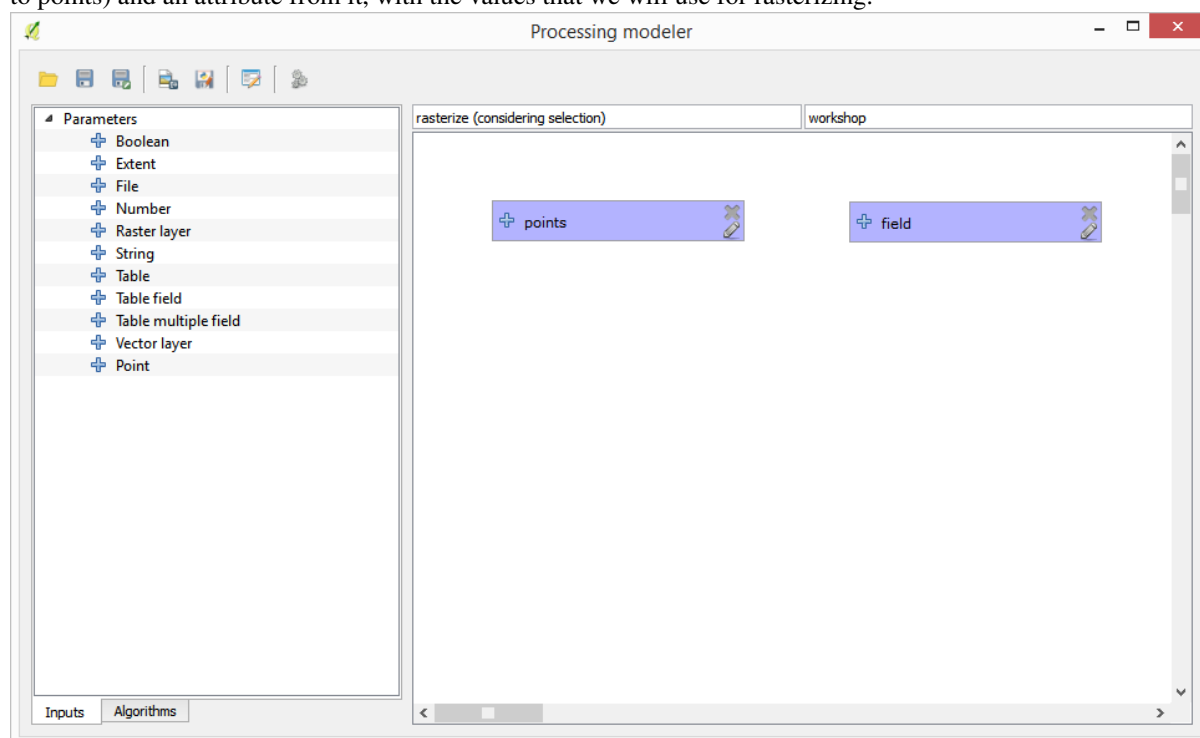
18.21 Using modeler-only tools for creating a model

Nota: This lesson shows how to use some algorithms that are only available in the modeler, to provide additional functionality to models.

The goal of this lesson is to use the modeler to create an interpolation algorithm that takes into account the current selection, not just to use only selected features, but to use the extent of that selection to create the interpolated raster layer.

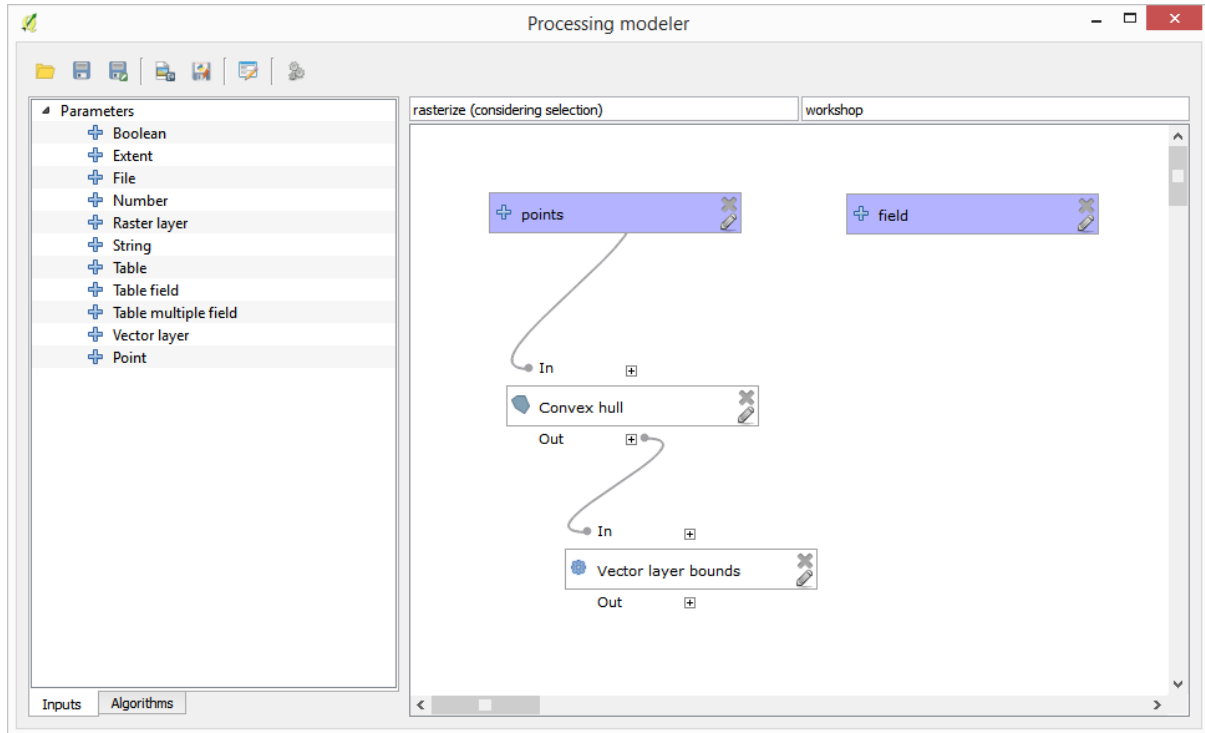
The interpolation process involves two steps, as it has been already explained in previous lessons: rasterizing the points layer and fill the no-data values that appear in the rasterized layer. In case the points layer has a selection, only selected points will be used, but if the output extent is set to be automatically adjusted, the full extent of the layer will be used. That is, the extent of the layer is always considered to be the full extent of all features, not the one computed from just the selected ones. We will try to fix that by using some additional tools into our model.

Open the modeler and start the model by adding the required inputs. In this case we need a vector layer (restricted to points) and an attribute from it, with the values that we will use for rasterizing.

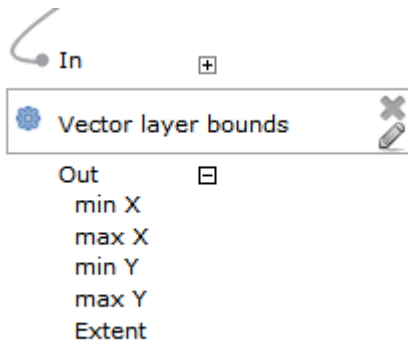


The next step is to compute the extent of the selected features. That's where we can use the model-only tool called *Vector layer bounds*. First, we will have to create a layer that has the extent of those selected features. Then, we can use this tool on that layer.

An easy way of creating a layer with the extent of the selected features is to compute a convex hull of the input points layer. It will use only the selected point, so the convex hull will have the same bounding box as the selection. Then we can add the *Vector layer bounds* algorithm, and use the convex hull layer as input. It should look this in the modeler canvas:

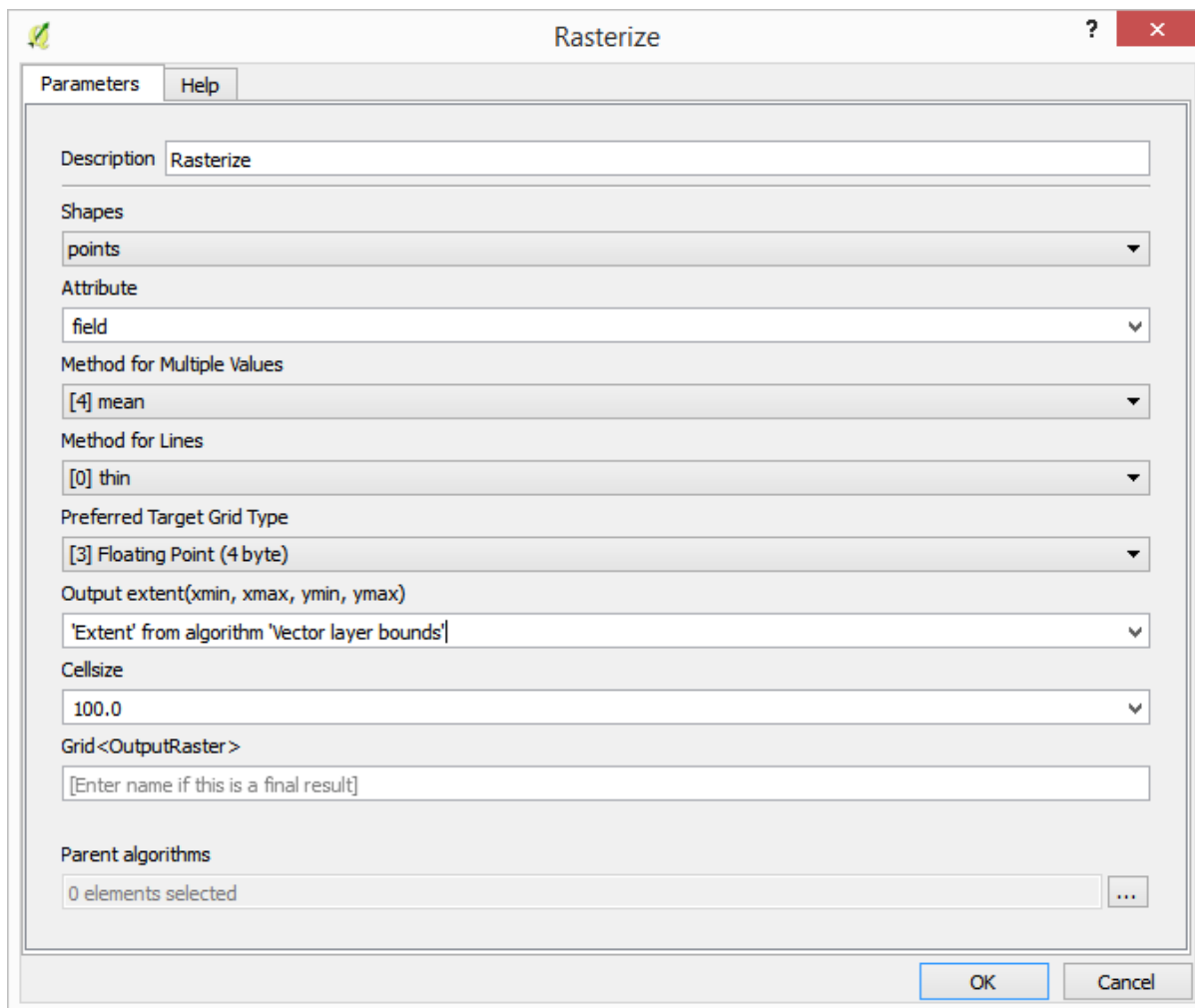


The result from the *Vector layer bounds* is a set of four numeric values and a extent object. We will use both the numeric outputs and the extent for this exercise.

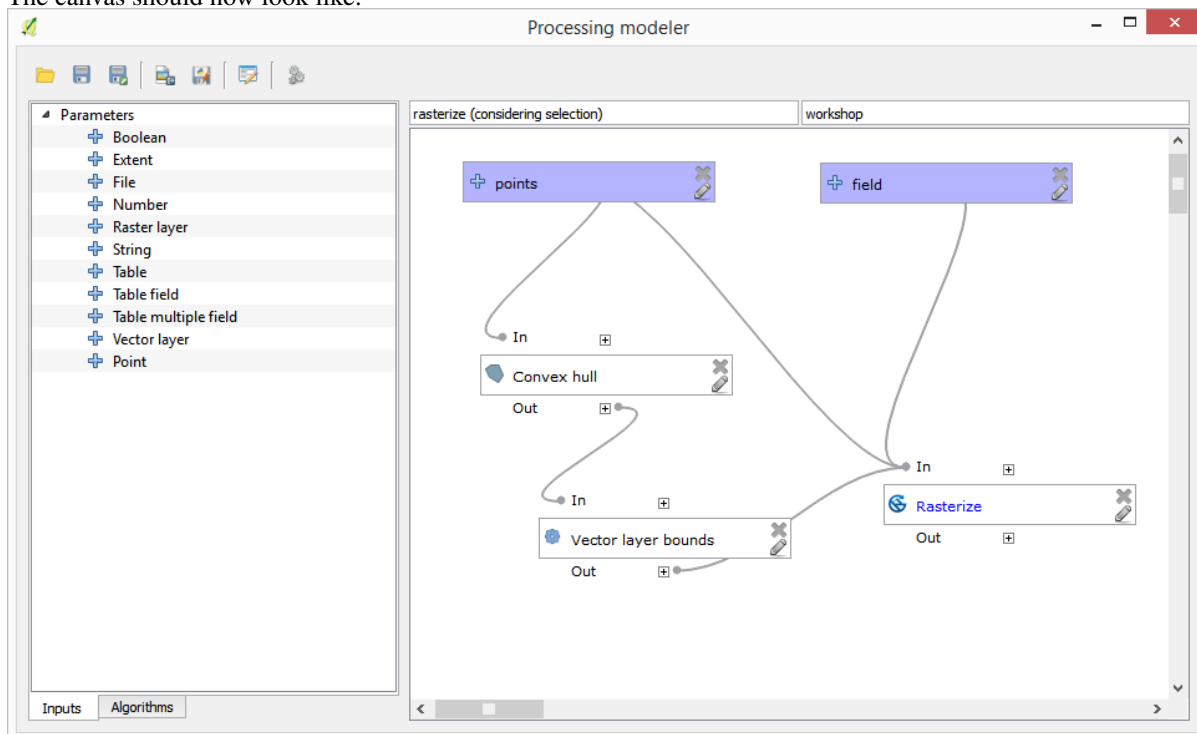


We can now add the algorithm that rasterizes the vector layer, using the extent from the *Vector layer bounds* algorithm as input.

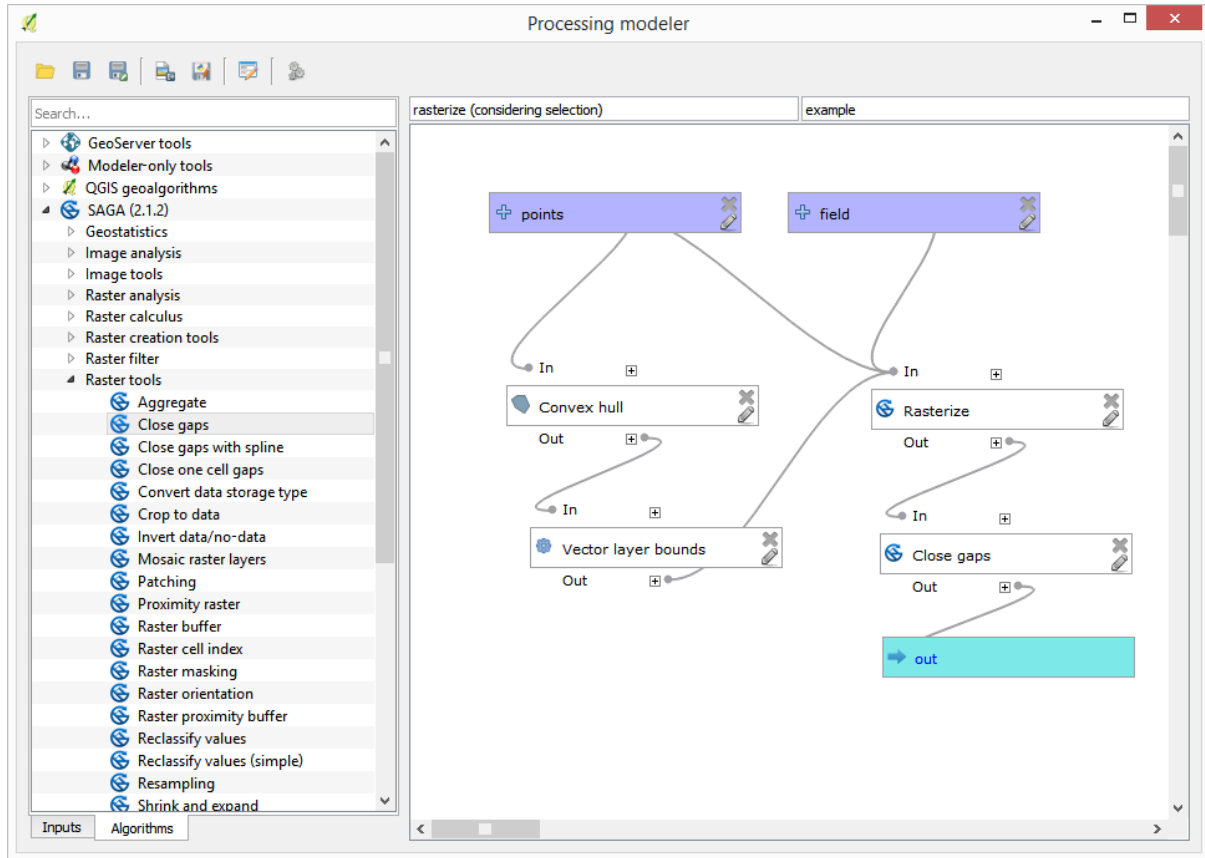
Fill the parameters of the algorithm as shown next:



The canvas should now look like.



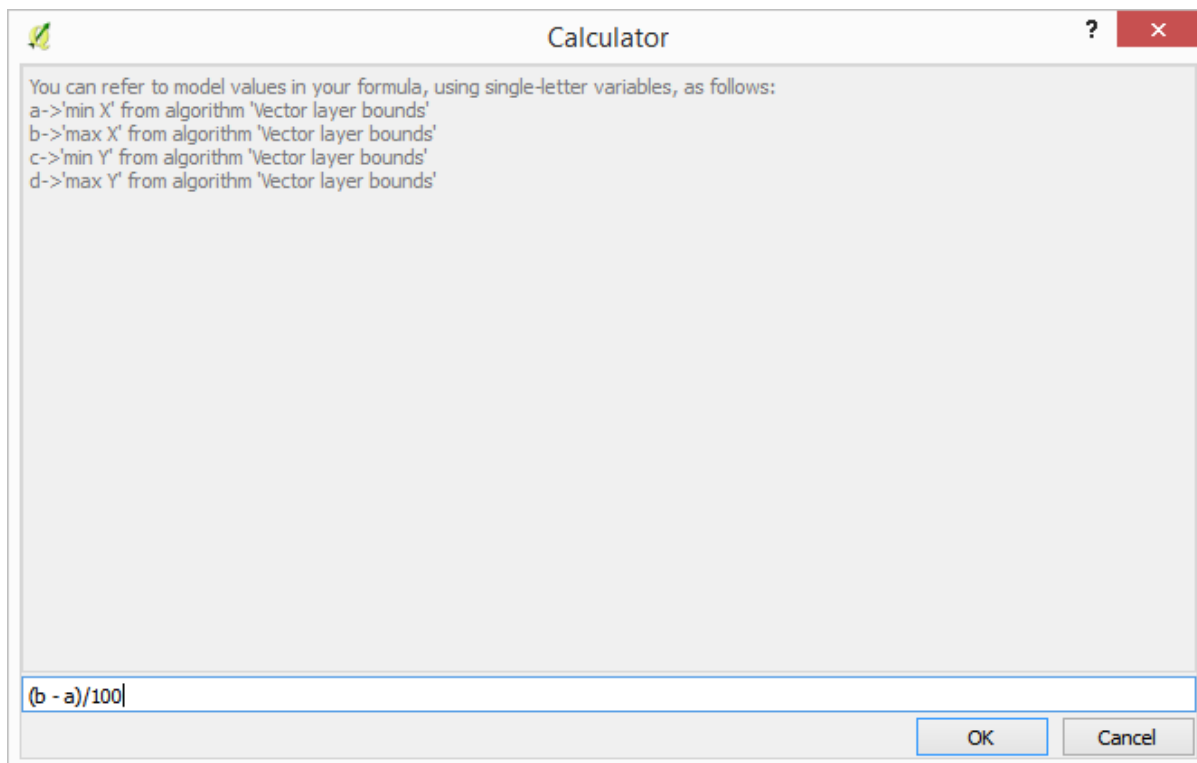
Finally, fill the no-data values of the raster layer using the *Close gaps* algorithm.



The algorithm is now ready to be saved and added to the toolbox. You can run it and it will generate a raster layer from interpolating the selected points in the input layer, and the layer will have the same extent as the selection.

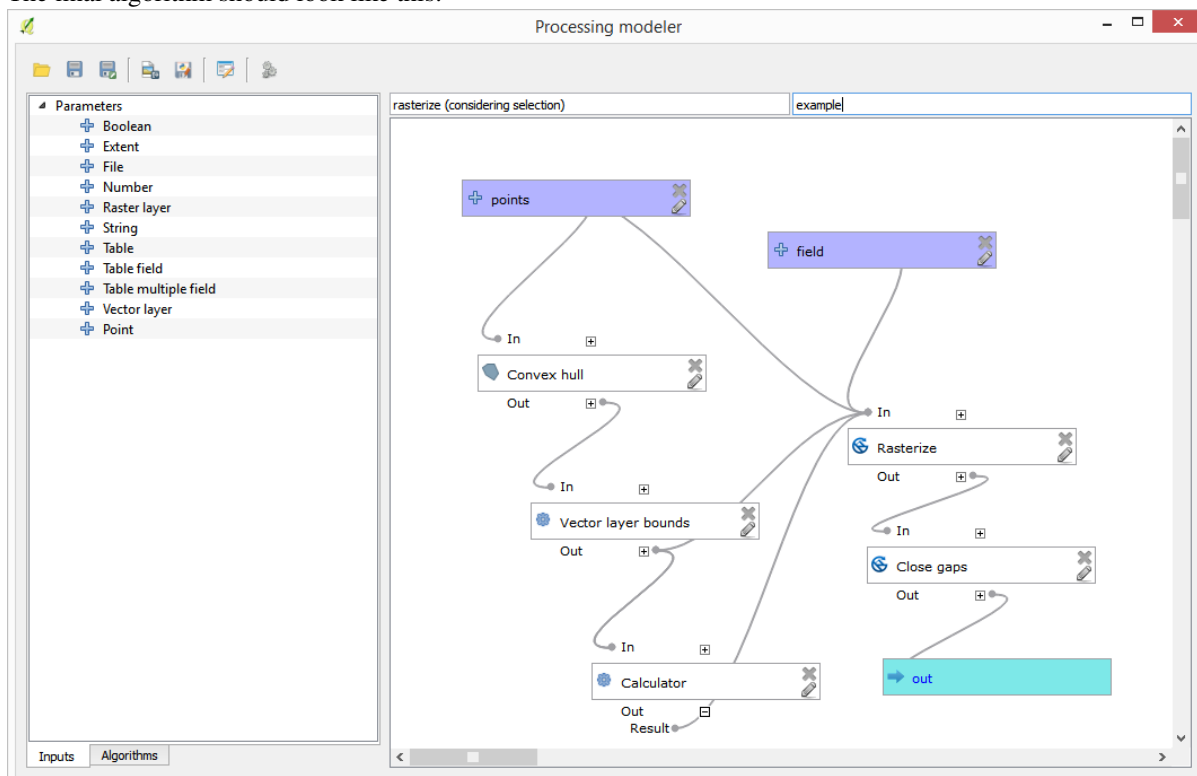
Here’s an improvement to the algorithm. We have used a hardcoded value for the cellsize when rasterizing. This value is fine for our test input layer, but might not be for other cases. We could add a new parameter, so the user enters the desired value, but a much better approach would be to have that value automatically computed.

We can use the modeler-only calculator, and compute that value from the extent coordinates. For instance, to create a layer with a fixed width of 100 pixels, we can use the following formula in the calculator.



Now we have to edit the rasterize algorithm, so it uses the output of the calculator instead of the hardcoded value.

The final algorithm should look like this:



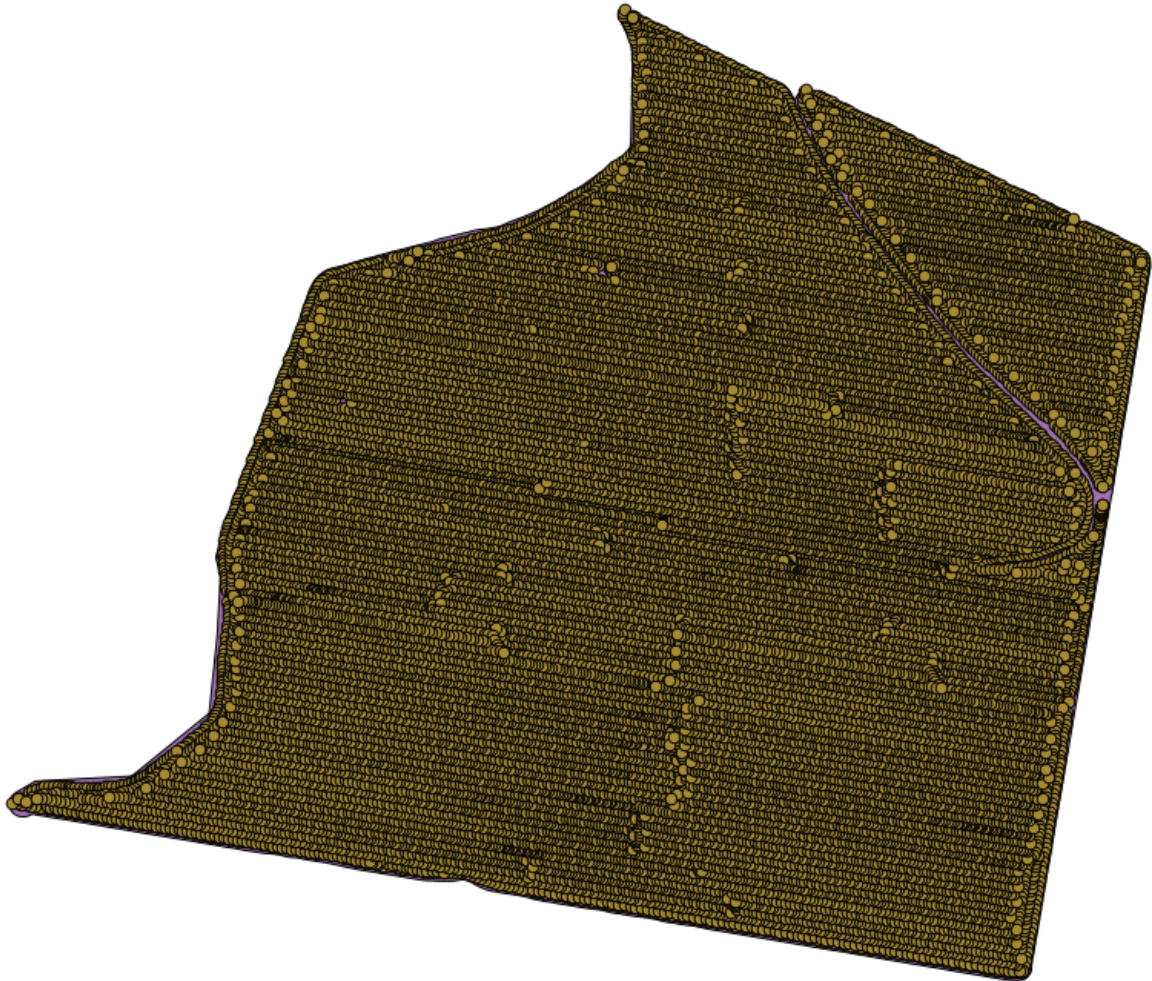
18.22 Interpolazione

Nota: Questo capitolo mostra come interpolare dati di punti, e ti mostrerà un altro esempio per effettuare analisi

spaziali

In questa lezione ti accingi a interpolare i dati di punti per ottenere un raster. Prima di farlo, dovrai preparare i dati, e dopo l'interpolazione farai ulteriori elaborazioni di aggiustamento dei risultati, così da avere un'analisi completa.

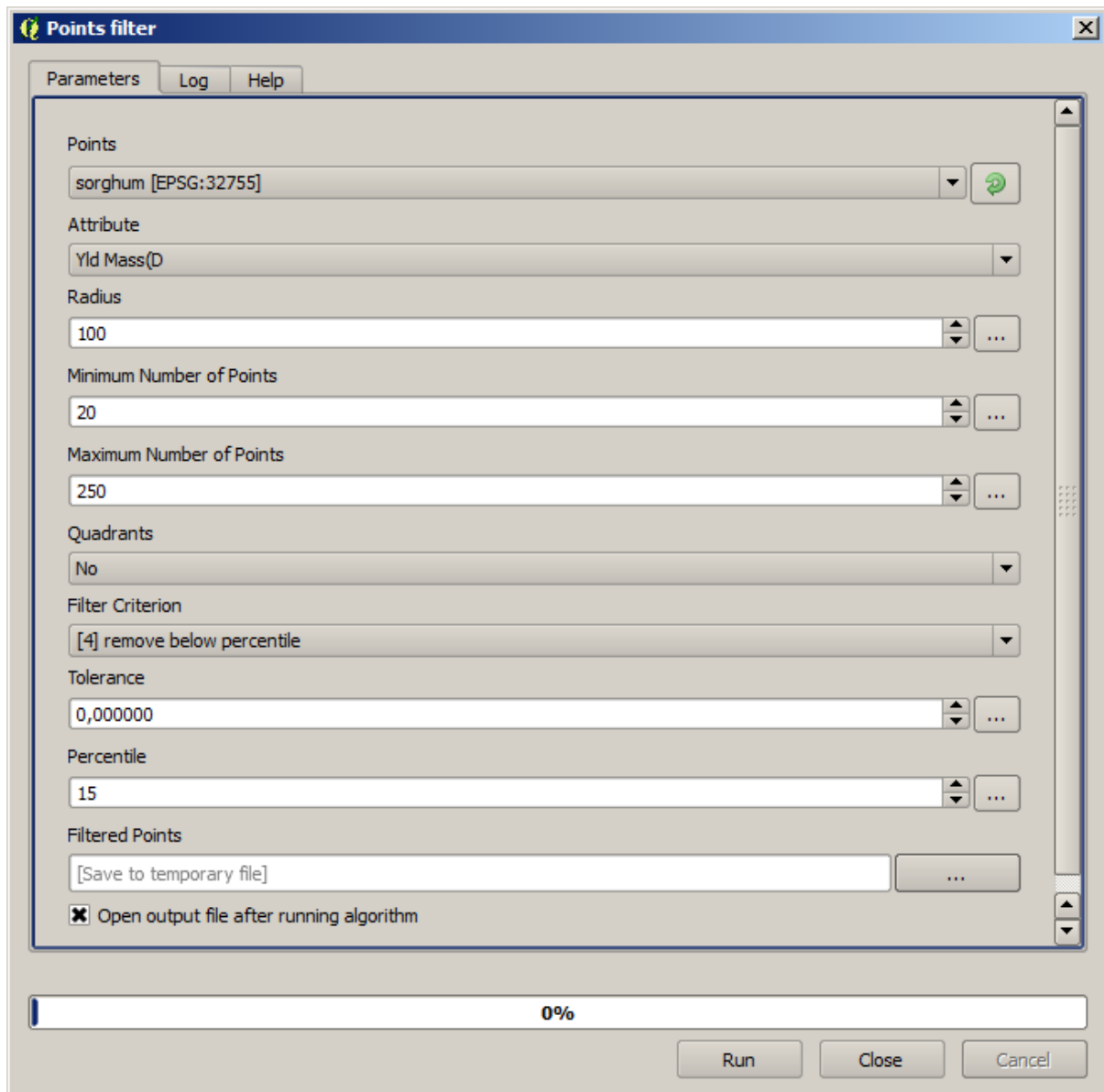
Apri i dati di esempio per questa lezione che dovrebbero apparire come di seguito



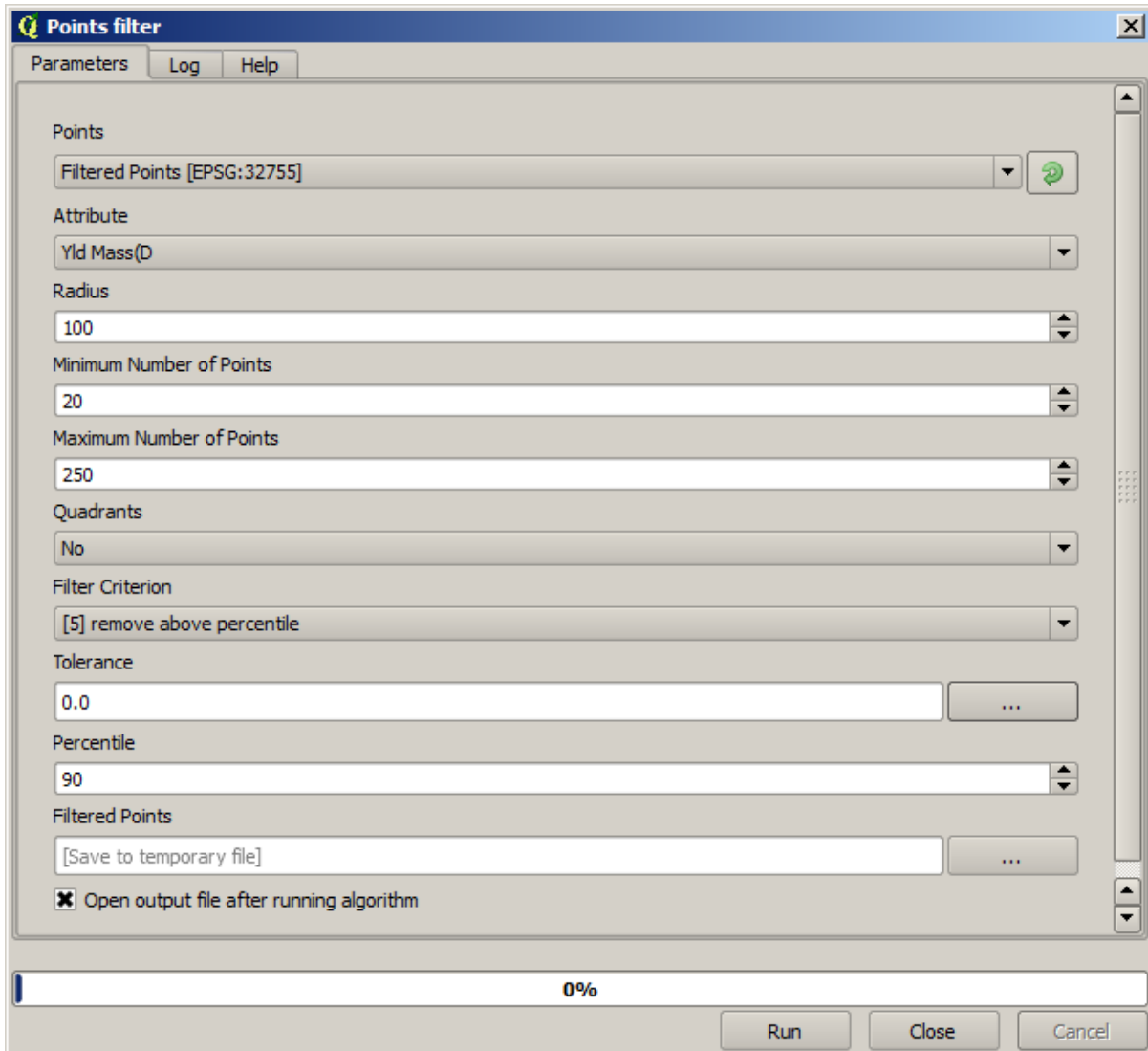
I dati corrispondono alla resa di una coltivazione, come rilevati da una mietitrice moderna e li userai per avere un raster delle rese produttive del campo. Non farai ulteriori analisi ma lo userai come livello di base per identificare le zone più produttive e quelle dove la produttività può essere migliorata.

La prima cosa che devi fare è pulire il livello dai punti ridondanti. Questi sono causati dal movimento della mietitrebbia, dove deve curvare o dove cambia la velocità. L'algoritmo *Points filter* ti è utile per questo. Lo usi due volte, per rimuovere i punti che possono essere considerati valori anomali sia nella parte alta che in quella bassa della distribuzione.

Per i valori anomali superiormente, usa i seguenti parametri.



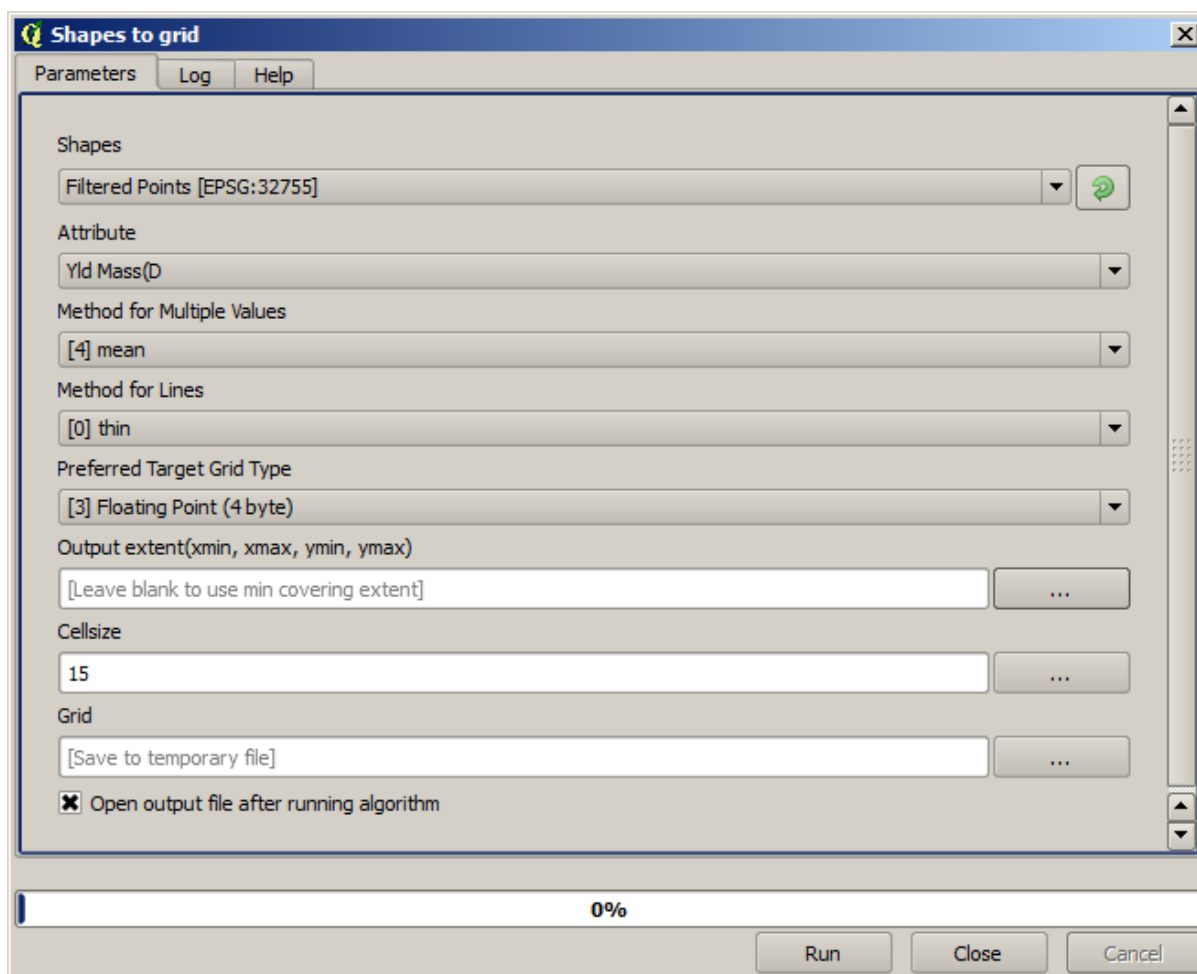
Per continuare usa la configurazione mostrata sotto.



Nota che non stai usando il layer originale ma l'output ricavato dal passo precedente.

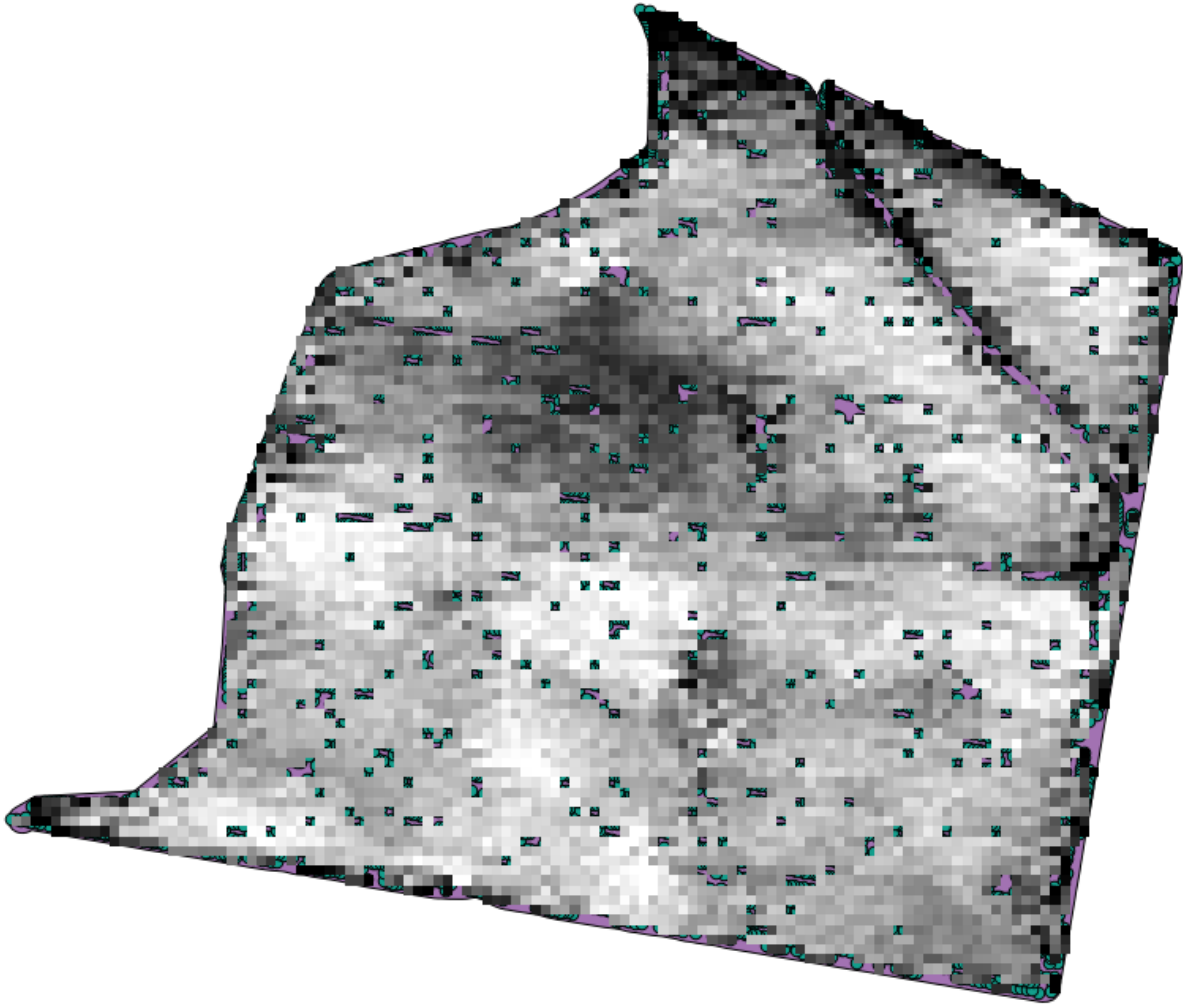
Il vettore finale dovrebbe essere simile a quello iniziale, ma contiene un numero minore di punti. Puoi verificare, confrontando le rispettive tabelle di attributi.

Ora rasterizziamo il layer usando l'algoritmo *Rasterize*.

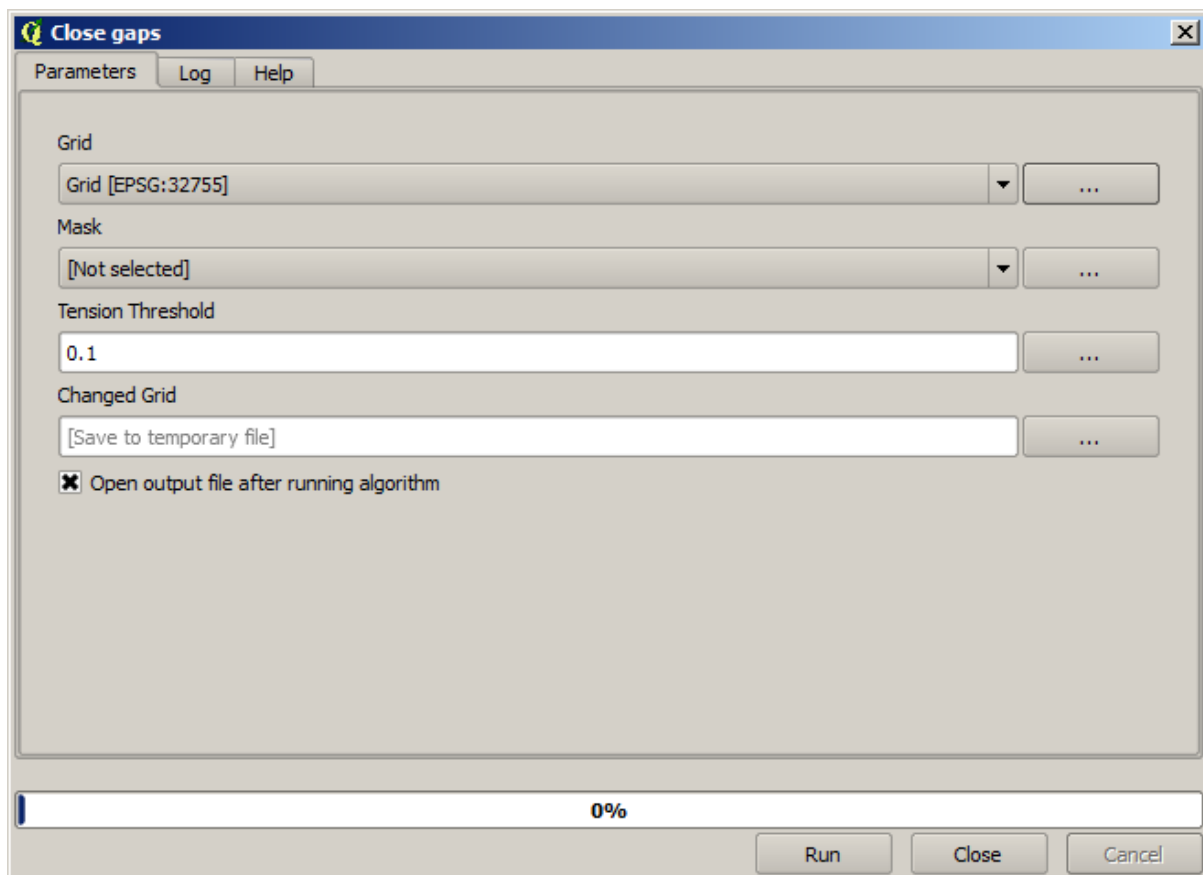


Il layer *Filtered points* si riferisce a quello risultante dal secondo filtro. Ha lo stesso nome di quello prodotto dal primo filtro, in quanto il nome viene assegnato dall'algoritmo, ma non devi utilizzare il primo. Quest'ultimo, dal momento che non verrà utilizzato per altro, lo puoi rimuovere dal progetto per evitare confusione, e puoi lasciare solo l'ultimo layer *Filtered points*.

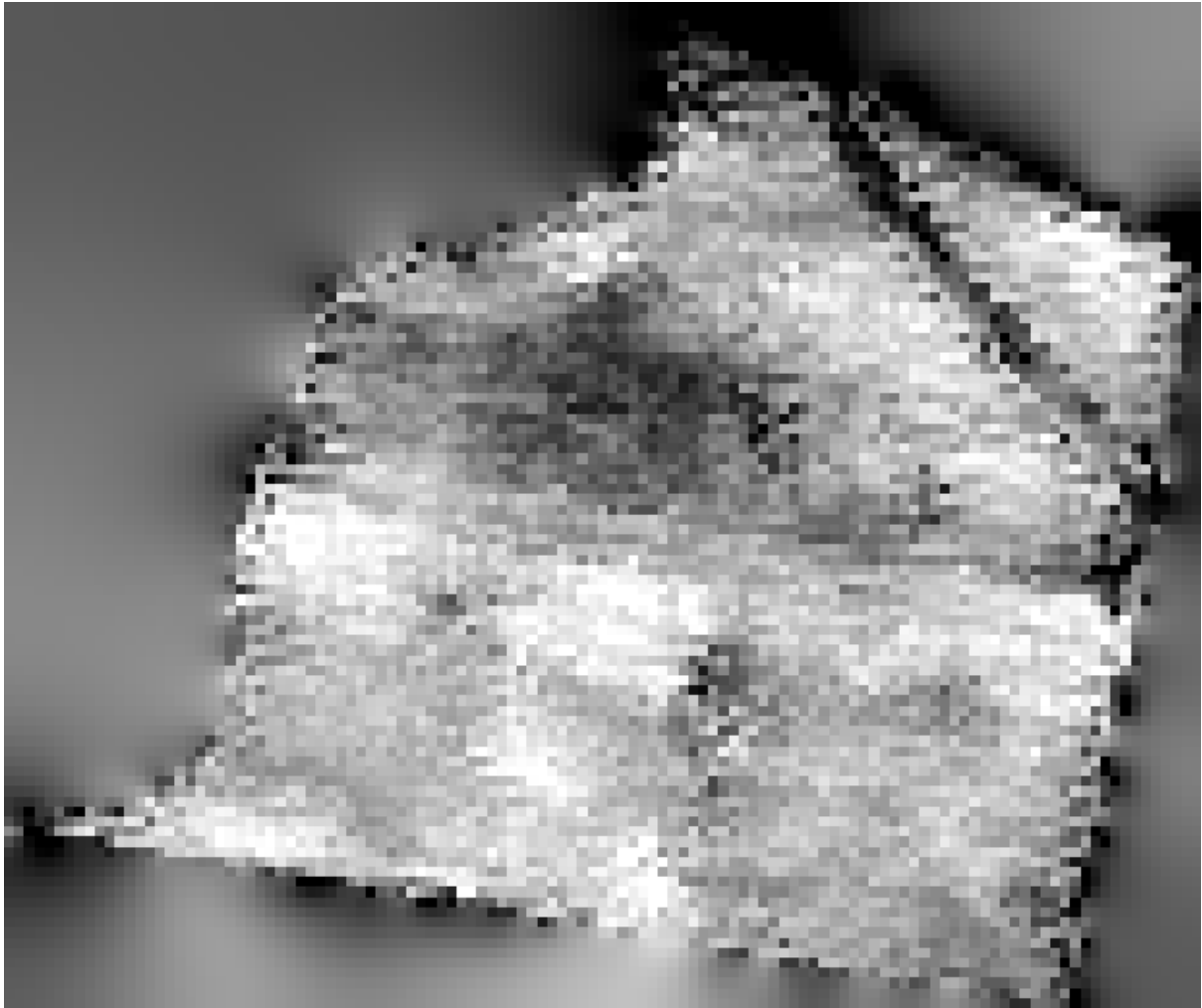
Il raster risultante si presenta così



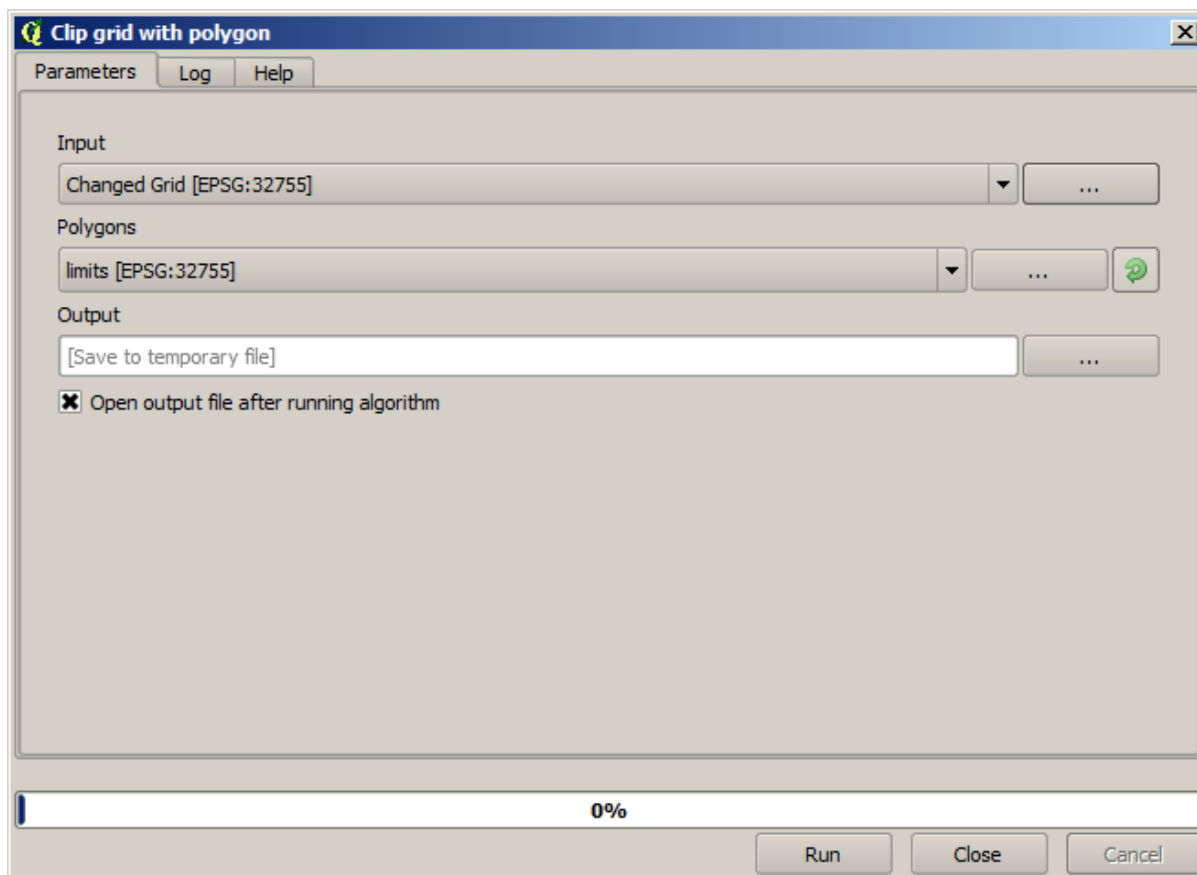
È un raster, ma manca del dato in alcune celle. Esso contiene solo i valori in quelle celle che contenevano un punto dal vettore che abbiamo appena rasterizzati. Per riempire i valori mancanti, puoi usare l'algoritmo *Close gaps*.



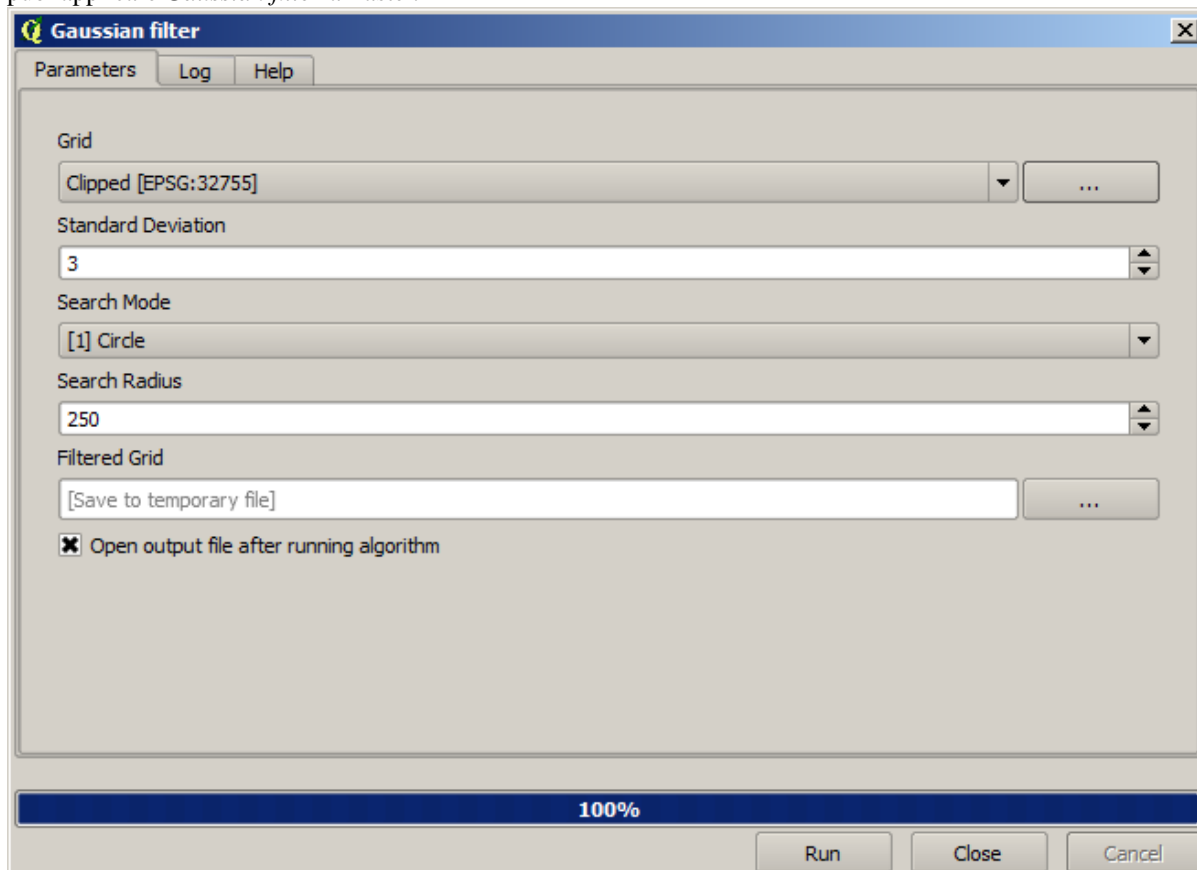
Il raster, tolte le celle senza dato appare simile a questo.



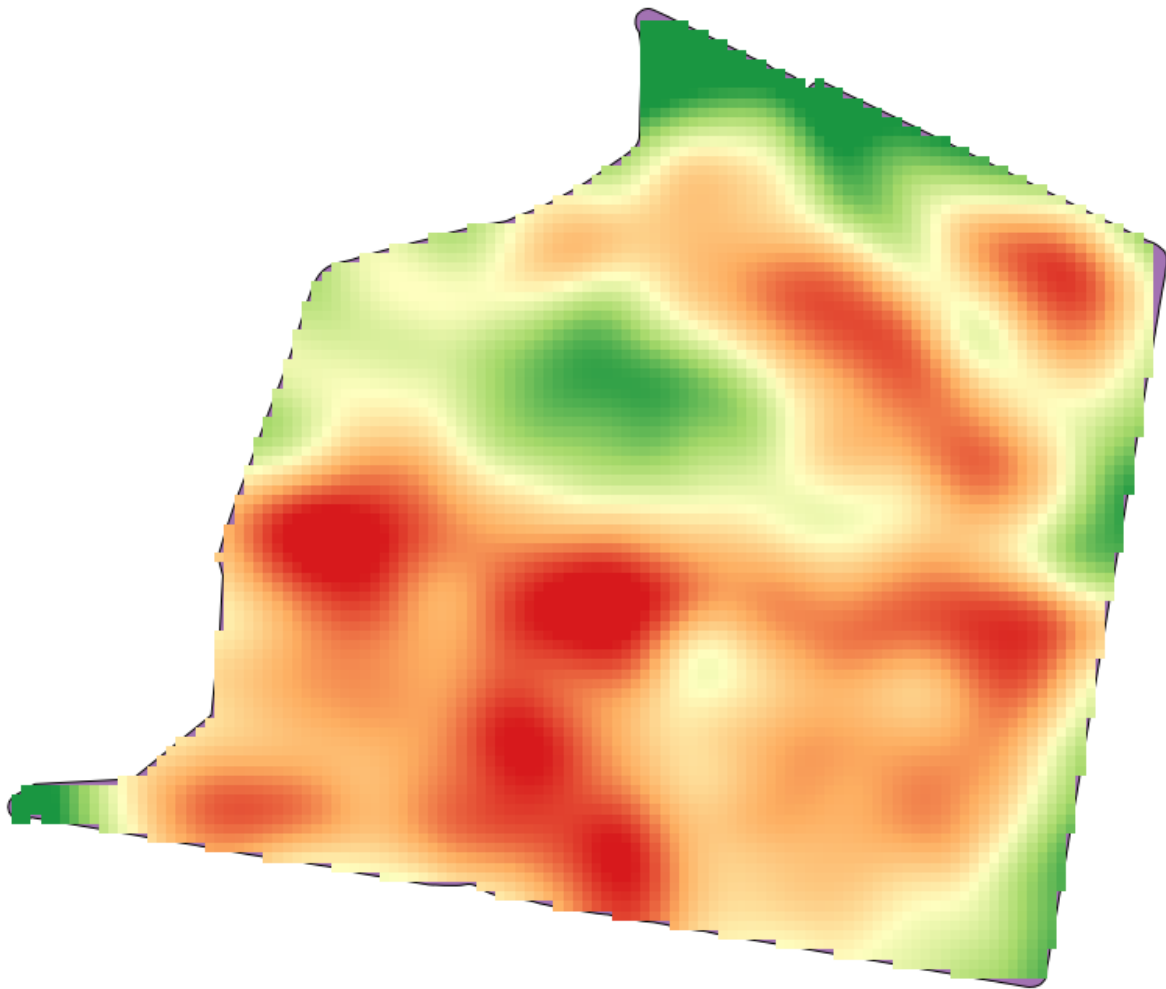
Per limitare l'area coperta dai dati alla regione in cui è stata misurata la resa delle colture, puoi ritagliare il raster con i limiti del vettore punti.



E per un risultato più uniforme (meno preciso ma migliore per la visualizzazione di fondo come layer di supporto), puoi applicare *Gaussian filter* al raster.



Con i parametri di cui sopra otterrai il seguente risultato



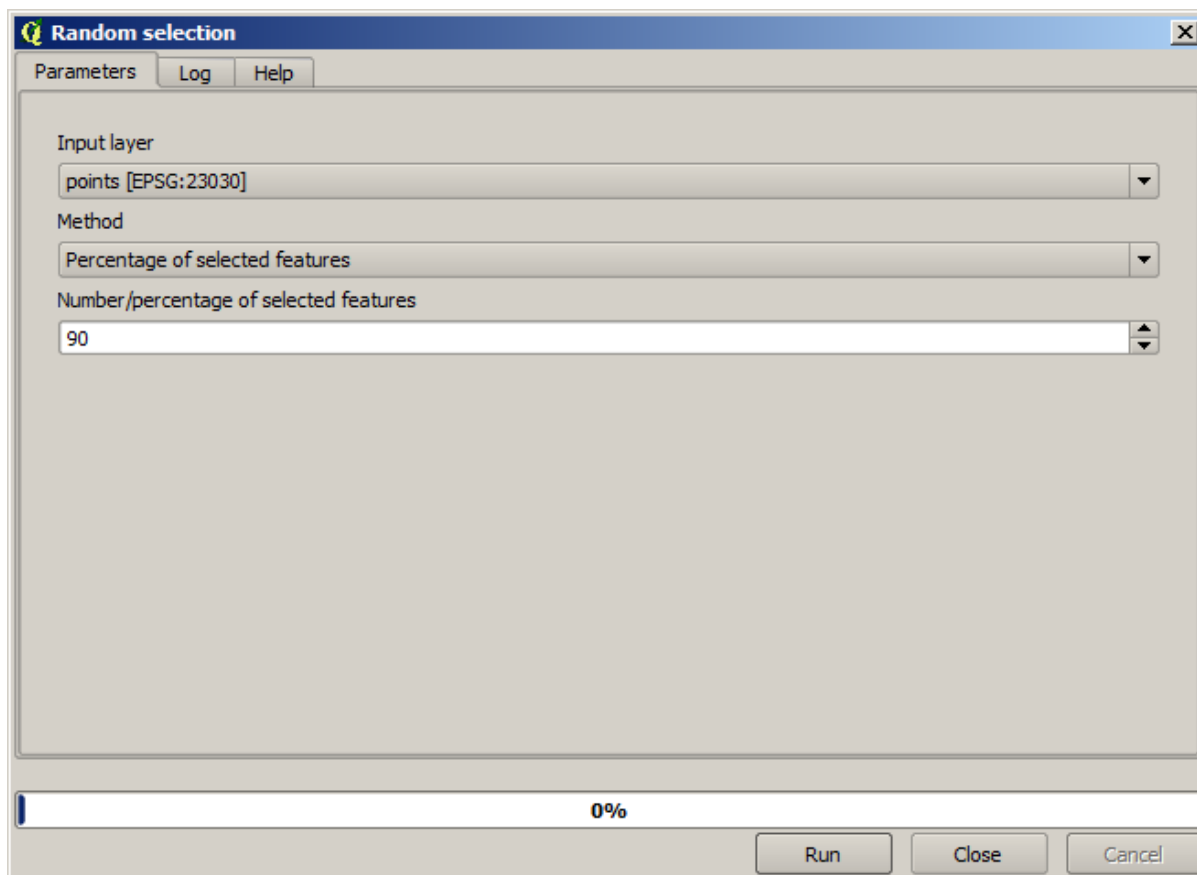
18.23 Ancora sull'interpolazione

Nota: Questo capitolo mostra un altro caso pratico sull'algorithmo dell'interpolazione.

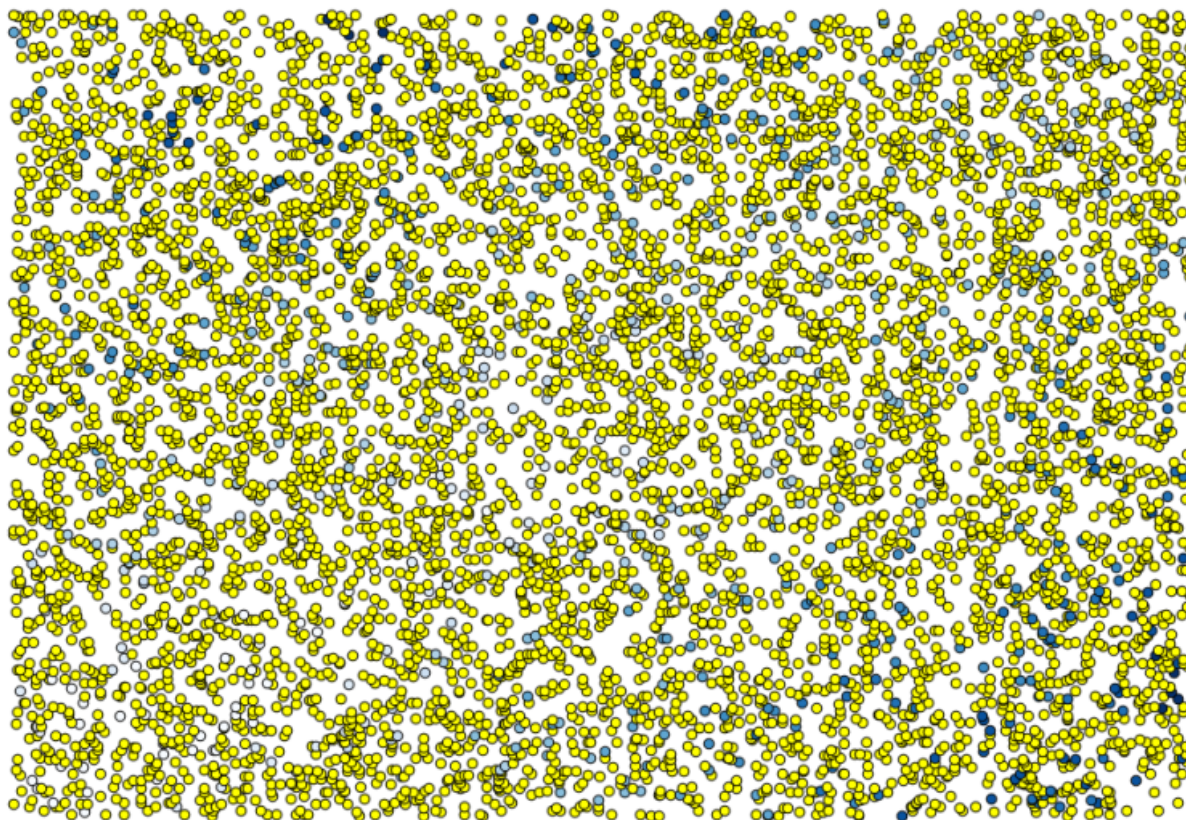
L'interpolazione è una tecnica comune, e puoi usarla per mostrare diverse tecniche utili attraverso gli strumenti di processing QGIS. Questa lezione usa alcuni algoritmi di interpolazione che sono stati già introdotti, ma ha un approccio diverso.

I dati per questa lezione contengono anche uno layer di punti, in questo caso con dati di elevazione. Ti accingi a interpolare in modo assai simile a come hai fatto nella lezione precedente, ma stavolta salverai parte dei dati originali per valutare la qualità del processo di interpolazione.

In primo luogo, devi rasterizzare il layer di punti e riempire le celle vuote, ma utilizzando solo una frazione dei punti nel livello. Salva il 10% dei punti per un controllo posteriore, quindi hai bisogno di avere il 90% dei punti pronti per l'interpolazione. Per fare ciò, potrai usare l'algorithmo *Split shapes layer randomly*, che hai già utilizzato in una lezione precedente, ma c'è un modo migliore per farlo, senza dover creare ogni nuovo strato intermedio. Invece, puoi semplicemente selezionare i punti da usare per l'interpolazione (la frazione del 90%), e quindi eseguire l'algorithmo. Come hai già visto, l'algorithmo di rasterizzazione utilizzerà solo i punti selezionati e ignorare il resto. Puoi fare la selezione utilizzando l'algorithmo *Random selection*. Esegui con i seguenti parametri.

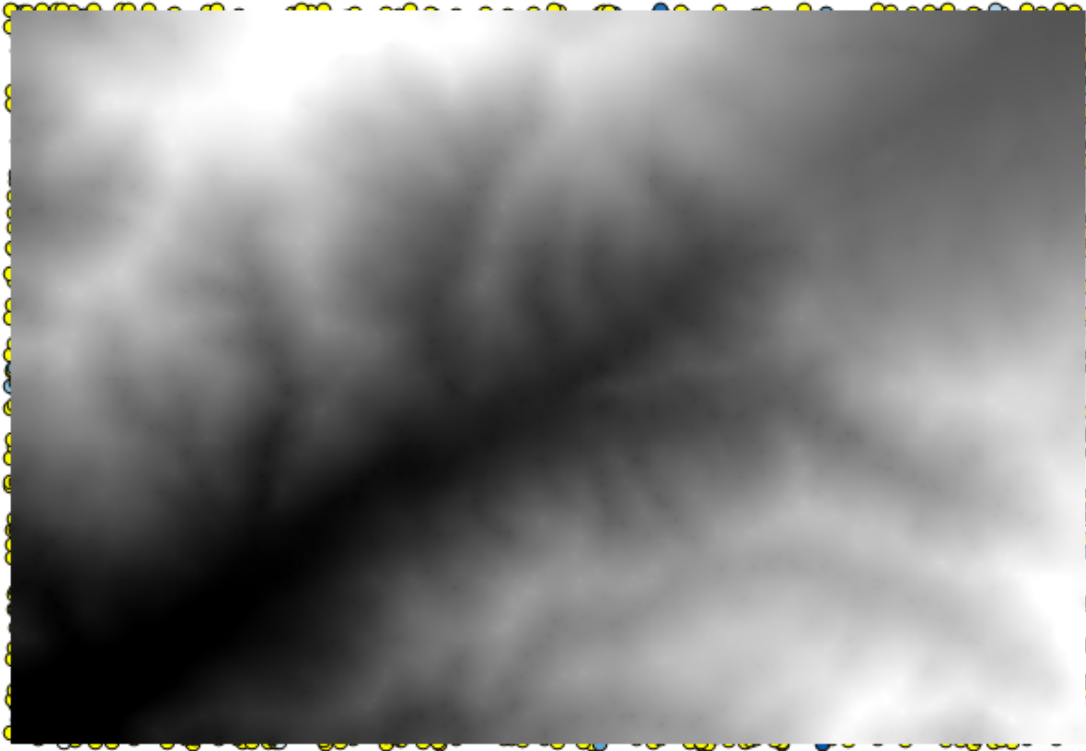


Sarà selezionato il 90% dei punti del layer da rasterizzare.



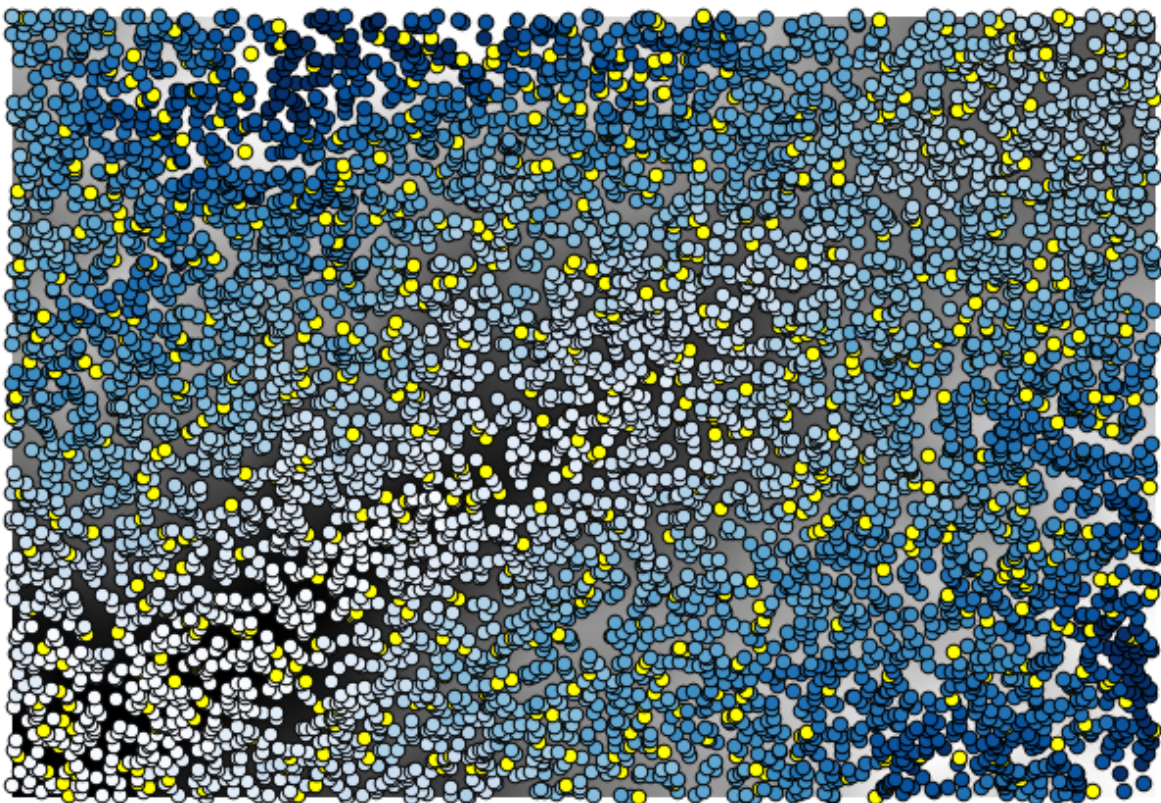
La selezione è casuale, così la tua selezione potrebbe differire dalla selezione mostrato nell'immagine qui sopra. Ora esegui l'algoritmo *Shapes to grid* per ottenere il primo raster, e quindi esegui l'algoritmo *Close gaps* per

riempire le celle vuote [risoluzione della cella: 100 m].



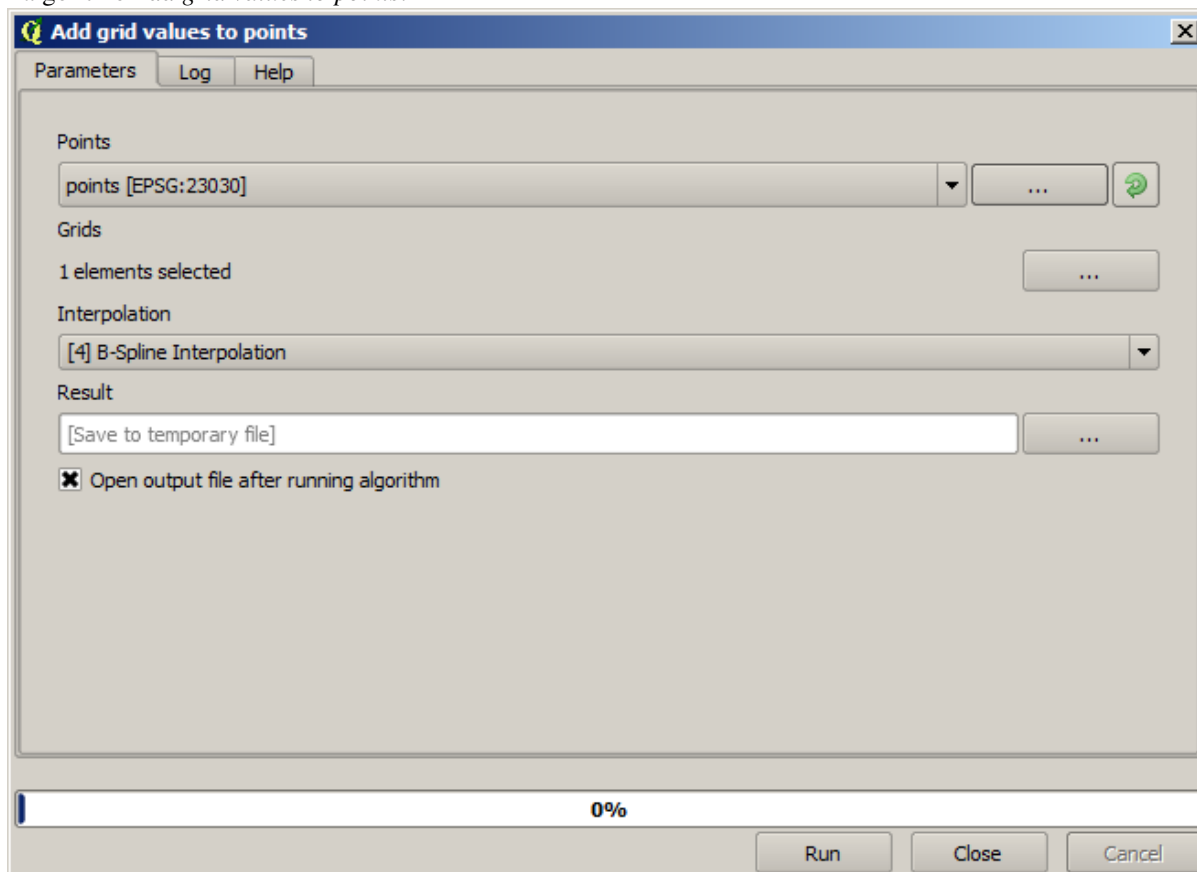
Per controllare la qualità dell'interpolazione, ora puoi utilizzare i punti che non sono stati selezionati. A questo punto, conosci l'elevazione reale (valore nello strato punti) e l'elevazione interpolata (il valore nello strato raster interpolati). Puoi confrontare le due calcolando le differenze tra questi valori.

Dal momento che utilizzerai i punti che non sono stati selezionati prima, inverti la selezione.



I punti contengono i valori originali, ma non quelli interpolati. Per aggiungerli in un nuovo campo, possiamo usare

l'algoritmo *Add grid values to points*.



Il raster da selezionare (l'algoritmo supporta raster multipla, ma ne abbiamo bisogno di uno solo) è il risultato dell'interpolazione. Lo hai rinominato *interpolate* e quel nome di raster è quello che userai per il nome del campo da aggiungere.

Ora hai un vettore che contiene entrambi i valori, con punti non utilizzati per l'interpolazione

Attribute table - Result :: Features total: 703, filtered: 703, selected: 0

	ID	VALUE	interpolate
1	6	1516.0000000000	1452.5041504000
3	10	2096.0000000000	2073.7648926000
4	12	582.0000000000	555.3154296900
8	20	843.0000000000	863.3750000000
21	64	2224.0000000000	2136.8483887000
24	66	749.0000000000	753.2822265600
28	69	1635.0000000000	1644.0615234000
31	75	726.0000000000	704.6588134800
36	96	927.0000000000	936.9505004900
38	101	1320.0000000000	1305.3083496000
39	102	2170.0000000000	2155.5400391000
40	106	549.0000000000	544.8676757800
42	108	641.0000000000	648.3961181600
47	113	1534.0000000000	1525.2607422000
54	141	775.0000000000	757.4203491200
62	158	1915.0000000000	1924.1274414000

Show All Features

Ora, userai il calcolatore di campi per questo compito. Apri l'algoritmo *Field calculator* ed esegilo con i seguenti parametri.

Field calculator

Parameters Log Help

Input layer: Result [EPSG:23030]

Result field name: error

Field type: Float

Field length: 10

Field precision: 5

Formula: abs(VALUE - interpolat)

Output layer: [Save to temporary file]

Open output file after running algorithm

0%

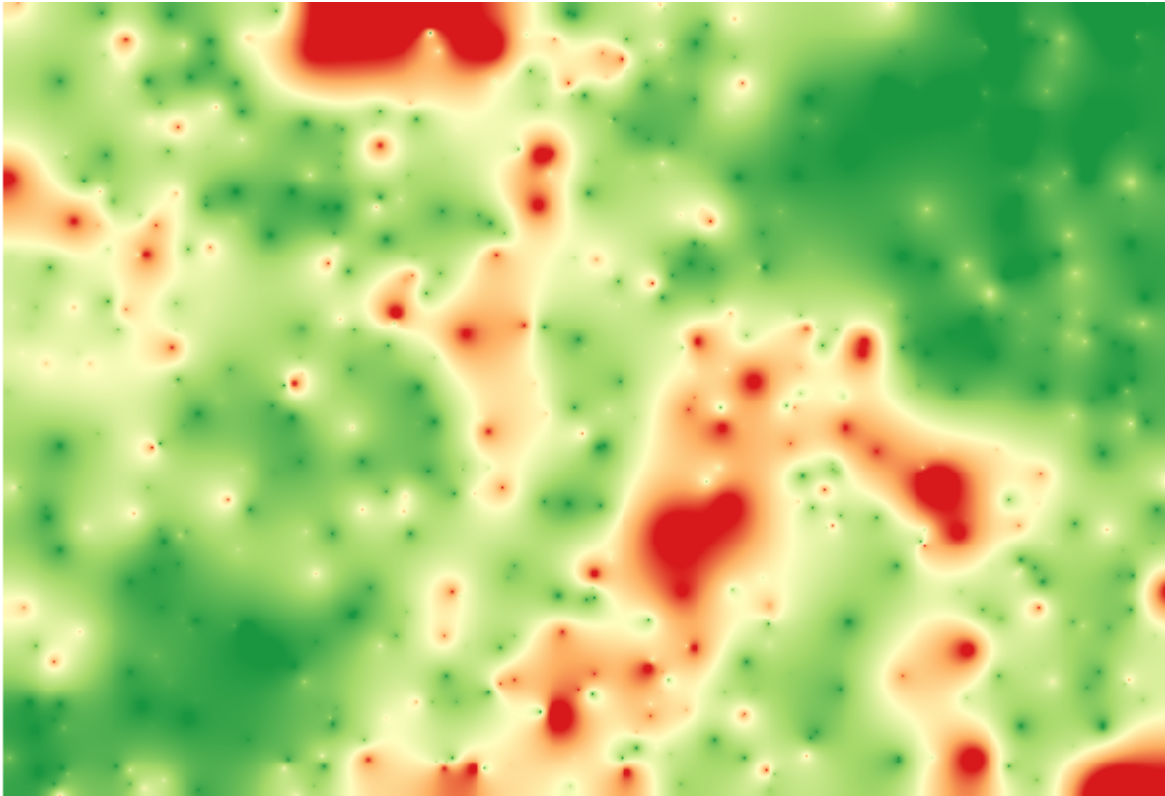
Run Close Cancel

Se il tuo campo con i valori del raster ha un nome diverso, è necessario modificare la formula sopra di conseguenza. XCon l'esecuzione di questo algoritmo, otterrai un nuovo livello con solo i punti che non hai usato per l'interpolazione, ognuno dei quali contiene la differenza tra i due valori di elevazione.

Rappresentare quello strato in base al valore che ci darà una prima idea di dove si trovano le maggiori differenze.

	ID	VALUE	interpolat	error
0	4107	1243.0000000000	1199.6501465000	43.34985
1	6	1516.0000000000	1452.5041504000	63.49585
2	4112	1594.0000000000	1590.4835205000	3.51648
3	10	2096.0000000000	2073.7648926000	22.23511
4	12	582.0000000000	555.3154296900	26.68457
5	4121	1101.0000000000	1103.0323486000	2.03235
6	6176	1258.0000000000	1260.9846191000	2.98462
7	4125	1241.0000000000	1225.0878906000	15.91211
8	20	843.0000000000	863.3750000000	20.37500
9	6179	1195.0000000000	1198.4991455000	3.49915
10	2075	1786.0000000000	1799.5468750000	13.54688
11	4133	1196.0000000000	1156.2314453000	39.76855
12	6188	1720.0000000000	1724.4638672000	4.46387
13	6189	1497.0000000000	1498.2706299000	1.27063
14	6191	1349.0000000000	1347.5555420000	1.44446
15	2086	1277.0000000000	1296.1885986000	19.18860

Interpolando quello strato otterrà un raster con l'errore stimato in tutti i punti dell'area interpolata.



Puoi inoltre ottenere le stesse informazioni (differenza tra i valori dei punti di origine e quelli interpolati) direttamente con `GRASS→v.sample`.

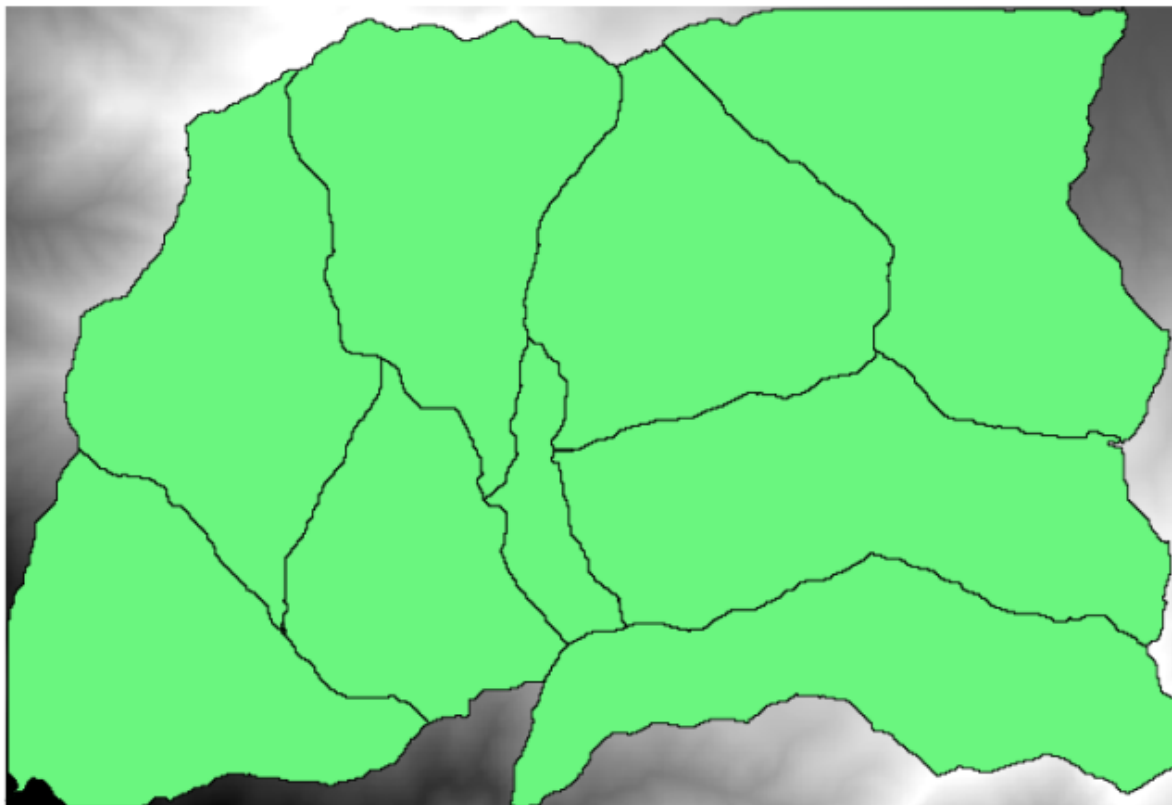
I tuoi risultati potrebbero differire da questi, dato che c'è una componente casuale introdotta durante l'esecuzione all'inizio di questa lezione.

18.24 Iterative execution of algorithms

Nota: This lesson shows a different way of executing algorithms that use vector layers, by running them repeatedly, iterating over the features in an input vector layer

We already know the graphical modeler, which is one way of automating processing tasks. However, in some situations, the modeler might not be what we need to automate a given task. Let's see one of those situations and how to easily solve it using a different functionality: the iterative execution of algorithms.

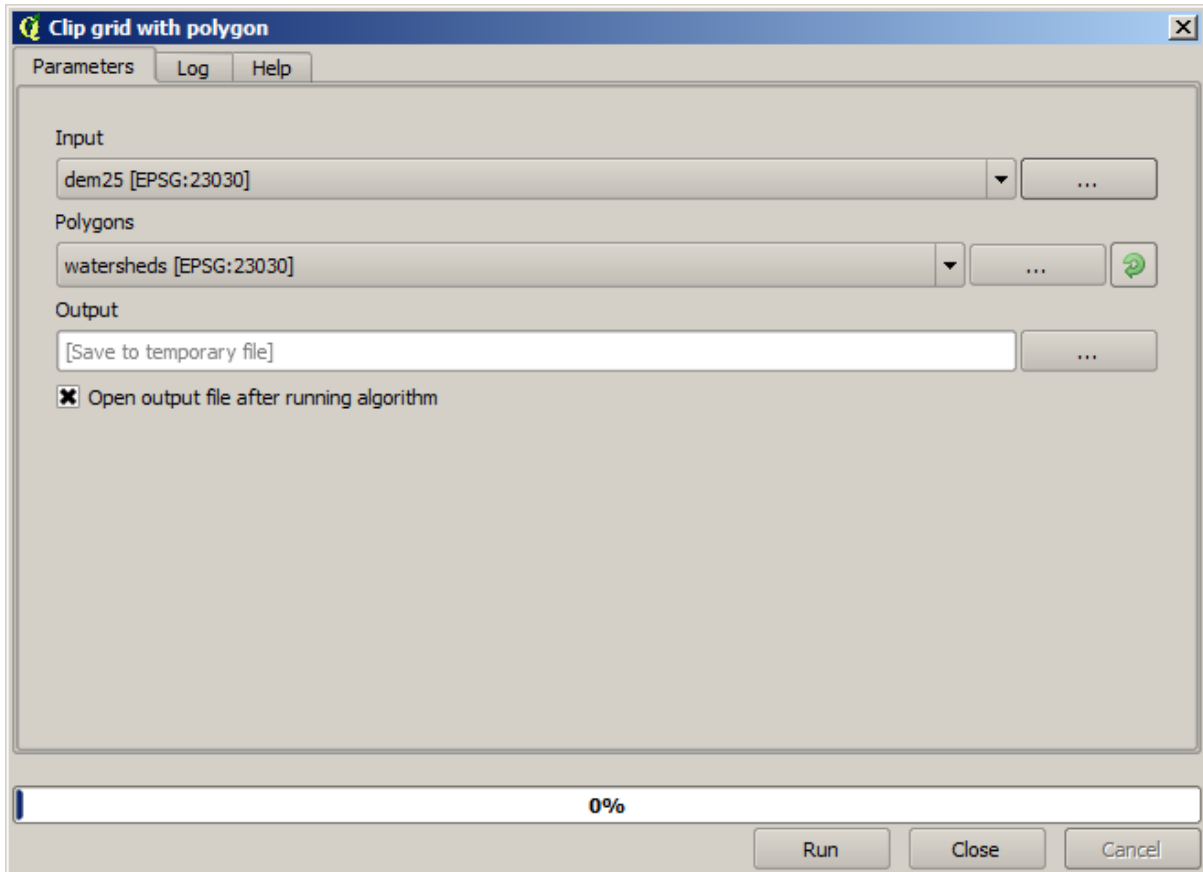
Open the data corresponding to this chapter. It should look like this.



You will recognize our well-known DEM from previous chapters and a set of watersheds extracted from it. Imagine that you need to cut the DEM into several smaller layers, each of them containing just the elevation data corresponding to a single watershed. That will be useful if you later want to calculate some parameters related to each watershed, such as its mean elevation or its hypsographic curve.

This can be a lengthy and tedious task, especially if the number of watersheds is large. However, it is a task that can be easily automated, as we will see.

The algorithm to use for clipping a raster layer with a polygon layer is called *Clip raster with polygons*, and has the following parameters dialog.



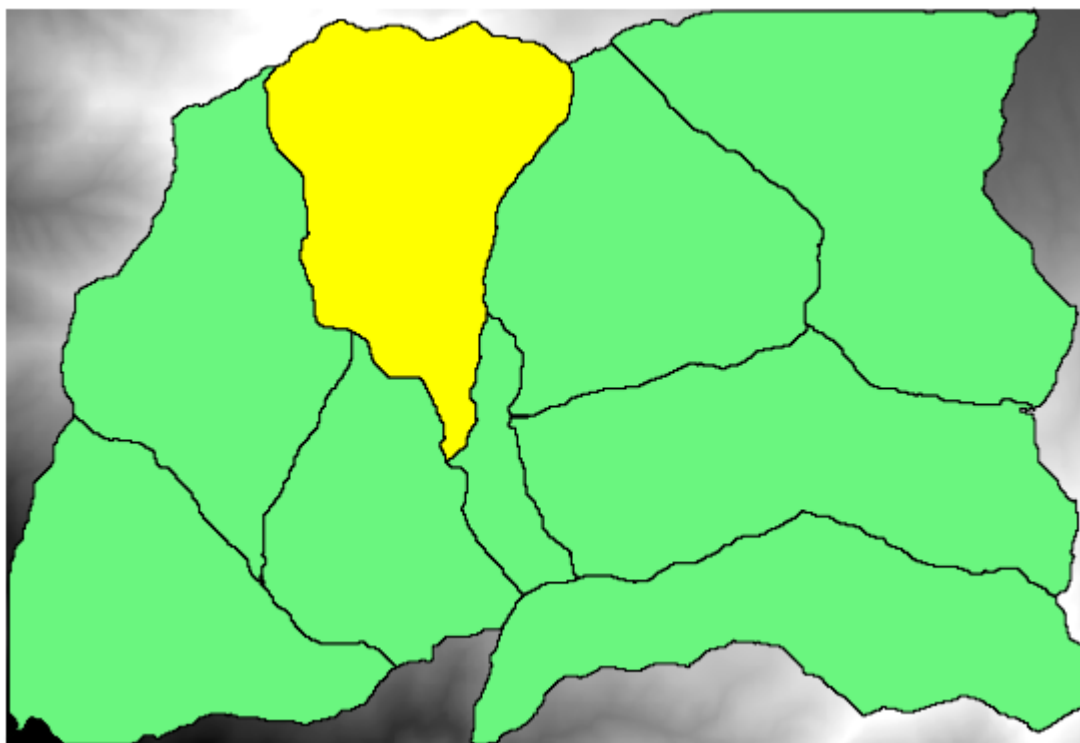
You can run it using the watersheds layer and the DEM as input, and you will get the following result.



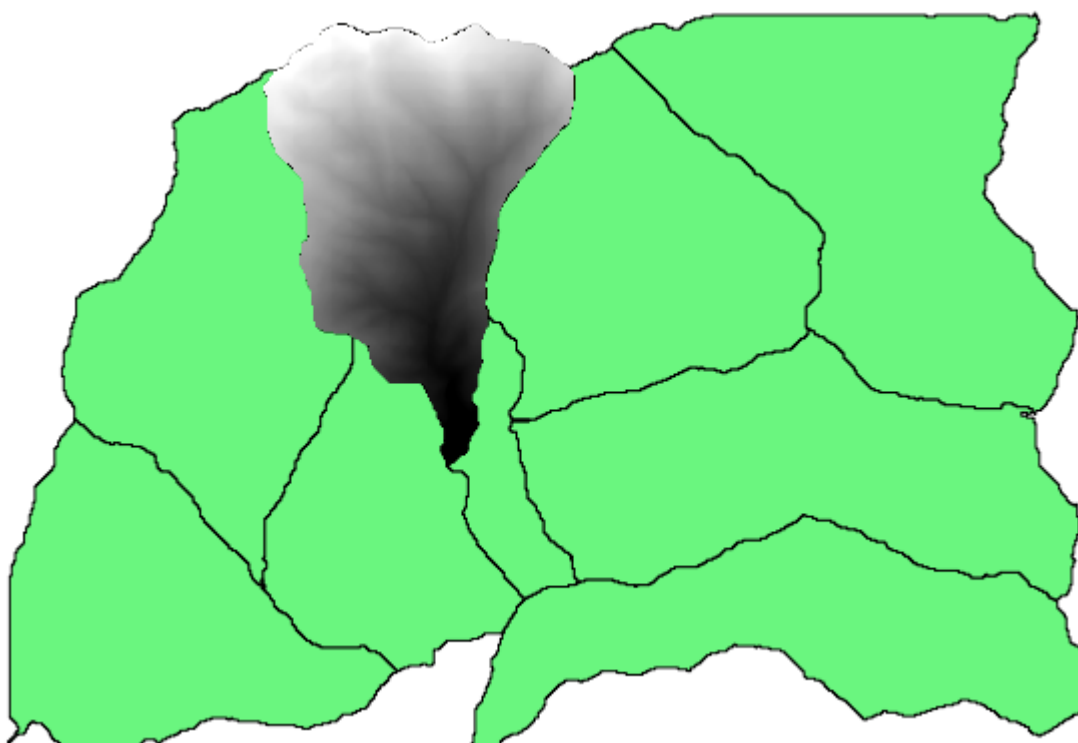
As you can see, the area covered by all the watershed polygons is used.

You can have the DEM clipped with just a single watershed by selecting the desired watershed and then running

the algorithm as we did before.



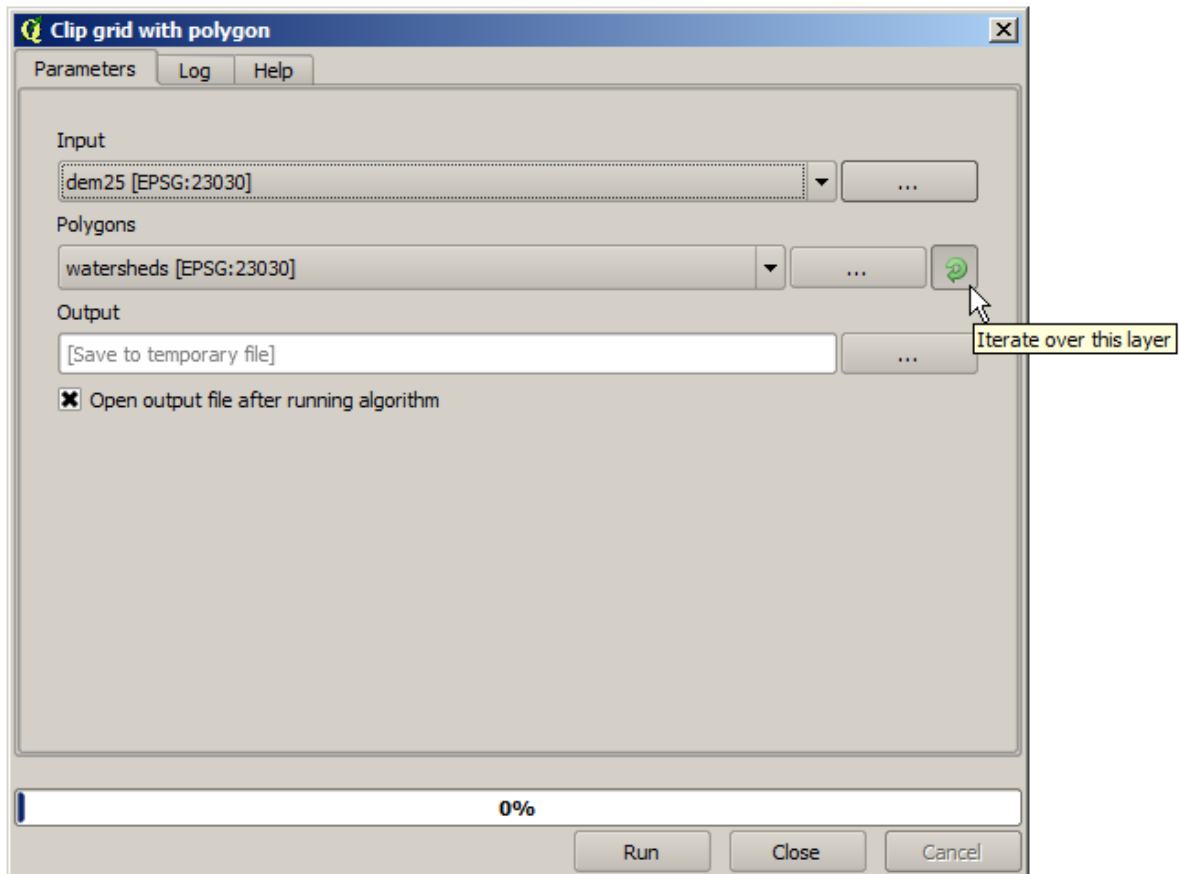
Since only selected features are used, only the selected polygon will be used to crop the raster layer.



Doing this for all the watersheds will produce the result we are looking for, but it doesn't look like a very practical way of doing it. Instead, let's see how to automate that *select and crop* routine.

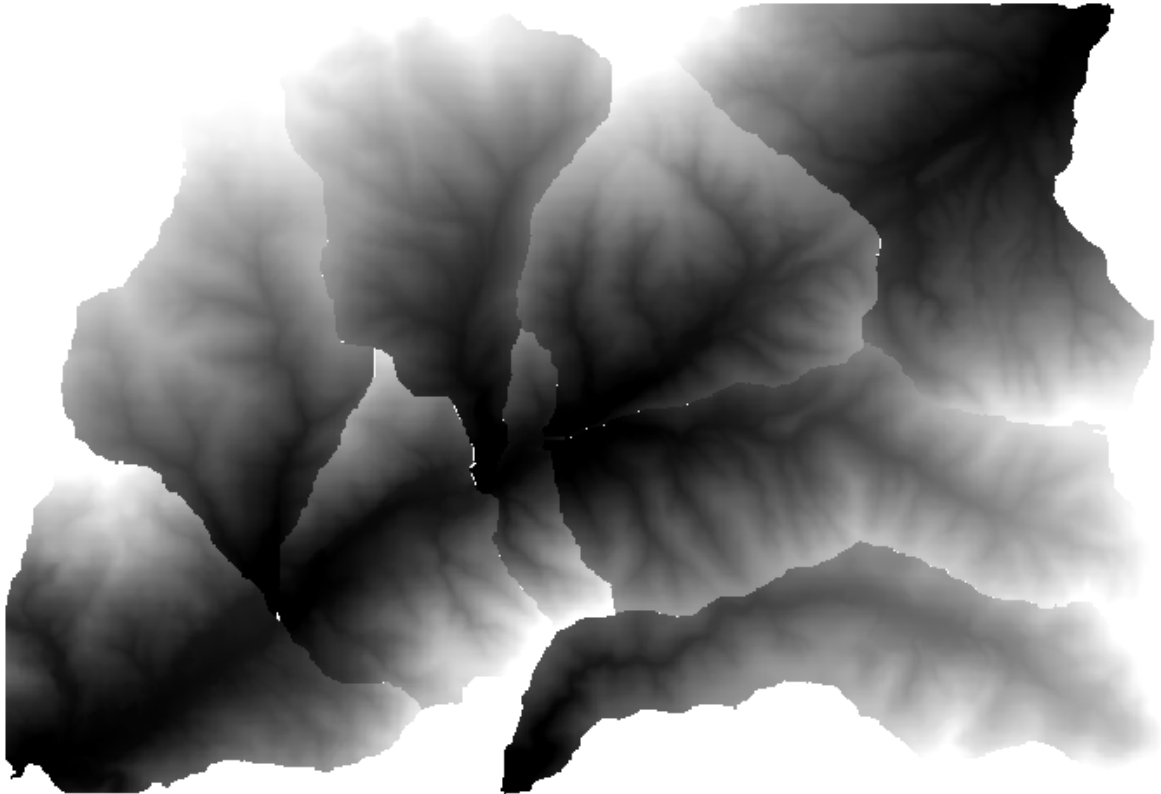
First of all, remove the previous selection, so all polygons will be used again. Now open the *Clip raster with polygon* algorithm and select the same inputs as before, but this time click on the button that you will find in the

right-hand side of the vector layer input where you have selected the watersheds layer.



This button will cause the selected input layer to be split into as many layer as feature are found in it, each of them containing a single polygon. With that, the algorithm will be called repeatedly, one for each one of those single-polygon layers. The result, instead of just one raster layer in the case of this algorithm, will be a set of raster layers, each one of them corresponding to one of the executions of the algorithm.

Here's the result that you will get if you run the clipping algorithm as explained.



For each layer, the black and white color palette, (or whatever palette you are using), is adjusted differently, from its minimum to its maximum values. That's the reason why you can see the different pieces and the colors do not seem to match in the border between layers. Values, however, do match.

If you enter an output filename, resulting files will be named using that filename and a number corresponding to each iteration as suffix.

18.25 More iterative execution of algorithms

Nota: This lesson shows how to combine the iterative execution of algorithms with the modeler to get more automation.

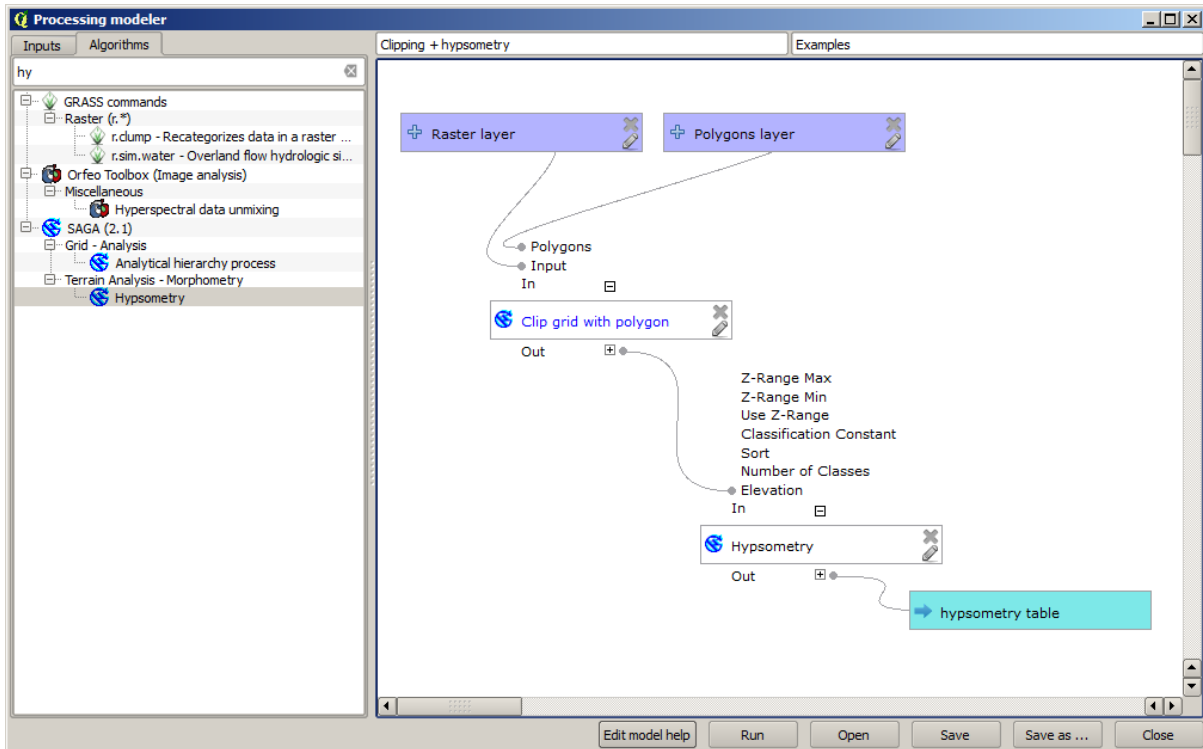
The iterative execution of algorithms is available not just for built-in algorithms, but also for the algorithms that you can create yourself, such as models. We are going to see how to combine a model and the iterative execution of algorithms, so we can obtain more complex results with ease.

The data that we are going to use for this lesson is the same one that we already used for the last one. In this case, instead of just clipping the DEM with each watershed polygon, we will add some extra steps and calculate a hypsometric curve for each of them, to study how elevation is distributed within the watershed.

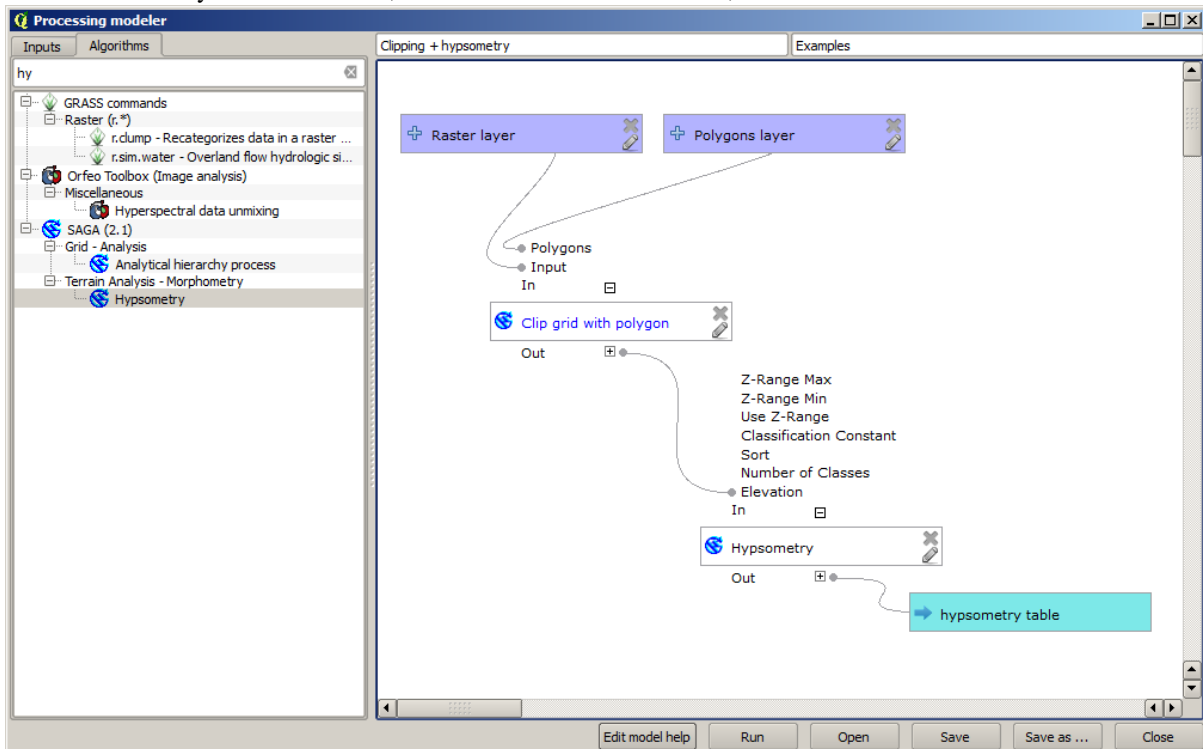
Since we have a workflow that involves several steps (clipping + computing the hypsometric curve), we should go to the modeler and create the corresponding model for that workflow.

You can find the model already created in the data folder for this lesson, but it would be good if you first try to create it yourself. The clipped layer is not a final result in this case, since we are just interested in the curves, so this model will not generate any layers, but just a table with the curve data.

The model should look like this:

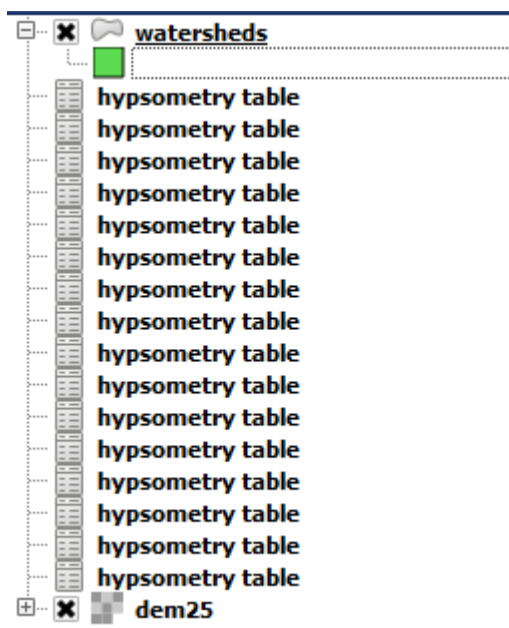


Add the model to you models folder, so it is available in the toolbox, and now execute it.

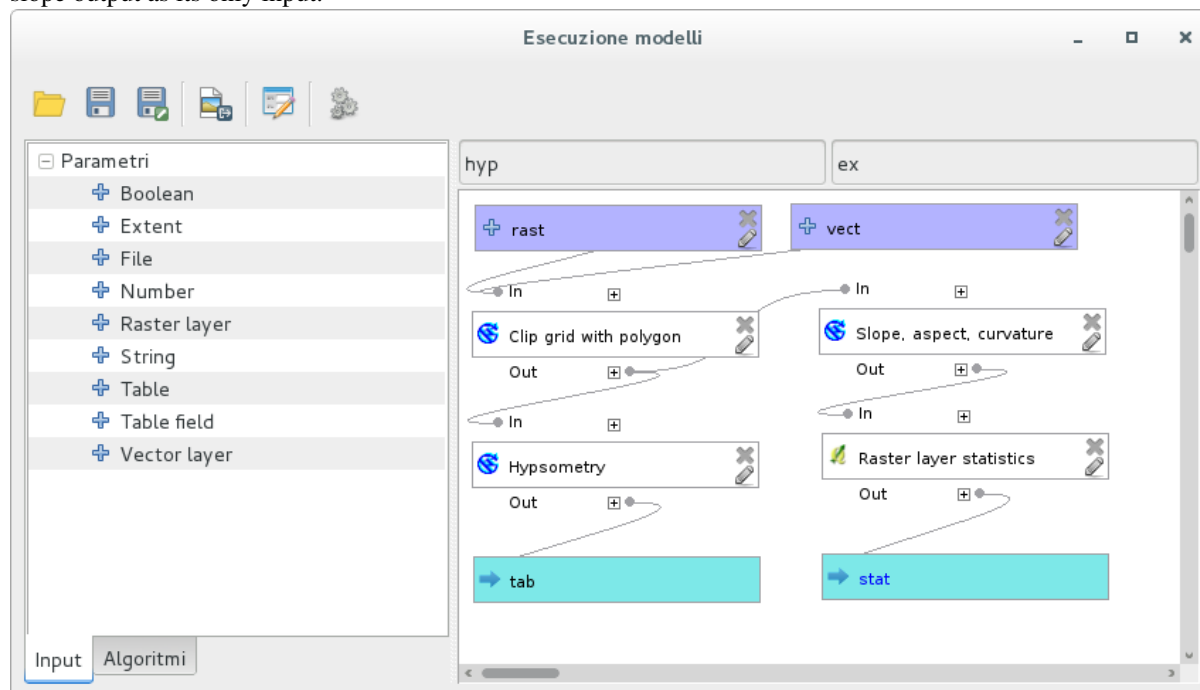


Select the DEM and watersheds basins, and do not forget to toggle the button that indicates that the algorithm has to be run iteratively.

The algorithm will be run several times, and the corresponding tables will be created and open in your QGIS project.



We can make this example more complex by extending the model and computing some slope statistics. Add the *Slope, aspect, curvature* algorithm to the model, and then the *Raster statistics* algorithm, which should use the slope output as its only input.



If you now run the model, apart from the tables you will get a set of pages with statistics. These pages will be available in the results dialog.

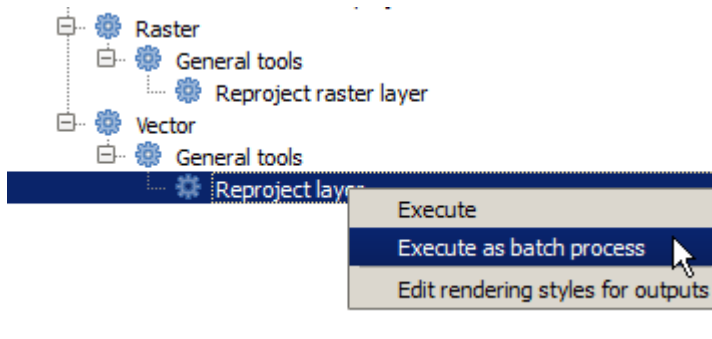
18.26 L'interfaccia per i processi in serie

Nota: Questa lezione introduce l'interfaccia per i processi in serie, che permette di eseguire un singolo algoritmo con una serie di valori in ingresso differenti.

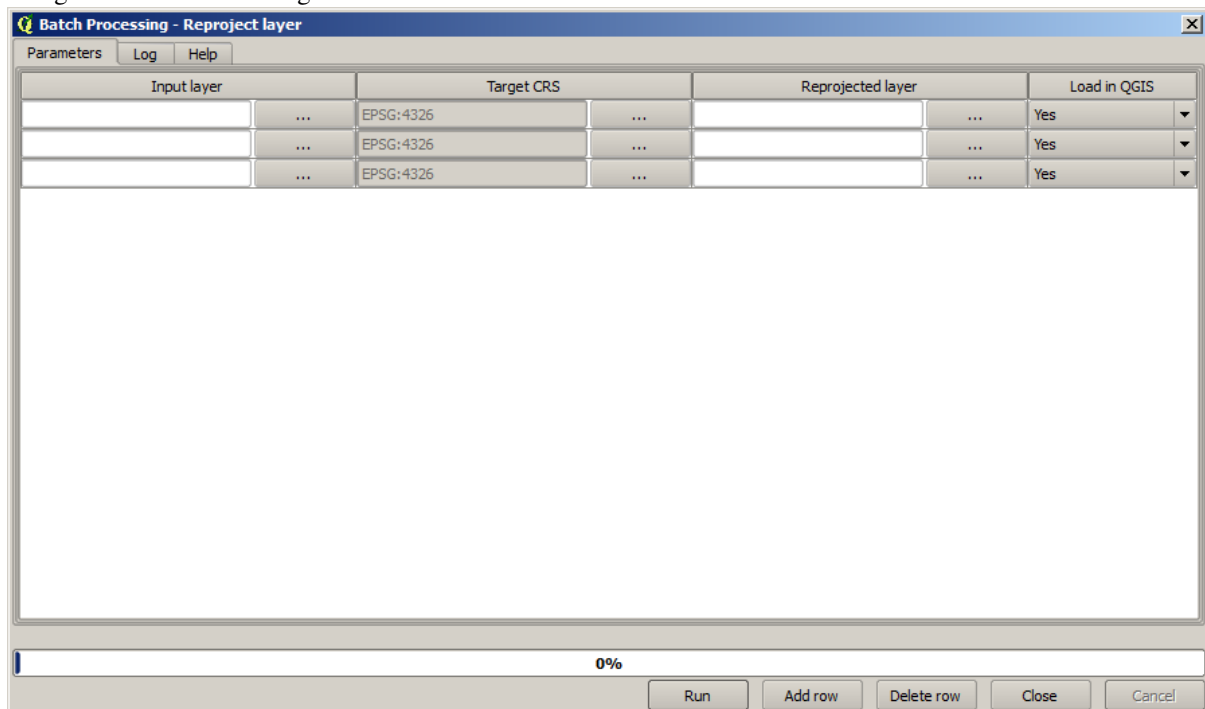
A volte è necessario eseguire un certo algoritmo ripetutamente con diversi file in ingresso. È questo il caso, per esempio, quando una serie di file in ingresso deve essere convertito da un formato a un altro, o quando diversi

vettori in una data proiezione devono essere convertiti in un'altra proiezione.

In questo caso, richiamare ripetutamente l'algoritmo negli strumenti non è la migliore opzione. Invece, dovrebbe essere utilizzata l'interfaccia per i processi in serie, che semplifica enormemente l'esecuzione multipla di un dato algoritmo. Per eseguire un algoritmo come un processo in serie, cercalo negli strumenti e, invece di fare doppio-click su di esso, fai click con il tasto destro e seleziona *Esegui come processo in serie*.



Per questo esempio, useremo l'algoritmo *Riproiezione*, per cui cercalo e applica quanto descritto sopra. Comparirà la seguente finestra di dialogo.



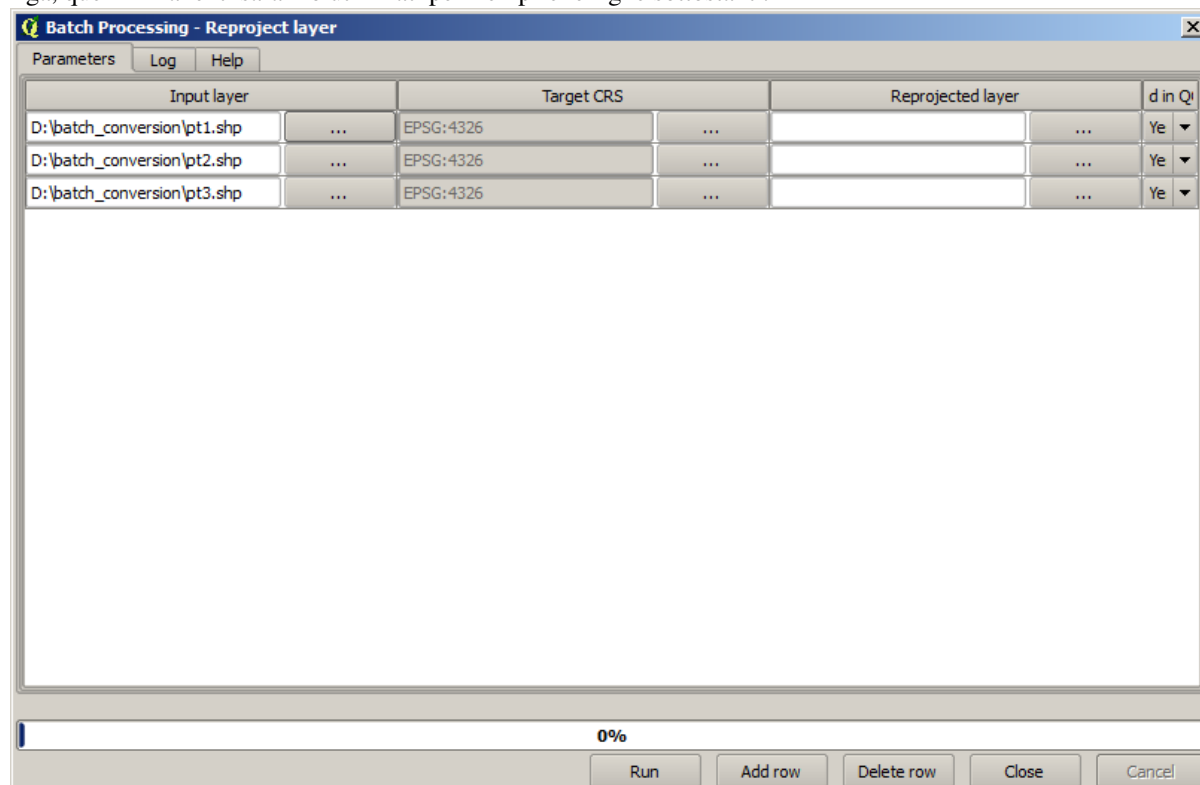
Se dai un'occhiata ai dati per questa lezione, vedrai che contengono un insieme di tre shapefile, ma non il file di progetto QGIS. Questo perché, quando l'algoritmo è eseguito come un processo in serie, i vettori in ingresso possono essere selezionati o dal progetto QGIS corrente o dai file. Ciò rende più facile processare un grande quantitativo di vettori, come, per esempio, tutti i vettori in una data cartella.

Ogni riga nella tabella della finestra di dialogo per i processi in serie rappresenta una singola esecuzione dell'algoritmo. Le celle in ogni riga corrispondono ai parametri richiesti dall'algoritmo, i quali non sono disposti uno sopra l'altro, come nella tipica finestra di dialogo per una esecuzione singola, ma orizzontalmente lungo essa.

La definizione del processo in serie da eseguire è fatta riempiendo la tabella con i valori corrispondenti, e la finestra di dialogo stessa contiene diversi strumenti per rendere tale operazione più facile.

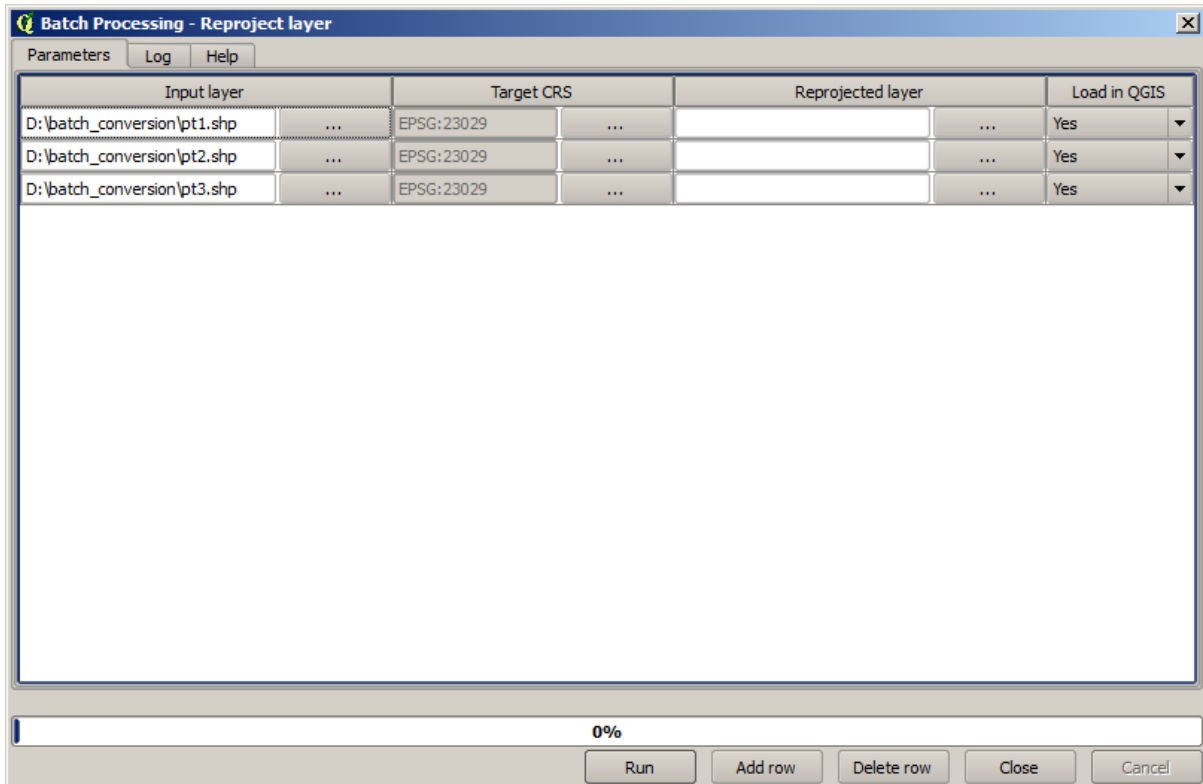
Iniziamo a riempire i campi uno per uno. La prima colonna da riempire è quella del *vettore in ingresso*. Invece di inserire i nomi di ogni vettore che vogliamo processare, puoi selezionarli tutti e lasciare che sia la finestra di dialogo a inserirli in ogni riga. Clicca sul pulsante nella cella in alto a sinistra e, nella finestra di dialogo di selezione file che apparirà, seleziona i tre file da riproiettare. Siccome soltanto uno di essi è necessario per ogni

riga, quelli rimanenti saranno utilizzati per riempire le righe sottostanti.



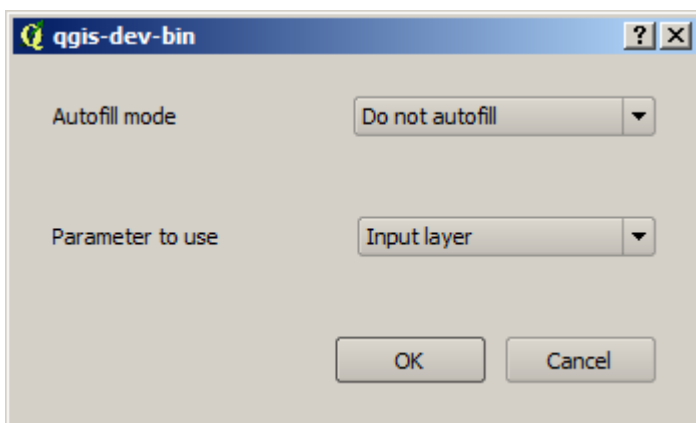
Il numero predefinito di righe è pari a 3, che è esattamente il numero di vettori che dobbiamo convertire ma, se selezioni più vettori, saranno aggiunte nuove righe automaticamente. Se vuoi riempire i campi manualmente, puoi aggiungere più righe utilizzando il pulsante *Aggiungi riga*.

Dovremo convertire tutti questi layer nel CRS EPSG:23029, per cui dobbiamo selezionare tale CRS nel secondo campo. Volendo utilizzare lo stesso per tutte le righe, non dobbiamo ripetere la stessa procedura per ogni riga. Piuttosto, seleziona il CRS per la prima riga (la prima in alto) usando il pulsante nella cella corrispondente, e in seguito fai doppio click sull'intestazione della colonna. Ciò avrà come conseguenza il riempimento di tutte le celle nella colonna utilizzando il valore della colonna in cima.

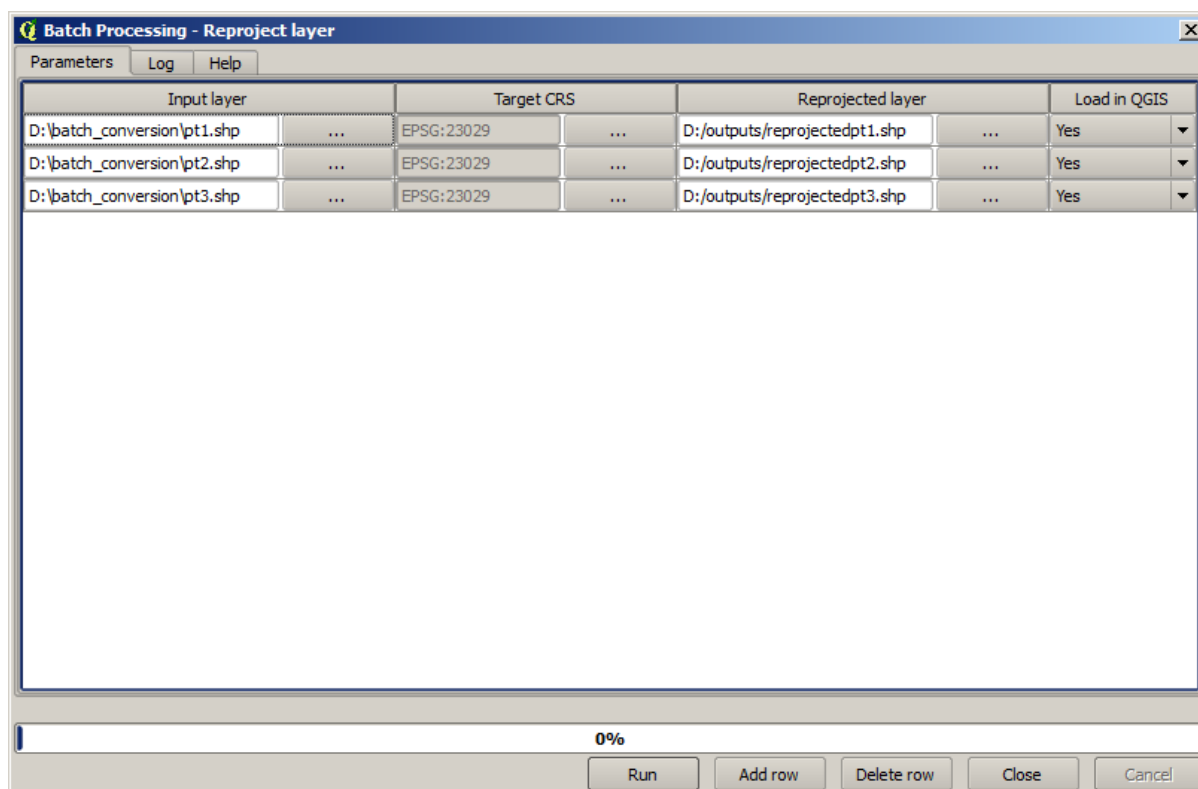


Infine, dobbiamo selezionare un file in uscita per ogni esecuzione, che conterrà il vettore riproiettato corrispondente. Di nuovo, eseguiamo l'operazione soltanto sulla prima riga. Clicca sul pulsante nella cella più in alto e, nella cartella in cui vorrai salvare i tuoi file in uscita, inserisci un nome file (per esempio, `riproiettato.shp`).

Adesso, quando clicchi *OK* nella finestra di dialogo di selezione file, il file non sarà automaticamente scritto nella cella, ma sarà mostrato un riquadro come quello mostrato di seguito.



Se selezioni la prima opzione, sarà riempita soltanto la cella corrente. Se selezioni una qualunque delle altre opzioni, tutte le celle saranno riempite con un certo schema. In questo caso, selezioniamo l'opzione *Riempi con i valori del parametro*, e poi il valore *Vettore in Ingresso* nel menu a tendina sotto. Ciò farà sì che il valore in *Vettore in Ingresso* (che è il nome del vettore) venga aggiunto al nome file che abbiamo definito, rendendo ogni nome file in uscita diverso. La tabella per i processi in serie dovrebbe ora apparire in questo modo.



L'ultima colonna definisce se aggiungere o meno il vettore risultante al progetto QGIS corrente. Lascia l'opzione *Si* predefinita, in modo tale da vedere i tuoi risultati in questo caso.

Clicca su *OK* e il processo in serie sarà eseguito. Se tutto funziona bene, tutti i tuoi vettori saranno processati, e 3 nuovi vettori saranno creati.

18.27 I modelli nell'interfaccia per i processi in serie

Avvertimento: Attenzione, questo capitolo non è completamente testato, per cui segnala qualunque problema; le immagini sono mancanti

Nota: Questa lezione mostra un altro esempio dell'interfaccia per i processi in serie, ma questa volta utilizzando un modello invece di un algoritmo integrato

I modelli funzionano come un qualunque altro algoritmo, e possono essere utilizzati nell'interfaccia per i processi in serie. Per dimostrare ciò, ecco un breve esempio di quello che possiamo fare utilizzando il nostro ormai ben noto modello idrologico.

Assicurati di aver aggiunto il tuo modello negli strumenti, e poi esegilo nella modalità in serie. Ecco come la finestra di dialogo per i processi in serie dovrebbe apparire.

Avvertimento: da fare: Aggiungi immagine

Aggiungi righe fino a un totale di 5. Seleziona il file DEM corrispondente a questa lezione come file in ingresso per ognuno di esse. In seguito, inserisci 5 diversi valori limite come mostrato di seguito.

Avvertimento: da fare: Aggiungi immagine

Come puoi notare, l'interfaccia per i processi in serie può essere eseguita non solo per lanciare lo stesso processo su set di dati differenti, ma anche sullo stesso set di dati con diversi parametri.

Click on *OK* and you should get 5 new layers with watersheds corresponding to the specified 5 threshold values.

18.28 Pre- and post-execution script hooks

Nota: This lesson shows how to use pre- and post-execution hooks, which allow to perform additional operations before and after actual processing.

Pre- and post-execution hooks are Processing scripts that run before and after actual data processing is performed. This can be used to automate tasks that should be performed whenever an algorithm is executed.

The syntax of the hooks is identical to the syntax of Processing scripts, see the corresponding [chapter](#) in the QGIS User Guide for more details.

In addition to all scripts features, in hooks you can use a special global variable named `alg`, which represents the algorithm that has just been (or is about to be) executed.

Here is an example post-execution script. By default, Processing stores analysis results in temporary files. This script will copy outputs to a specific directory, so they won't be deleted after closing QGIS.

```
import os
import shutil
from processing.core.outputs import OutputVector, OutputRaster, OutputFile

MY_DIRECTORY = '/home/alex/outputs'
```

```
for output in alg.outputs:
    if isinstance(output, (OutputVector, OutputRaster, OutputFile)):
        dirname = os.path.split(output.value)[0]
        shutil.copytree(dirname, MY_DIRECTORY)
```

In the first two lines we import the required Python packages: `os` — for path manipulations, e.g. extracting file name, and `shutil` — for various filesystem operations like copying files. In the third line we import Processing outputs. This will be explained in more detail later in this lesson.

Then we define a `MY_DIRECTORY` constant, which is the path to the directory where we want to copy analysis results.

At the end of the script, we have the main hook code. In the loop we iterate over all algorithm outputs and check if this output is a file-based output and can be copied. If so, we determine top-level directory in which output files are located and then copy all files to our directory.

To activate this hook we need to open the Processing options, find the entry named *Post-execution script file* in the *General* group, and specify the filename of the hook script there. the specified hook will be executed after each Processing algorithm.

In a similar way, we can implement pre-execution hooks. For example, let's create a hook to check input vectors for geometry errors.

```
from qgis.core import QgsGeometry, QgsFeatureRequest
from processing.core.parameters import ParameterVector

for param in alg.parameters:
    if isinstance(param, ParameterVector):
        layer = processing.getObject(param.value)
        for f in layer.getFeatures(QgsFeatureRequest().setSubsetOfAttributes([])):
            errors = f.geometry().validateGeometry()
            if len(errors) > 0:
                progress.setInfo('One of the input vectors contains invalid geometries!')
```

As in the previous example, first we import required QGIS and Processing packages.

Then we iterate over all the algorithm parameters and if a `ParameterVector` parameter is found, we get the corresponding vector layer object from it. We loop over all the features of the layer and check them for geometry errors. If at least one feature contains an invalid geometry, we print a warning message.

To activate this hook we need enter its filename in the *Pre-execution script file* option in the Processing configuration dialog. The hook will be executed before running any Processing algorithm.

18.29 Other programs

Module contributed by Paolo Cavallini - [Faunalia](#)

Nota: This chapter shows how to use additional programs from inside Processing. To complete it, you must have installed, with the tools of your operating system, the relevant packages.

18.29.1 GRASS

GRASS is a free and open source GIS software suite for geospatial data management and analysis, image processing, graphics and maps production, spatial modeling, and visualization.

It is installed by default on Windows through the OSGeo4W standalone installer (32 and 64 bit), and it is packaged for all major Linux distributions.

18.29.2 R

R is a free and open source software environment for statistical computing and graphics.

It has to be installed separately, together with a few necessary libraries (**LIST**).

The beauty of Processing implementation is that you can add your own scripts, simple or complex ones, and they may then be used as any other module, piped into more complex workflows, etc.

Test some of the preinstalled examples, if you have **R** already installed (remember to activate **R** modules from the General configuration of Processing).

18.29.3 OTB

OTB (also known as Orfeo ToolBox) is a free and open source library of image processing algorithms. It is installed by default on Windows through the OSGeo4W standalone installer (**NB: 32 bit only**). Paths should be configured in Processing.

In a standard OSGeo4W Windows installation, the paths will be:

```
OTB application folder    C:\OSGeo4W\apps\orfeotoolbox\applications
OTB command line tools folder C:\OSGeo4W\bin
```

On Debian and derivatives, it will be `/usr/bin`

18.29.4 Others

TauDEM is a suite of Digital Elevation Model (DEM) tools for the extraction and analysis of hydrologic information. Availability in various operating system varies.

LASTools is a set of mixed, free and proprietary commands to process and analyze LiDAR data. Availability in various operating system varies.

More tools are available through additional plugins, e.g.:

- **LecoS**: a suite for land cover statistics and landscape ecology

- *lwgeom*: formerly part of PostGIS, this library brings a few useful tools for geometry cleanup
- *Animove*: tools to analyse the home range of animals.

More will come.

18.29.5 Comparison among backends

Buffers and distances

Let's load `points.shp` and type `buf` in the filter of the Toolbox, then double click on:

- *Fixed distance buffer*: Distance 10000
- *Variable distance buffer*: Distance field `SIZE`
- *v.buffer.distance*: distance 10000
- *v.buffer.column*: `bufcolumn` `SIZE`
- *Shapes Buffer*: fixed value 10000 (dissolve and not), attribute field (with scaling)

See how speed is quite different, and different options are available.

Exercise for the reader: find the differences in geometry output between different methods.

Now, raster buffers and distances:

- first, load and rasterize the vector `rivers.shp` with *GRASS* → *v.to.rast.value*; **beware**: cell size must be set to 100 m, otherwise the computation time will be enormous; resulting map will have 1 and NULLs
- same, with *SAGA* → *Shapes to Grid* → *COUNT* (resulting map: 6 to 60)
- then, *proximity* (value= 1 for *GRASS*, a list of rivers ID for *SAGA*), *r.buffer* with parameters 1000,2000,3000, *r.grow.distance* (the first of the two maps; the second will show the areas pertaining to each river, if done on the *SAGA* raster).

Dissolve

Dissolve features based on a common attribute:

- *GRASS* → *v.dissolve* `municipalities.shp` on `PROVINCIA`
- *QGIS* → *Dissolve* `municipalities.shp` on `PROVINCIA`
- *OGR* → *Dissolve* `municipalities.shp` on `PROVINCIA`
- *SAGA* → *Polygon Dissolve* `municipalities.shp` on `PROVINCIA` (**NB**: *Keep inner boundaries* must be unselected)

Nota: The last one is broken in *SAGA* <=2.10

Exercise for the reader: find the differences (geometry and attributes) between different methods.

18.30 Interpolation and contouring

Module contributed by Paolo Cavallini - *Faunalia*

Nota: This chapter shows how to use different backends to calculate different interpolations.

18.30.1 Interpolazione

The project shows a gradient in rainfall, from south to north. Let's use different methods for interpolation, all based on vector `points.shp`, parameter RAIN:

Avvertimento: Set cell size to 500 for all analyses.

- GRASS → *v.surf.rst*
- SAGA → *Multilevel B-Spline Interpolation*
- SAGA → *Inverse Distance Weighted* [Inverse distance to a power; Power: 4; Search radius: Global; Search range: all points]
- GDAL → *Grid (Inverse Distance to a power)* [Power:4]
- GDAL → *Grid (Moving average)* [Radius1&2: 50000]

Then measure variation among methods and correlate it with distance to points:

- GRASS → *r.series* [Unselect Propagate NULLs, Aggregate operation: stddev]
- GRASS → *v.to.rast.value* on `points.shp`
- GDAL → *Proximity*
- GRASS → *r.covar* to show the correlation matrix; check the significance of the correlation e.g. with <http://vassarstats.net/rsig.html>.

Thus, areas far from points will have less accurate interpolation.

18.30.2 Contour

Various methods to draw contour lines [always step= 10] on the *stddev* raster:

- GRASS → *r.contour.step*
- GDAL → *Contour*
- SAGA → *Contour lines from grid* [**NB:** in some older SAGA versions, output shp is not valid, known bug]

18.31 Vector simplification and smoothing

Module contributed by Paolo Cavallini - *Faunalia*

Nota: This chapter shows how simplify vectors, and smooth out sharp corners.

Sometimes we need a simplified version of a vector, to have a smaller file size and get rid of unnecessary details. Many tools do this in a very rough way, and miss the adjacency and sometimes the topological correctness of polygons. GRASS is the ideal tool for this: being a topological GIS, adjacency and correctness are preserved even at very high simplification levels. In our case, we have a vector resulting from a raster, thus showing a “saw” pattern at borders. Applying a simplification results in straight lines:

- GRASS → *v.generalize* [Maximal tolerance value: 30 m]

We can also do the reverse, and make a layer more complex, smoothing out sharp corners:

- GRASS → *v.generalize* [method: chaiken]

Try to apply this second command both to original vector and to the one from the first analysis, and see the difference. Note that adjacency is not lost.

This second option can be applied e.g. to contour lines resulting from a coarse raster, to GPS tracks with sparse vertices, etc.

18.32 Planning a solar farm

Module contributed by Paolo Cavallini - Faunalia

Nota: This chapter shows how to use several criteria to locate the areas suitable for installing a photovoltaic power station

First of all, create an aspect map from DTM:

- *GRASS* → *r.aspect* [Data type: int; cell size:100]

In GRASS, aspect is calculated in degrees, counterclockwise starting from East. To extract only South facing slopes (270 degrees +/- 45), we can reclassify it:

- *GRASS* → *r.reclass*

with the following rules:

```
225 thru 315 = 1 south
* = NULL
```

You can use the text file `reclass_south.txt` provided. Note that with these simple text files we can create also very complex reclassifications.

We want to build a large farm, so we select only large (> 100 ha) contiguous areas:

- *GRASS* → *r.reclass.greater*

Finally, we convert to a vector:

- *GRASS* → *r.to.vect* [Feature type: area; Smooth corners: yes]

Exercise for the reader: repeat the analysis, replacing GRASS commands with analogous from other programs.

18.33 Utilizzare gli script R in Processing

Module contributed by Matteo Ghetta - funded by Scuola Superiore Sant'Anna

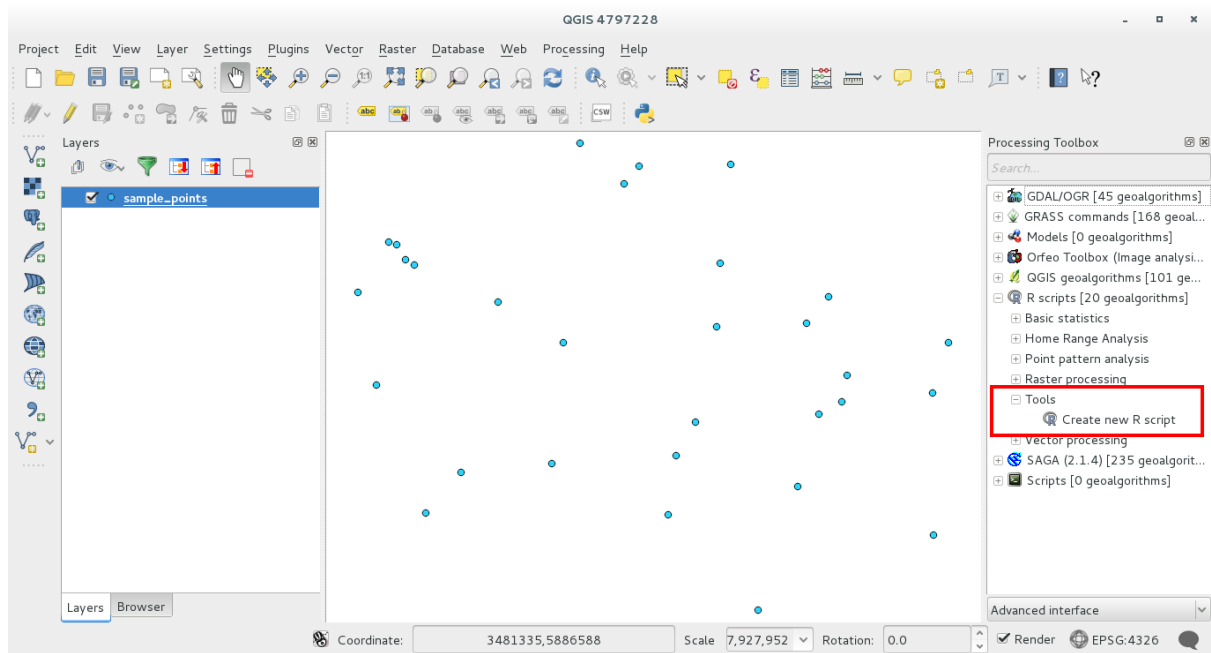
Processing allows to write and run R scripts inside QGIS.

Avvertimento: R deve essere installato sul tuo computer e PATH deve essere configurato correttamente. Inoltre processing chiama i pacchetti R esterni, ma non è in grado di installarli. Quindi assicurati di installare i pacchetti esterni direttamente in R. Vedi il relativo *capitolo* nel manuale dell'utente.

Nota: Se hai qualche problema con i *pacchetti*, forse è legato ai pacchetti *obbligatori* mancanti richiesti da Processing, come `sp`, `rgdal` e `raster`.

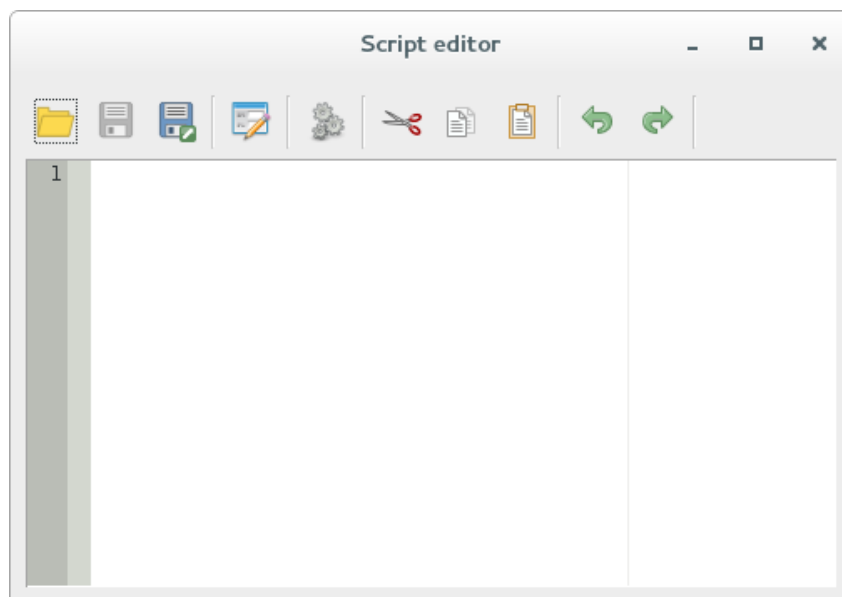
18.33.1 Aggiuni script

L'aggiunta di uno script è molto semplice. Apri gli Strumenti di Processing e clicca su *R -> Strumenti -> Crea nuovo script R*.



Nota: Se non riesci a vedere R in Processing, devi attivarlo in **menuelezione: 'Elaborazione -> Opzioni -> Providers'**

Apri una *finestra dell'editor di script* in cui in cui devi specificare alcuni parametri prima di poter aggiungere il corpo dello script.



18.33.2 Creating plots

In this tutorial we are going to create a **boxplot** of a vector layer field.

Open the `r_intro.qgs` QGIS project under the `exercise_data/processing/r_intro/` folder.

Script parameters

Open the editor and start writing at the beginning of it.

You **must** specify some parameters **before** the script body:

1. the name of the group in which you want to put your script:

```
##plots=group
```

so you will find your script in the **plots** group in the Processing toolbox.

2. you have to tell Processing that you want to display a plot (just in this example):

```
##showplots
```

this way in the **Result Viewer** of Processing you'll see the plot.

3. You need also to tell Processing with which kind of data you are working with. In this example we want to create a plot from a field of a vector layer:

```
##Layer=vector
```

Processing knows now that the input is a vector. The name *Layer* is not important, what matters is the **vector** parameter.

4. Finally, you have to specify the input field of the vector layer you want to plot:

```
##X=Field Layer
```

So Processing knows that you have called **X** the **Field Layer**.

Script body

Now that you have set up the *heading* of the script you can add the function:

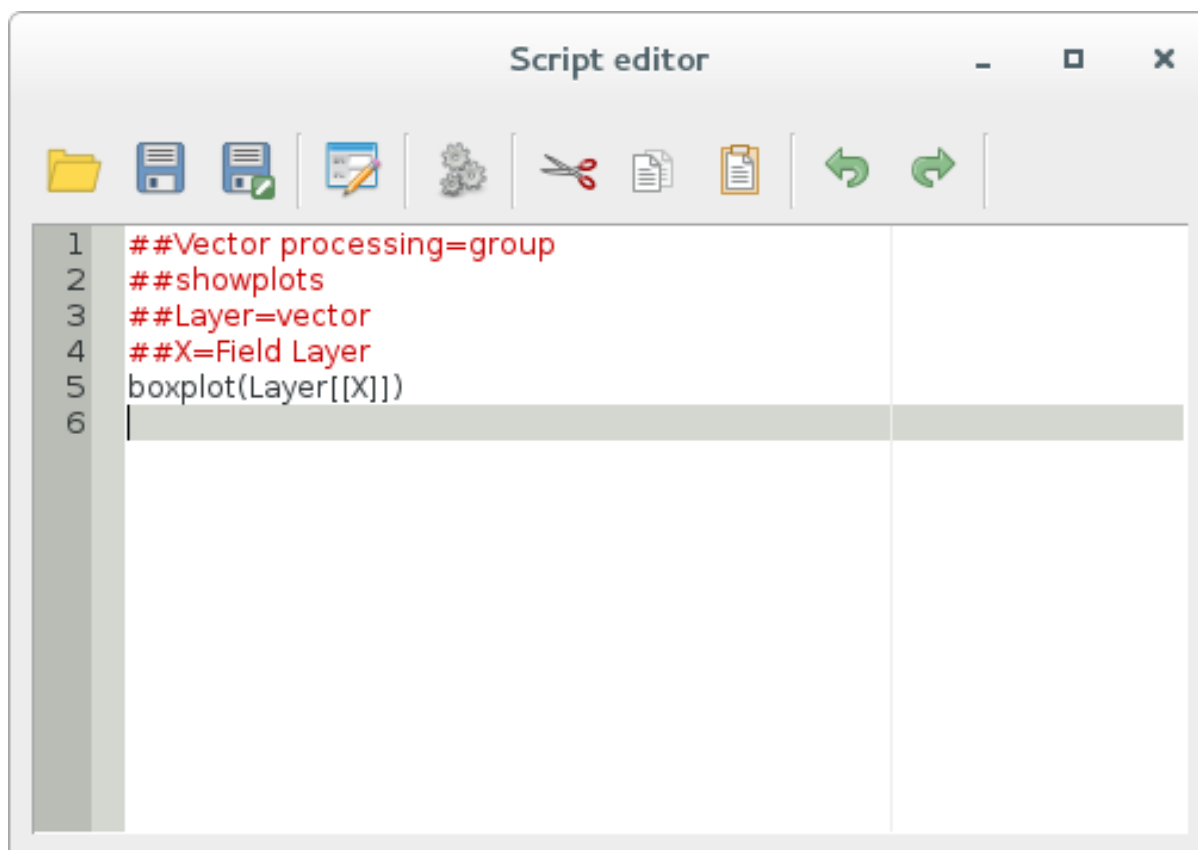
```
boxplot(Layer[[X]])
```

Notice that **boxplot** is the name of the R function itself that calls **Layer** as dataset and **X** as the field of the dataset.

Avvertimento: The parameter **X** is within a double square bracket [[]]

The final script looks like this:

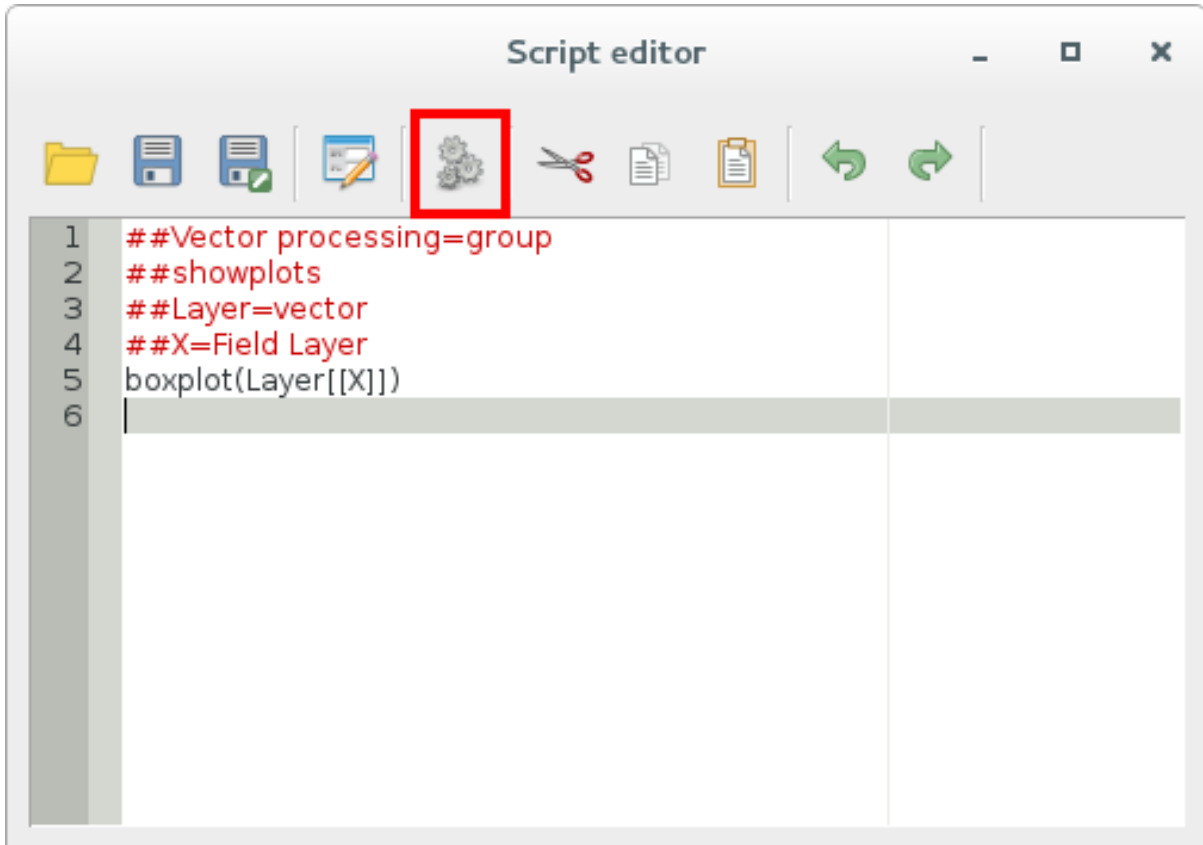
```
##Vector processing=group
##showplots
##Layer=vector
##X=Field Layer
boxplot(Layer[[X]])
```



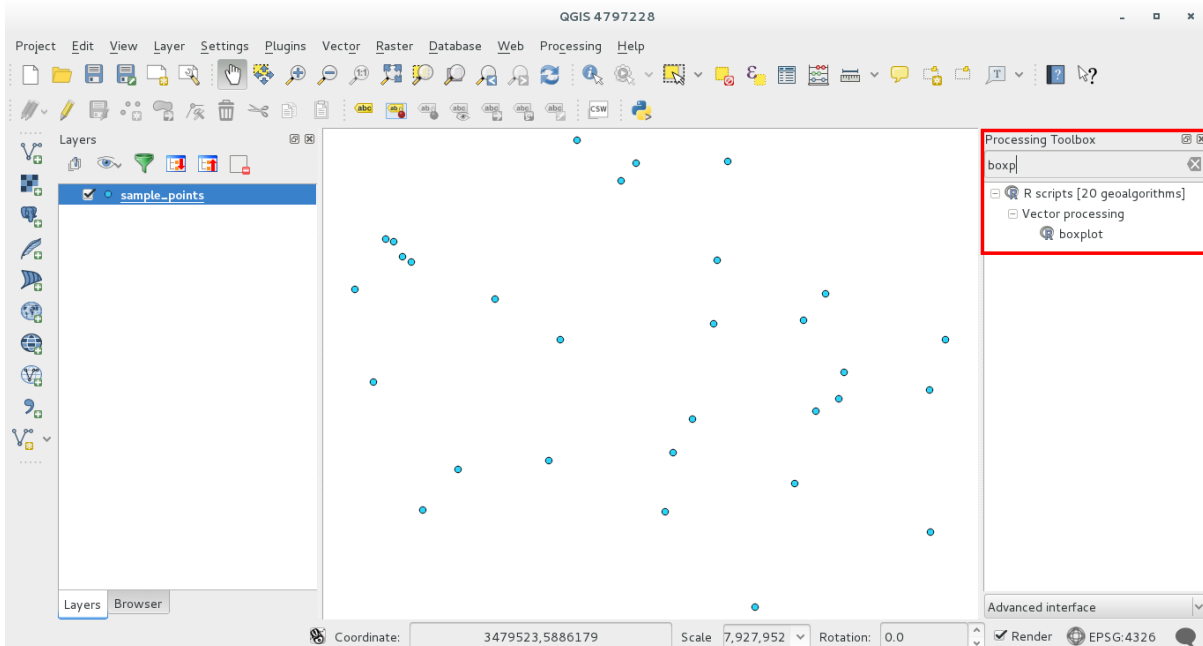
Save the script in the default path suggested by Processing. The name you choose will be the same as the name of the script you'll find in the Processing toolbox.

Nota: You can save the script in other paths, but Processing isn't able to upload them automatically and you have to upload all the scripts manually

Now just run it using the button on the top of the editor window:



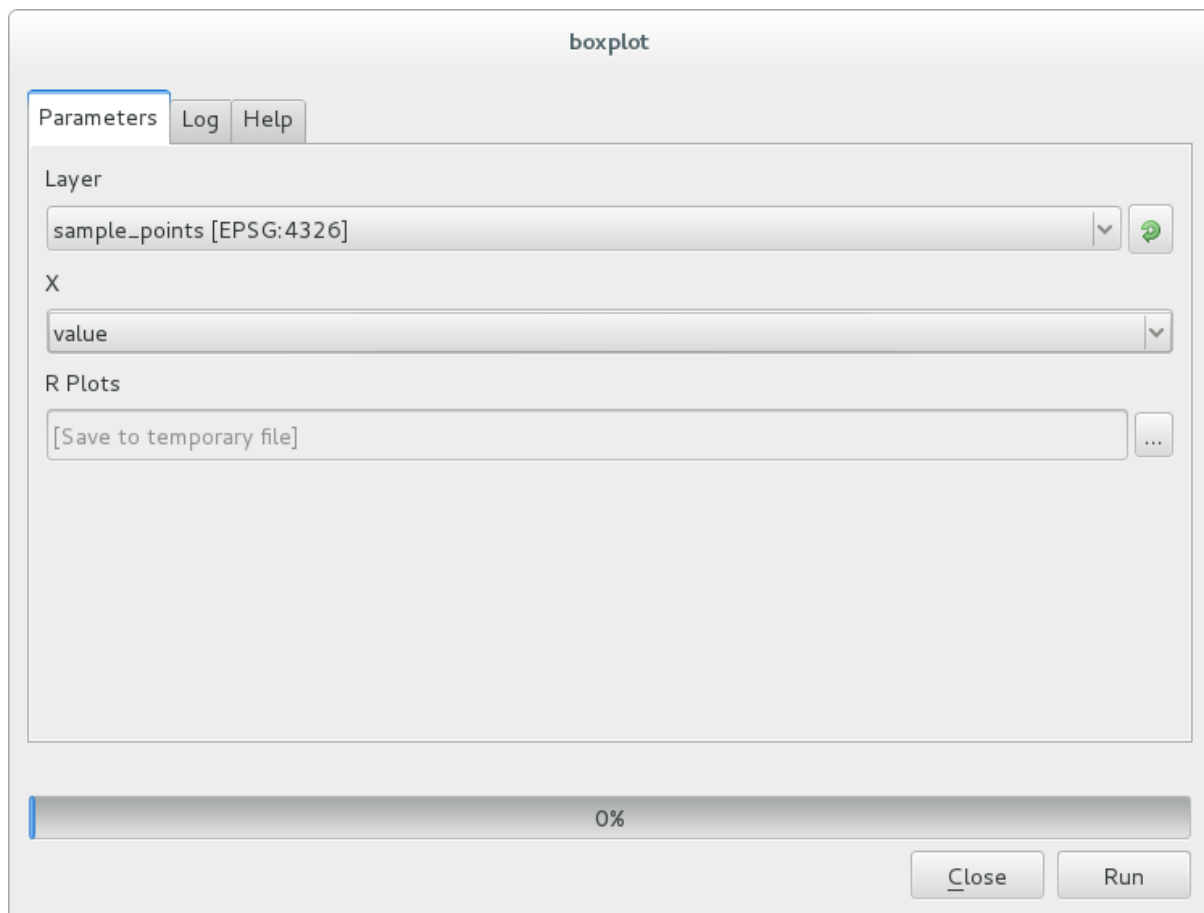
Otherwise, once the editor window has been closed, use the text box of Processing to find your script:



You are now able to fill the parameters required in the Processing algorithm window:

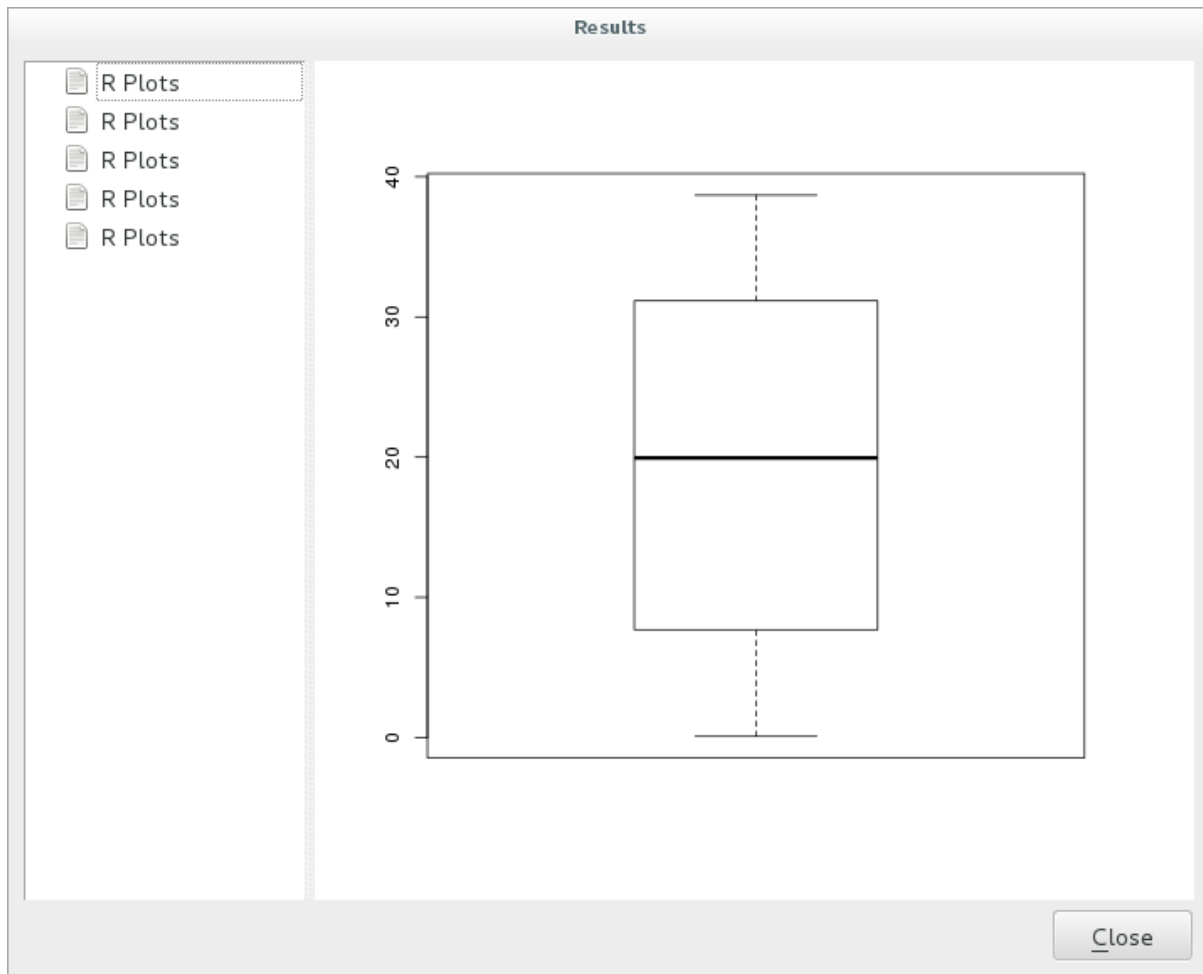
- as **Layer** choose the *sample points* one
- fill the **X** field with the **value** parameter

Click on **Run**.



The **Result window** should be automatically opened, if not, just click on *Processing* → *Result Viewer...*

This is the final result you'll see:



Nota: You can open, copy and save the image by right clicking on the plot

18.33.3 Create a vector

With an R script you can also create a vector and automatically load it in QGIS.

The following example has been taken from the `Random sampling grid` script that you can download from the online collection *R* → *Tools* → *Download R scripts from the on-line collection*.

The aim of this exercise is to create a random point vector in a layer extent using the `spsample` function of the `sp` package.

Script parameters

As before we have to set some parameters before the script body:

1. specify the name of the group in which you want to put your script, for example *Point pattern analysis*:

```
##Point pattern analysis=group
```

2. set the layer that will contain the random points:

```
##Layer=vector
```

3. set the number of points that are going to be created:

```
##Size=number 10
```

Nota: 10 is going to be the default value. You can change this number or you can leave the parameter without a default number

4. specify that the output is a vector layer:

```
##Output= output vector
```

Script body

Now you can add the body of the function:

1. run the `spsample` function:

```
pts=spsample(Layer,Size,type="random")
```

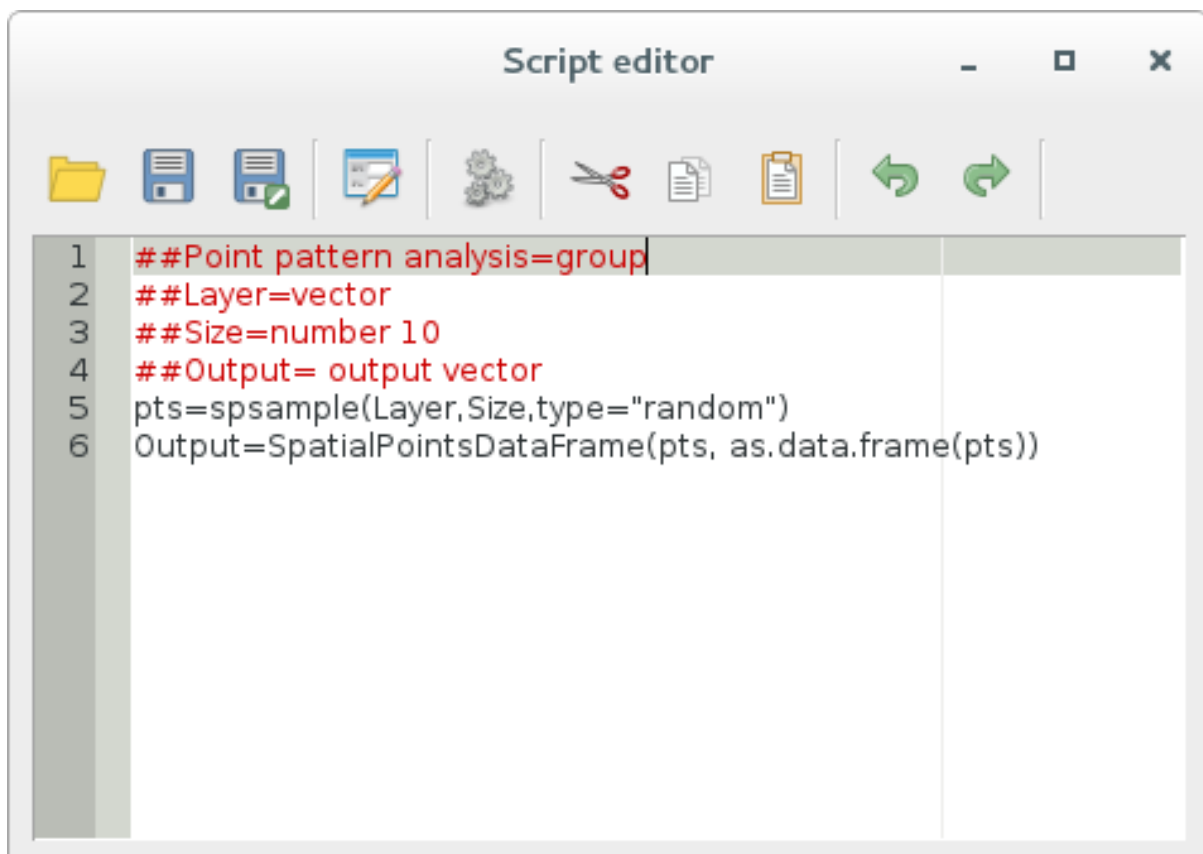
this way the function takes the extent of the *Layer*, the number of points is taken from the *Size* parameter and the point generation is *random*

2. Write the line that contains the parameters of the output:

```
Output=SpatialPointsDataFrame(pts, as.data.frame(pts))
```

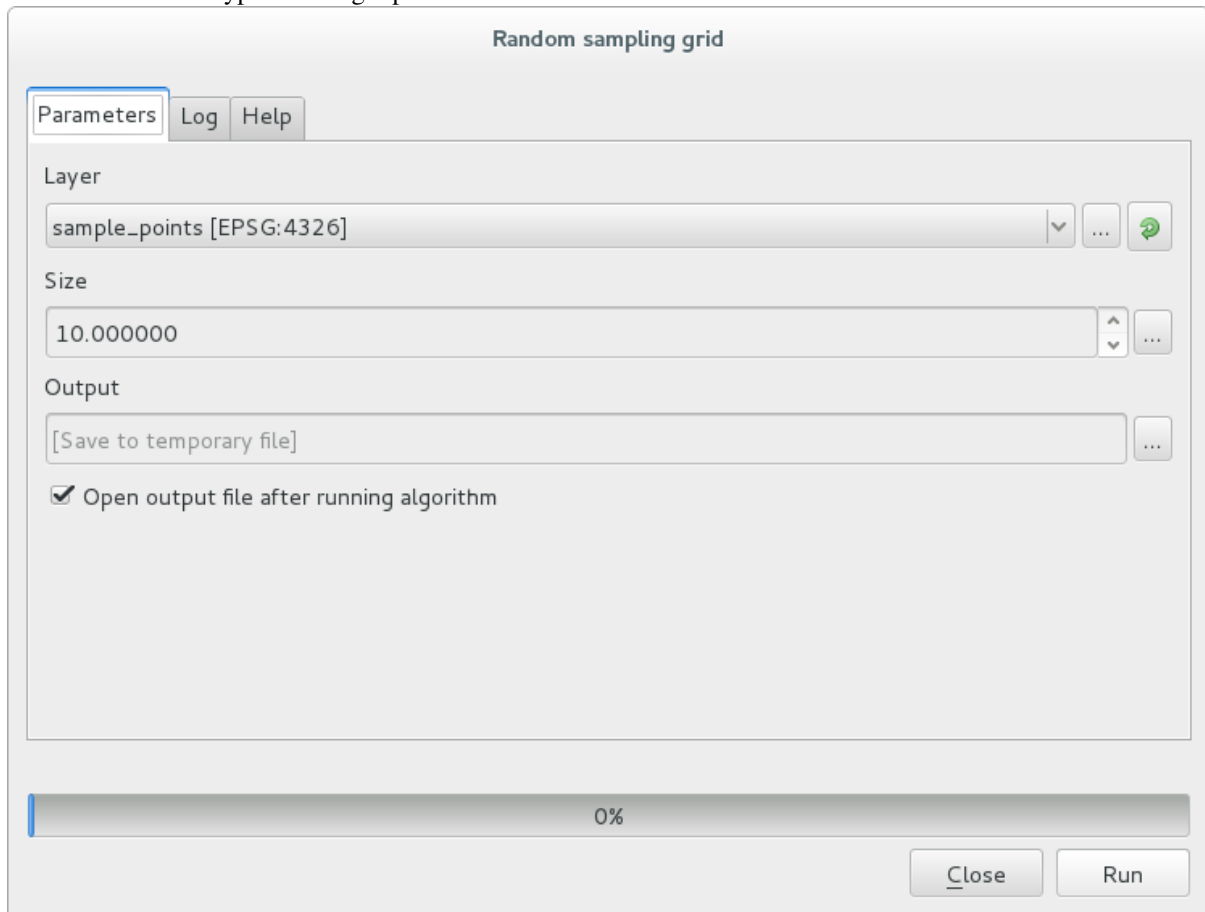
The final script looks like this:

```
##Point pattern analysis=group
##Layer=vector
##Size=number 10
##Output= output vector
pts=spsample(Layer,Size,type="random")
Output=SpatialPointsDataFrame(pts, as.data.frame(pts))
```



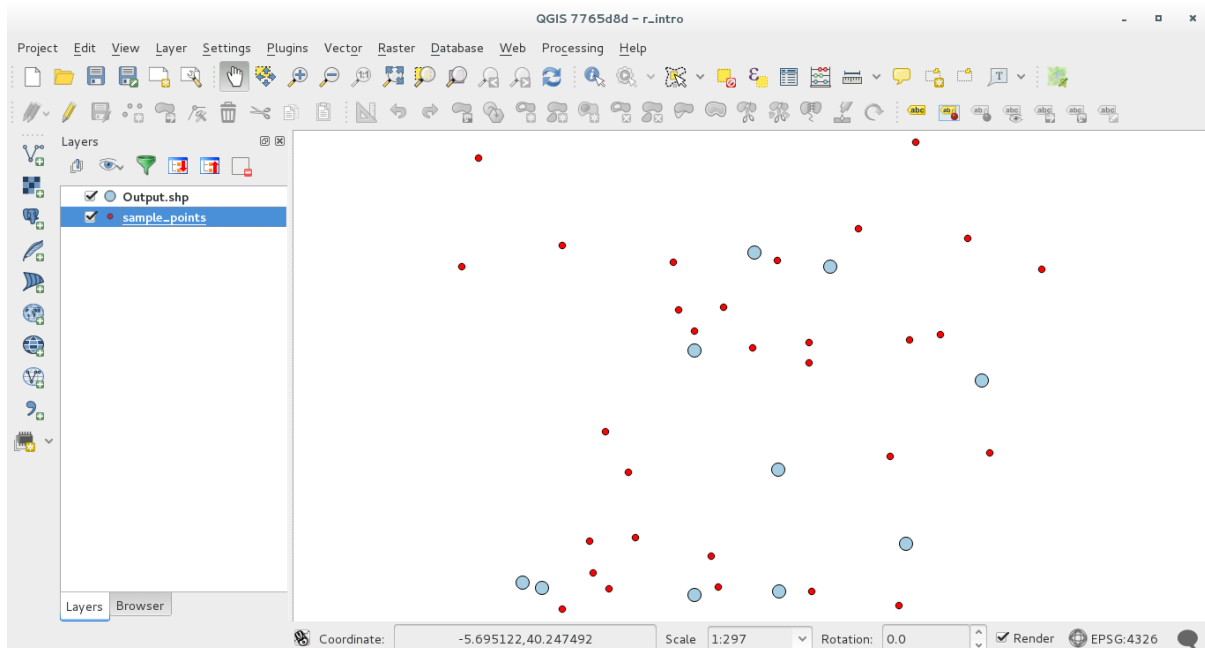
Save it and run it, clicking on the running button.

In the new window type in the right parameters:



and click on run.

Resulting points will be displayed in the map canvas



18.33.4 R - Processing syntax

Beware that Processing uses some special syntax to get the results out of R:

- > before your command, as in `>lillie.test(Layer[[Field]])` means the result should be sent to R output (Result viewer)
- + after a plot to call overlay plots. For example `plot(Layer[[X]], Layer[[Y]]) + abline(h=mean(Layer[[X]]))`

18.34 Sintassi di R negli script di Processing

Module contributed by Matteo Ghetta - funded by [Scuola Superiore Sant'Anna](#)

Scrivere script di R in Processing potrebbe essere leggermente complicato a causa della sintassi che deve essere adottata.

Ogni script inizia con **Input** e **Output** preceduto da ##.

18.34.1 Input

Prima di specificare gli input puoi anche impostare il gruppo degli algoritmi nel quale il tuo script sarà inserito. Se il gruppo esiste già, l'algoritmo sarà aggiunto agli altri, altrimenti sarà automaticamente creato un nuovo gruppo:

1. creazione del gruppo, `##My Group=group`

Then you have to specify all the input types and eventually the additional parameters. You can have different inputs:

1. vettore, `##Layer = vector`
2. Campo del vettore, `##F = Field Layer` (dove Layer è il nome del vettore in ingresso)
3. raster, `##r = raster`
4. table, `##t = table`
5. numero, `##Num = number`
6. stringa, `##Str = string`
7. booleano, `##Bol = boolean`

you can also have a dropdown menu with all the parameters you want; the items must be separated with semicolons ;:

8. `##type=selection point;lines;point+lines`

18.34.2 Output

Come per gli input, ogni output deve essere definito all'inizio dello script:

1. vettore, `##output= output vector`
2. raster, `##output= output raster`
3. table, `##output= output table`
4. plots, `##showplots`
5. Per l'output di R nel *Visualizzatore Risultati*, inserisci **all'interno** dello script `>` **prima** dell'output che vuoi visualizzare

18.34.3 Corpo dello script

Il corpo dello script segue la sintassi di R e il pannello di **Log** può aiutarti se qualcosa non funziona nel tuo script.

Ricorda che nello script devi caricare tutte le librerie aggiuntive:

```
library(sp)
```

Esempio con vettore in uscita

Let's take an algorithm from the online collection that creates random points from the extent of an input layer:

```
##Point pattern analysis=group
##Layer=vector
##Size=number 10
##Output= output vector
library(sp)
pts=spsample(Layer,Size,type="random")
Output=SpatialPointsDataFrame(pts, as.data.frame(pts))
```

e ottieni attraverso le linee:

1. Point pattern analysis è il gruppo dell'algoritmo
2. Layer is the **vettore** in ingresso
3. Size è il parametro **numerico** con un valore predefinito di 10
4. Output è il **vettore** che sarà creato dall'algoritmo
5. library(sp) carica la libreria **sp** (che dovrebbe essere già installata sul tuo computer e la cui installazione deve essere fatta **in R**)
6. call the spsample function of the sp library and pass it to all the input defined above
7. crea il vettore in uscita con la funzione SpatialPointsDataFrame

Fatto! Esegui semplicemente l'algoritmo con un vettore a disposizione nella Legenda di QGIS, scegli il numero di punti casuali e li visualizzerai nell'Area di Mappa di QGIS.

Esempio con raster in uscita

Lo script seguente eseguirà un kriging ordinario di base e creerà una mappa raster dei valori interpolati:

```
##Basic statistics=group
##Layer=vector
##Field=Field Layer
##Output=output raster
require("automap")
require("sp")
require("raster")
table=as.data.frame(Layer)
coordinates(table)= ~coords.x1+coords.x2
c = Layer[[Field]]
kriging_result = autoKrige(c~1, table)
prediction = raster(kriging_result$krige_output)
Output<-prediction
```

da un vettore e il suo campo in ingresso l'algoritmo userà la funzione autoKrige` del pacchetto di R `automap` e inizialmente calcolerà il modello di kriging e successivamente creerà un raster.

Il raster è creato con la funzione raster del pacchetto raster di R.

Esempio con tabella in uscita

Modifichiamo l'algoritmo Summary Statistics in modo che l'output sia un file tabella (csv).

Il corpo dello script è il seguente:

```
##Basic statistics=group
##Layer=vector
##Field=Field Layer
##Stat=Output table
Summary_statistics<-data.frame(rbind(
sum(Layer[[Field]]),
length(Layer[[Field]]),
length(unique(Layer[[Field]])),
min(Layer[[Field]]),
max(Layer[[Field]]),
max(Layer[[Field]])-min(Layer[[Field]]),
mean(Layer[[Field]]),
median(Layer[[Field]]),
sd(Layer[[Field]]), row.names=c("Sum:", "Count:", "Unique values:", "Minimum value:", "Maximum value:"))
colnames(Summary_statistics)<-c(Field)
Stat<-Summary_statistics
```

La terza linea specifica il **Vector Field** in ingresso e la quarta linea dice all'algoritmo che l'output sarà una tabella.

L'ultima linea utilizzerà l'oggetto Stat creato nello script e lo convertirà in una tabella csv.

Example with console output

We can take the previous example and instead of creating a table, print the result in the **Result Viewer**:

```
##Basic statistics=group
##Layer=vector
##Field=Field Layer
Summary_statistics<-data.frame(rbind(
sum(Layer[[Field]]),
length(Layer[[Field]]),
length(unique(Layer[[Field]])),
min(Layer[[Field]]),
max(Layer[[Field]]),
max(Layer[[Field]])-min(Layer[[Field]]),
mean(Layer[[Field]]),
median(Layer[[Field]]),
sd(Layer[[Field]]), row.names=c("Sum:", "Count:", "Unique values:", "Minimum value:", "Maximum value:"))
colnames(Summary_statistics)<-c(Field)
>Summary_statistics
```

The script is exactly the same of above with just 2 edits:

1. no more output specified (the fourth line has been removed)
2. the last line begins with > that tells Processing to print the object in the result viewer

Example with plot

Creating plots is very simple. You have to use the `##showplots` parameter as the following script shows:

```
##Basic statistics=group
##Layer=vector
##Field=Field Layer
##showplots
qqnorm(Layer[[Field]])
qqline(Layer[[Field]])
```

the script takes a field of the vector layer in input and creates a *QQ Plot* to test the normality of the distribution. The plot is automatically added to the *Result Viewer* of Processing.

18.35 R Syntax Summary table for Processing

Module contributed by Matteo Ghetta - funded by [Scuola Superiore Sant'Anna](#)

Processing allows a lot of different input and output parameter that can be used in the script body. Here a summary table:

18.35.1 Input parameters

Parameter	Syntax example	Returning objects
vector	Layer = vector	SpatialDataFrame object, default object of <code>rgdal</code> package
vector point	Layer = vector point	SpatialPointDataFrame object, default object of <code>rgdal</code> package
vector line	Layer = vector line	SpatialLineDataFrame object, default object of <code>rgdal</code> package
vector polygon	Layer = vector polygon	SpatialPolygonsDataFrame object, default object of <code>rgdal</code> package
multiple vector	Layer = multiple vector	SpatialDataFrame objects, default object of <code>rgdal</code> package
vector table	Layer = table	dataframe conversion from csv, default object of <code>read.csv</code> function
field	Field = Field Layer	name of the Field selected, e.g. "Area"
raster	Layer = raster	RasterBrick object, default object of <code>raster</code> package
multiple raster	Layer = multiple raster	RasterBrick objects, default object of <code>raster</code> package
number	N = number	integer or floating number chosen
string	S = string	string added in the box
longstring	LS = longstring	string added in the box, could be longer then the normal string
selection	S = selection first;second;third	string of the selected item chosen in the dropdown menu
crs	C = crs	string of the resulting CRS chosen, in the format: "EPSG:4326"
extent	E = extent	Extent object of the <code>raster</code> package, you can extract values as <code>E@xmin</code>
point	P = point	when clicked on the map, you have the coordinates of the point
file	F = file	path of the file chosen, e.g. "/home/matteo/file.txt"
folder	F = folder	path of the folder chosen, e.g. "/home/matteo/Downloads"

Any of the input could be also **OPTIONAL**, that means that you have a handy way to tell the script to ignore this parameter.

In order to set an input as optional, you just have to add the string `optional` **before** the input, e.g:

```
##Layer = vector
##Field1 = Field Layer
##Field2 = optional Field Layer
```

18.35.2 Output parameters

Output parameters take the **Input** names you gave at the beginning of the script and write the object you want.

Parameter	Syntax example
vector	Output = output vector
raster	Output = output raster
table	Output = output table
file	Output = output file

Nota: for the plot input type, you can save the plot as `png` directly from the *Processing Result Viewer* or you can choose to save the plot directly from the algorithm interface.

18.35.3 Examples

In order to better understand all the input and output parameters, please have a look at the *R Syntax chapter*.

18.36 Predicting landslides

Module contributed by Paolo Cavallini - [Faunalia](#)

Nota: This chapter shows how to create an oversimplified model to predict the probability of landslides.

First, we calculate slope (choose among various backends; the interested reader can calculate the difference between the outputs):

- *GRASS* → *r.slope*
- *SAGA* → *Slope, Aspect, Curvature*
- *GDAL Slope*

Then we create a model of predicted rainfall, based on the interpolation of rainfall values at meteo stations:

- *GRASS* → *v.surf.rst* (resolution: 500 m)

The probability of a landslide will be very roughly related to both rainfall and slope (of course a real model will use more layers, and appropriate parameters), let's say $(\text{rainfall} * \text{slope}) / 100$:

- *SAGA* → *Raster calculator* rain, slope: $(a*b) / 100$ (or: *GRASS* → *r.mapcalc*)
- then let's calculate what are the municipalities with the greatest predicted risk of rainfall: *SAGA* → *Raster statistics with polygons* (the parameters of interest are *Maximum* and *Mean*)

Module: Usare i database spaziali in QGIS

In questo modulo imparerete ad usare i database spaziali con QGIS per gestire, visualizzare e manipolare dati in un database ma anche ad eseguire delle analisi per interrogazione. Useremo principalmente PostgreSQL e PostGIS (che sono stati descritti nella sezione precedente), ma gli stessi concetti si applicano ad altri database spaziali tra cui Spatialite.

19.1 Lesson: Working with Databases in the QGIS Browser

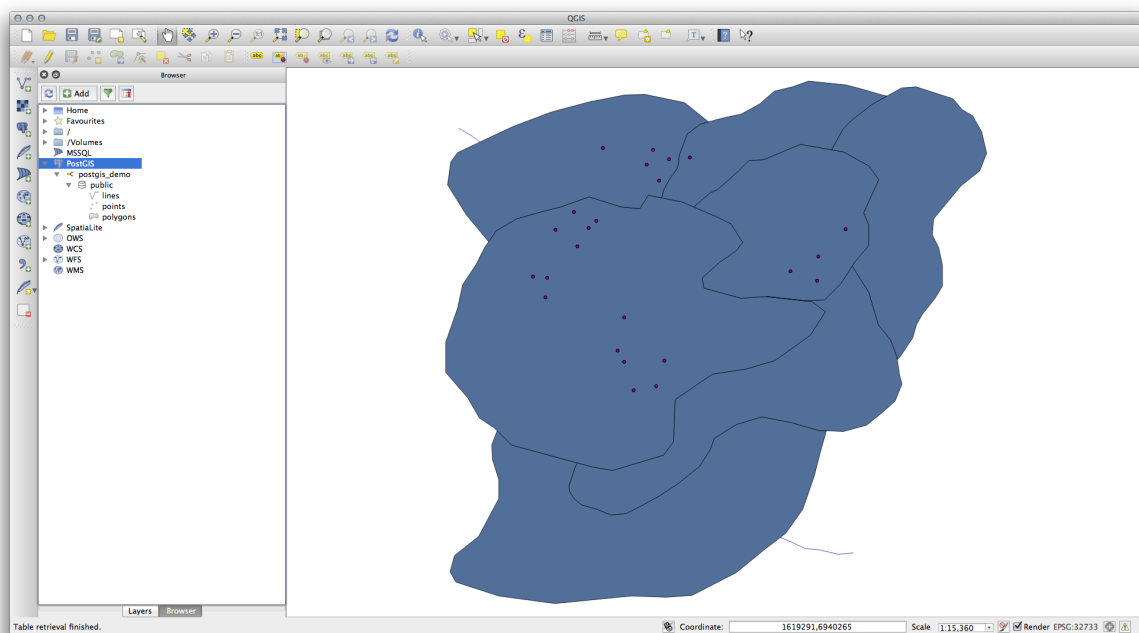
In the previous 2 modules we looked at the basic concepts, features and functions of relational databases as well as extensions that let us store, manage, query and manipulate spatial data in a relational database. This section will dive deeper into how to effectively use spatial databases in QGIS.

The goal for this lesson: To learn how to interact with spatial databases using the QGIS Browser interface.

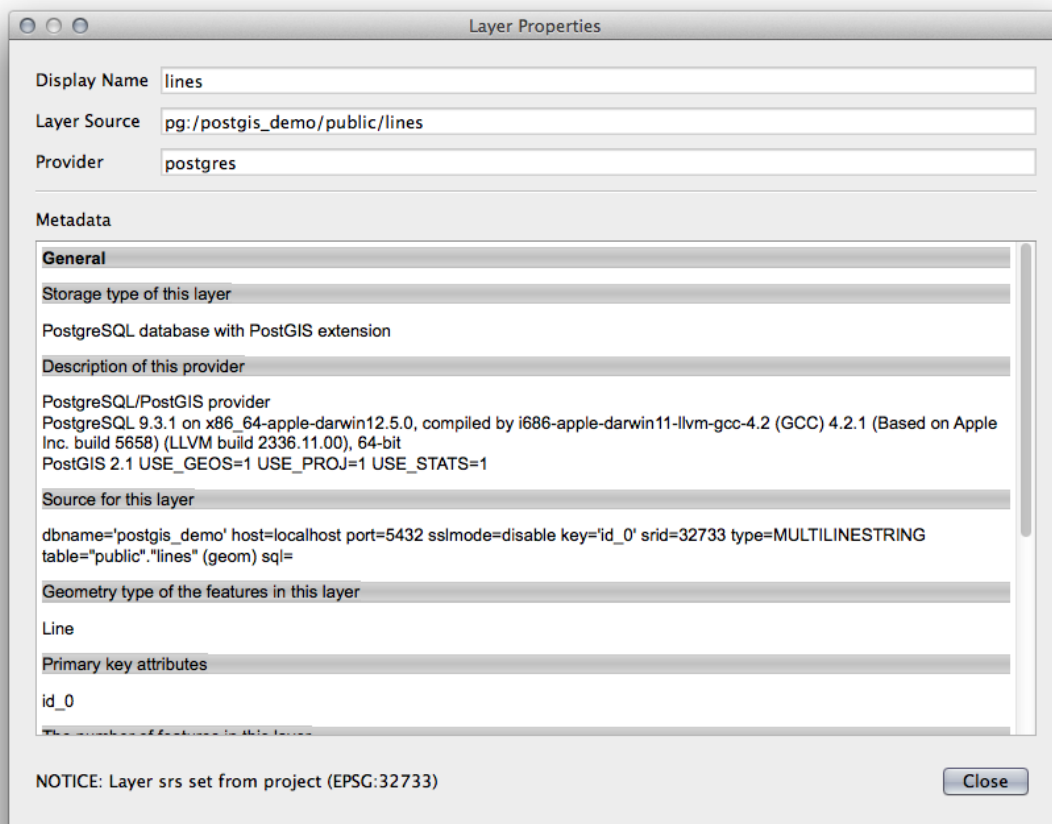
19.1.1 Follow Along: Adding Database Tables to QGIS using the Browser

We have already briefly looked at how to add tables from a database as QGIS layers, now lets look at this in a bit more detail and look at the different ways this can be done in QGIS. Lets start by looking at the new Browser interface.

- Start a new empty map in QGIS.
- Open the Browser by clicking the *Browser* tab at the bottom of the *Layer Panel*
- Open the PostGIS portion of the tree and you should find your previously configured connection available (you may need to click the Refresh button at the top of the browser window).



- Double clicking on any of the table/layers listed here will add it to the Map Canvas.
- Right Clicking on a table/layer in this view will give you a few options. Click on the *Properties* item to look at the properties of the layer.



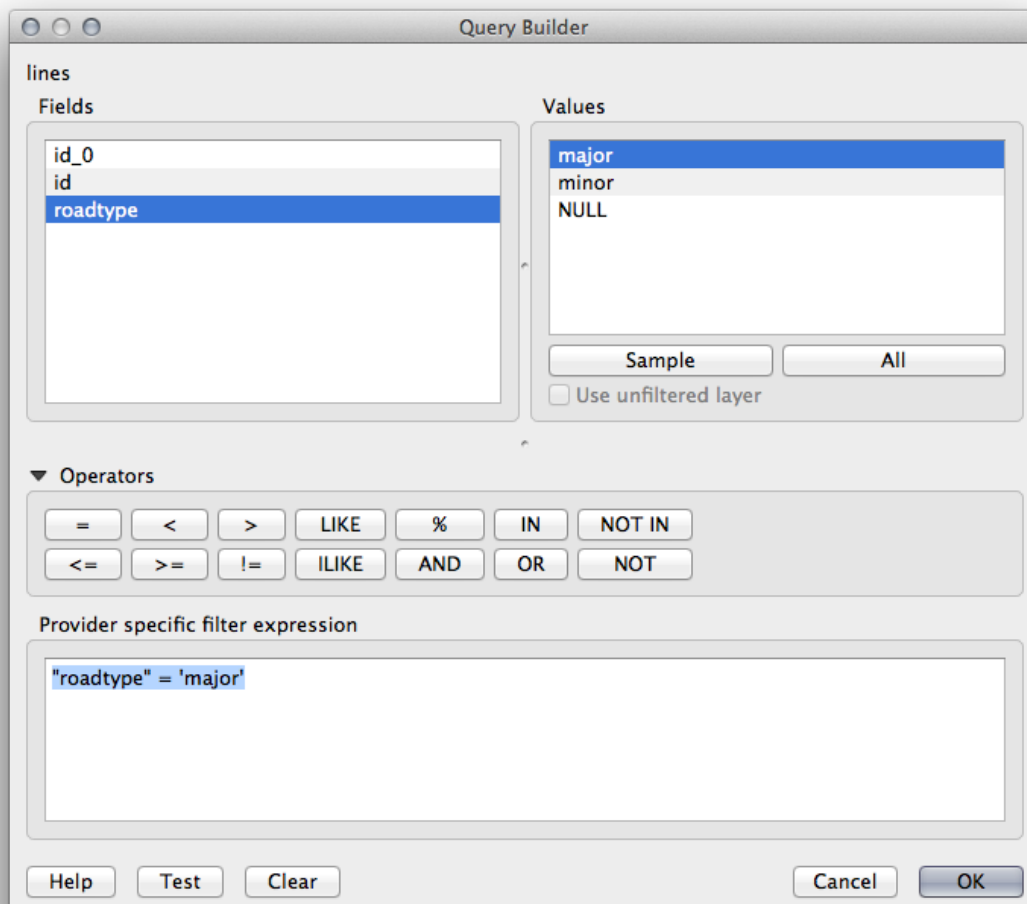
Nota: Of course you can also use this interface to connect to PostGIS databases hosted on a server external to your workstation. Right clicking on the PostGIS entry in the tree will allow you to specify connection parameters for a new connection.

19.1.2 Follow Along: Adding a filtered set of records as a Layer

Now that we have seen how to add an entire table as a QGIS layer it might be nice to learn how to add a filtered set of records from a table as a layer by using queries that we learned about in previous sections.

- Start a new empty map with no layers
- Click the *Add PostGIS Layers* button or select *Layer → Add PostGIS Layers* from the menu.
- In the *Add PostGIS Table(s)* dialog that comes up, connect to the `postgis_demo` connection.
- Expand the `public` schema and you should find the three tables we were working with previously.
- Click the `lines` layer to select it, but instead of adding it, click the *Set Filter* button to bring up the *Query Builder* dialog.
- Construct the following expression using the buttons or by entering it directly:

```
"roadtype" = 'major'
```



- Click *OK* to complete editing the filter and click *Add* to add the filtered layer to your map.

- Rename the `lines` layer in the tree to `roads_primary`.

You will notice that only the Primary Roads have been added to your map rather than the entire layer.

19.1.3 In Conclusion

You have seen how to interact with spatial databases using the QGIS Browser and how to add layers to your map based on a query filter.

19.1.4 What's Next?

Next you'll see how to work with the DB Manager interface in QGIS for a more complete set of database management tasks.

19.2 Lesson: Using DB Manager to work with Spatial Databases in QGIS

We have already seen how to perform many database operations with QGIS as well as with other tools, but now it's time to look at the DB Manager tool which provides much of this same functionality as well as more management oriented tools.

The goal for this lesson: To learn how to interact with spatial databases using the QGIS DB Manager.

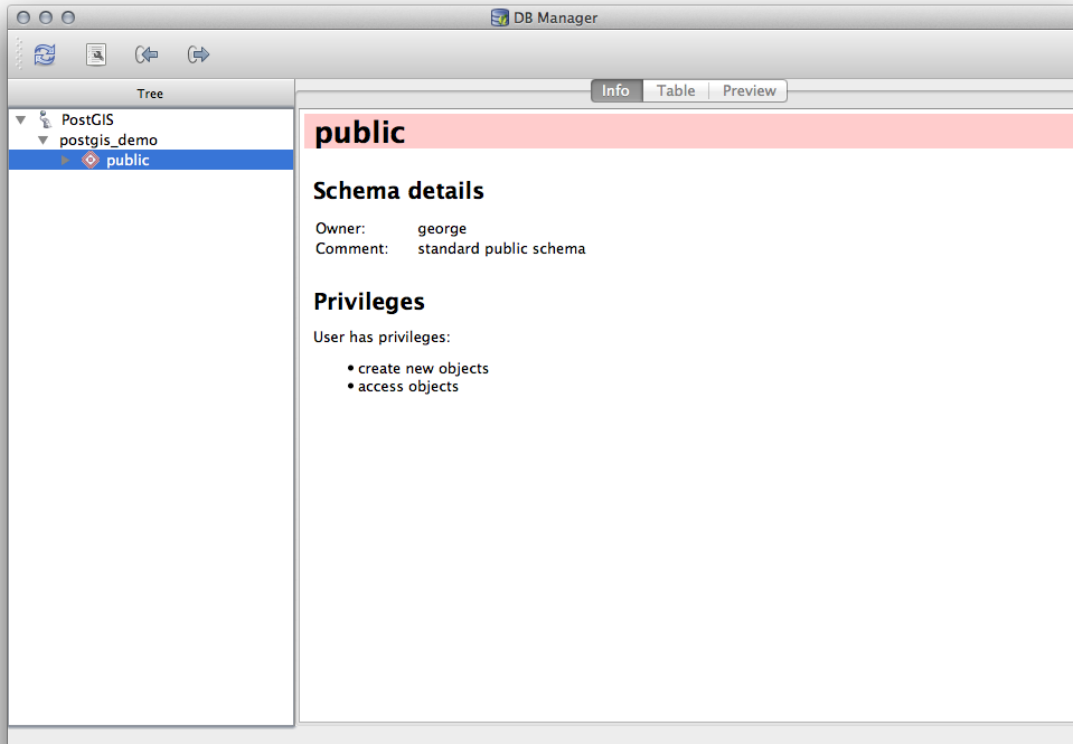
19.2.1 Follow Along: Managing PostGIS Databases with DB Manager

You should first open the DB Manager interface by selecting *Database -> DB Manager -> DB Manager* on the menu or by selecting the DB Manager icon on the toolbar.



You should already see the previous connections we have configured and be able to expand the `myPG` section and its `public` schema to see the tables we have worked with in previous sections.

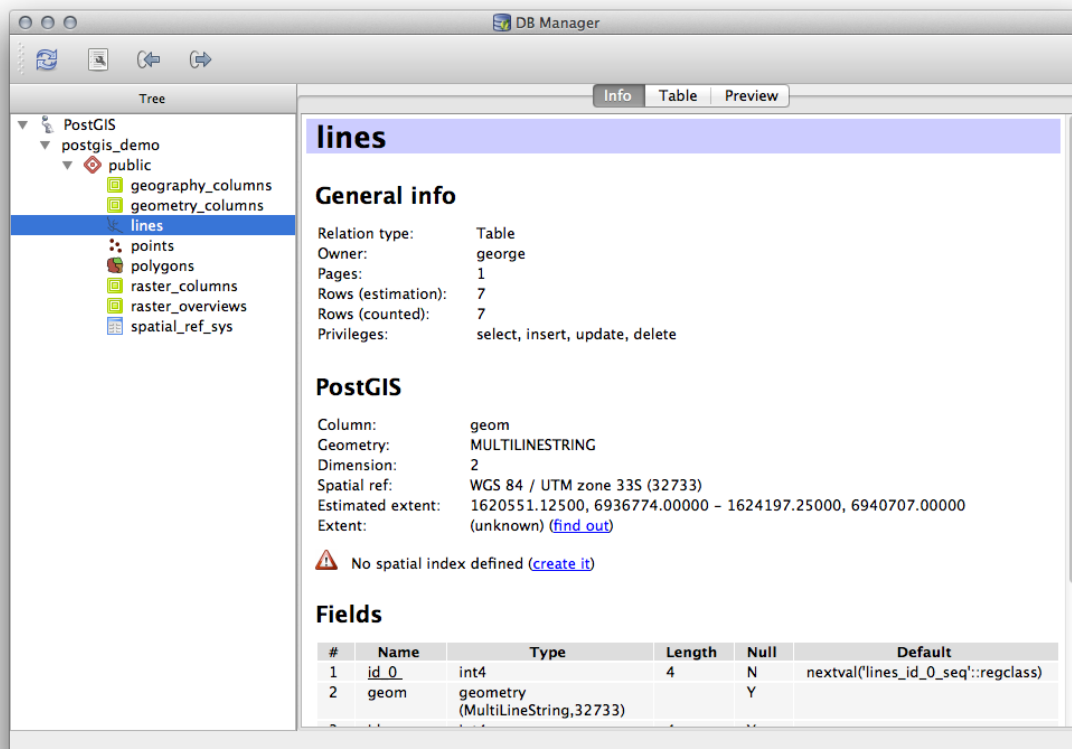
The first thing you may notice is that you can now see some metadata about the Schemas contained in your database.



Schemas are a way of grouping data tables and other objects in a PostgreSQL database and a container for permissions and other constraints. Managing PostgreSQL schemas is beyond the scope of this manual, but you can find more information about them in the [PostgreSQL documentation on Schemas](#). You can use the DB Manager to create new Schemas, but will need to use a tool like pgAdmin III or the command line interface to manage them effectively.

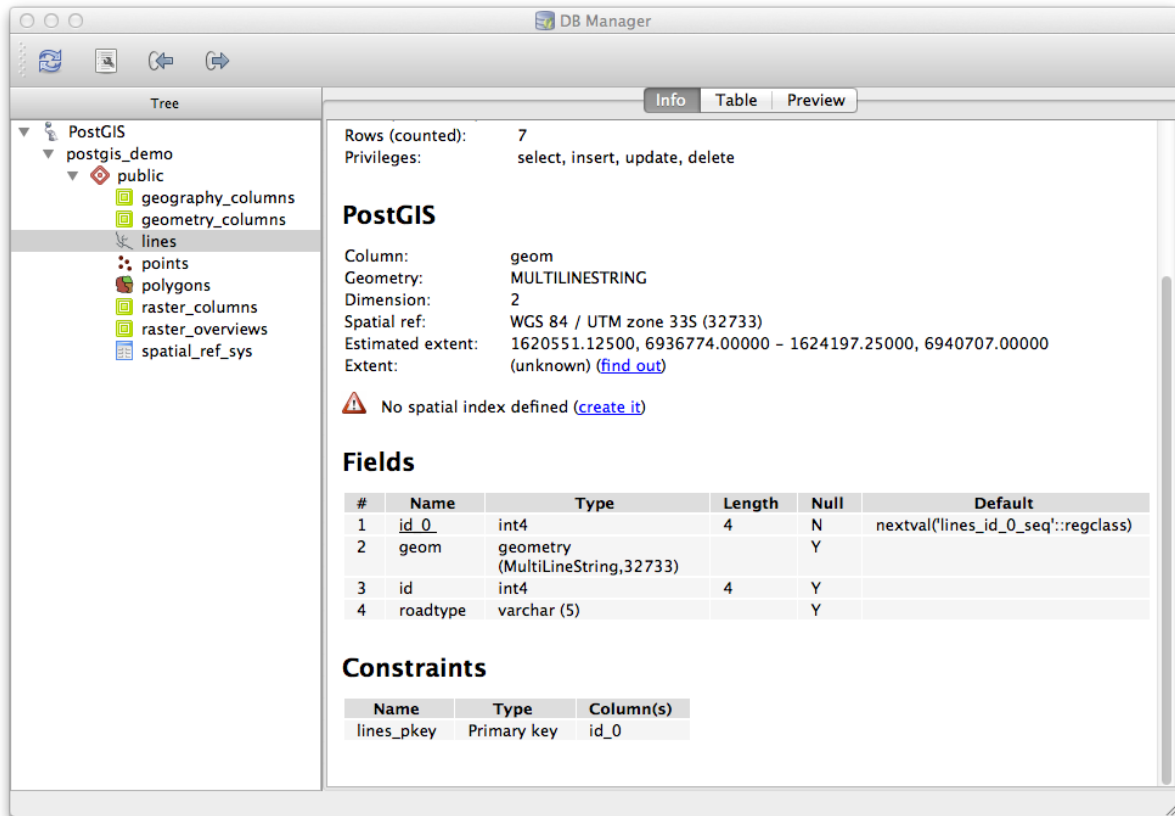
DB Manager can also be used to manage the tables within your database. We have already looked at various ways to create and manage tables on the command line, but now let's look at how to do this in DB Manager.

First, it's useful to just look at a table's metadata by clicking on its name in tree and looking in the *Info* tab.

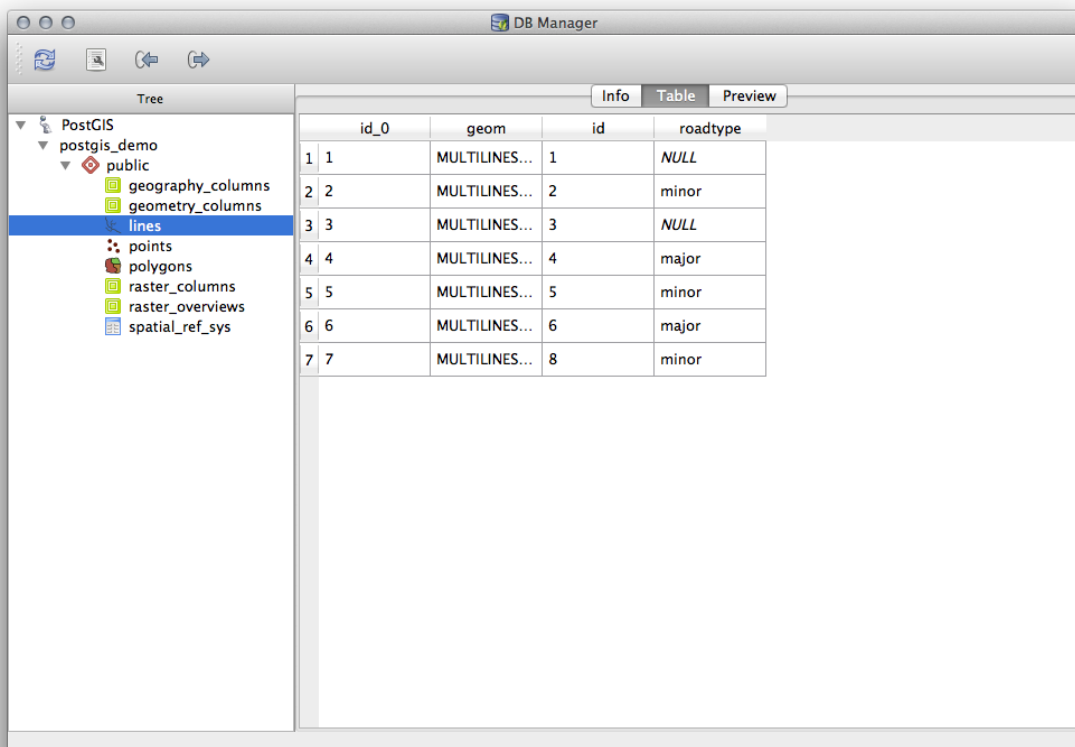


In this panel you can see the *General Info* about the table as well the information that the PostGIS extension maintains about the geometry and spatial reference system.

If you scroll down in the *Info* tab, you can see more information about the *Fields*, *Constraints* and *Indexes* for the table you are viewing.



Its also very useful to use DB Manager to simply look at the records in the database in much the same way you might do this by viewing the attribute table of a layer in the Layer Tree. You can browse the data by selecting the *Table* tab.

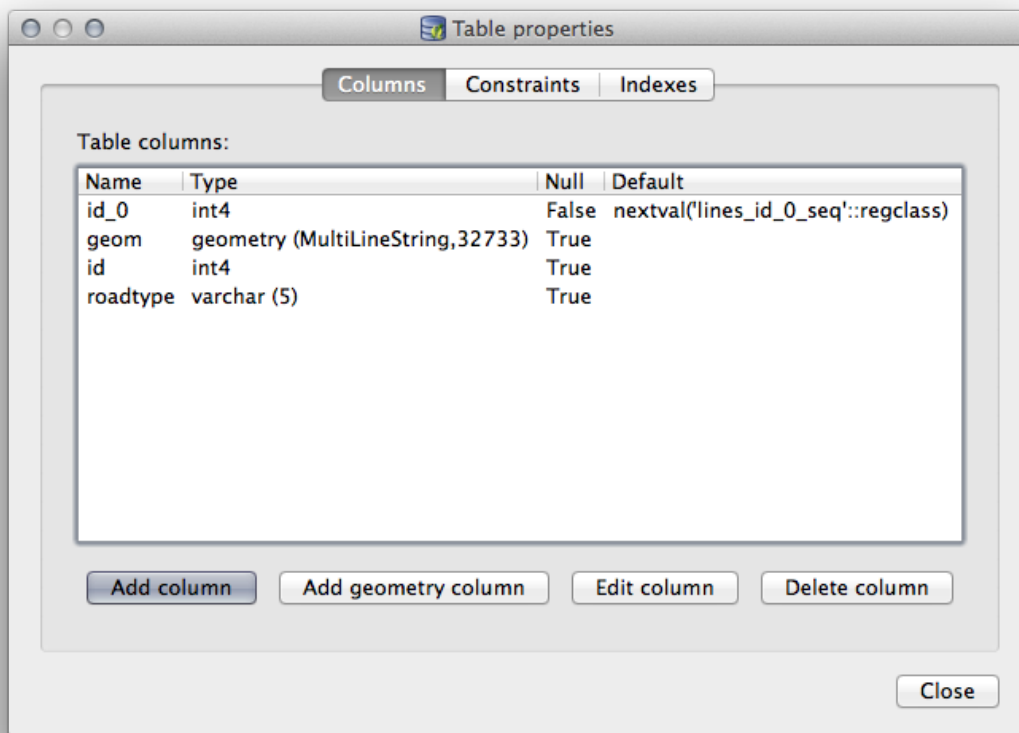


There is also a *Preview* tab which will show you the layer data in a map preview.

Right-clicking on a layer in the tree and clicking *Add to Canvas* will add this layer to your map.

So far we have only been viewing the database its schemas and tables and their metadata, but what if we wanted to alter the table to add an additional column perhaps? DB Manager allows you to do this directly.

- Select the table you want to edit in the tree
- Select *Table* → *Edit Table* from the menu to open the *Table Properties* dialog.

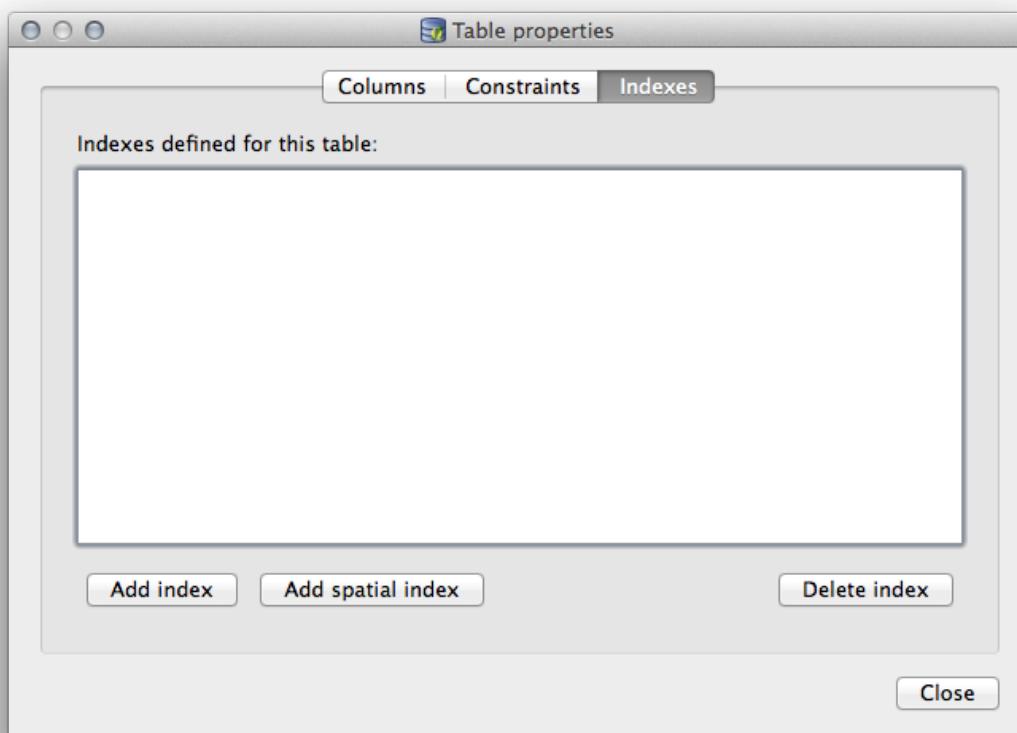


You can use this dialog to Add Columns, Add geometry columns, edit existing columns or to remove a column completely.

Using the *Constraints* tab, you can manage which fields are used as the primary key or to drop existing constraints.



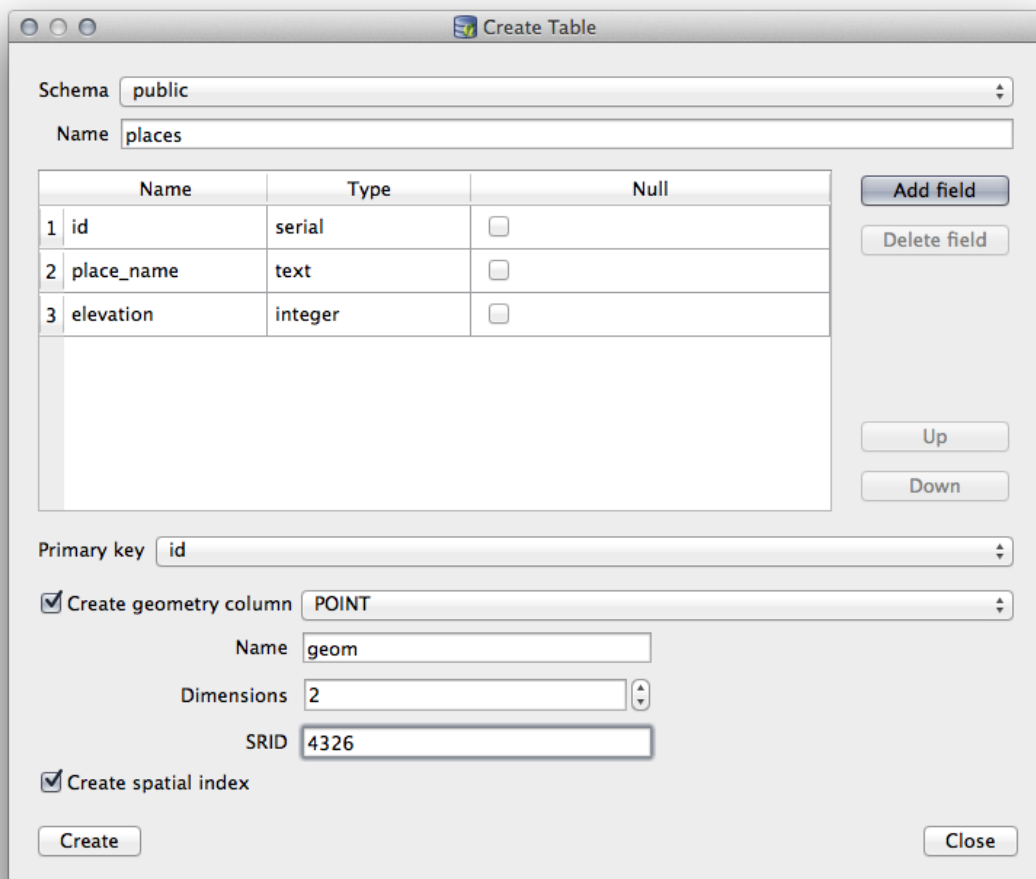
The *Indexes* tab can be used to add and delete both spatial and normal indexes.



19.2.2 Follow Along: Creating a New Table

Now that we have gone through the process of working with existing tables in our database, let's use DB Manager to create a new table.

- If it is not already open, open the DB Manager window, and expand the tree until you see the list of tables already in your database.
- From the menu select *Table* → *Create Table* to bring up the Create Table dialog.
- Use the default `Public` schema and name the table `places`.
- Add the `id`, `place_name`, and `elevation` fields as shown below
- Make sure the `id` field is set as the primary key.
- Click the checkbox to *Create geometry column* and make sure it is set to a `POINT` type and leave it named `geom` and specify 4326 as the *SRID*.
- Click the checkbox to *Create spatial index* and click *Create* to create the table.



- Dismiss the dialog letting you know that the table was created and click *Close* to close the Create Table Dialog.

You can now inspect your table in the DB Manager and you will of course find that there is no data in it. From here you can *Toggle Editing* on the layer menu and begin to add places to your table.

19.2.3 Follow Along: Basic Database Administration

The DB Manager will also let you do some basic Database Administration tasks. It is certainly not a substitute for a more complete Database Administration tool, but it does provide some functionality that you can use to maintain your database.

Database tables can often become quite large and tables which are being modified frequently can end up leaving around remnants of records that are no longer needed by PostgreSQL. The *VACUUM* command takes care of doing a kind of garbage collection to compact and optional analyze your tables for better performance.

Lets take a look at how we can perform a *VACUUM ANALYZE* command from within DB Manager.

- Select one of your tables in the DB Manager Tree.
- Select *Table* → *Run Vacuum Analyze* from the menu.

Thats it! PostgreSQL will perform the operation. Depending on how big your table is, this may take some time to complete.

You can find more information about the VACUUM ANALYZE process in the [PostgreSQL Documentation on VACUUM ANALYZE](#)

19.2.4 Follow Along: Executing SQL Queries with DB Manager

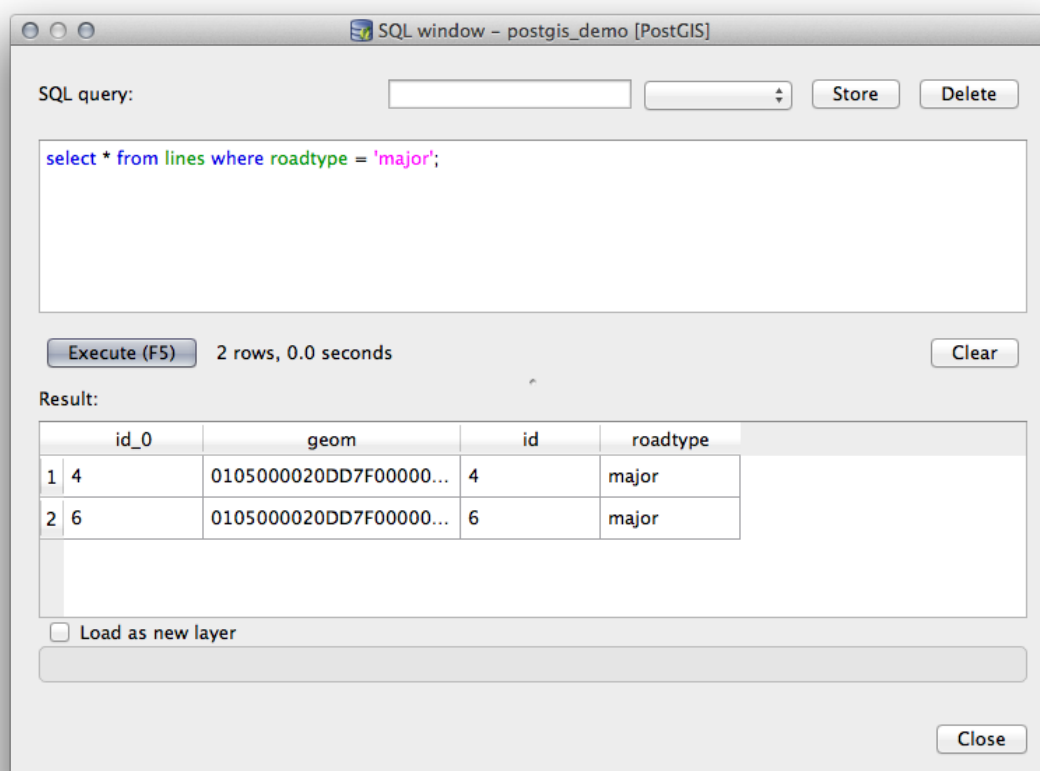
DB Manager also provides a way for you to write queries against your database tables and to view the results. We have already seen this type of functionality in the *Browser* panel, but lets look at it again here with DB Manager.

- Select the `lines` table in the tree.
- Select the *SQL window* button in the DB Manager toolbar.

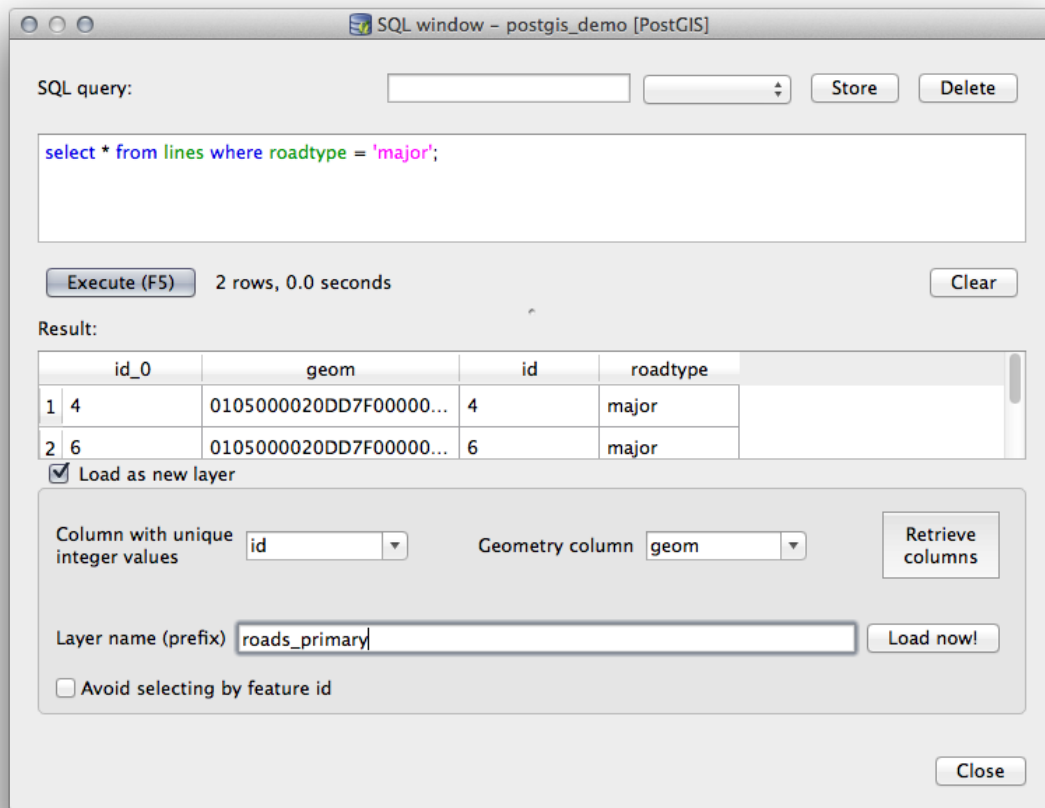


- Compose the following *SQL query* in the space provided:

```
select * from lines where roadtype = 'major';
```
- Click the *Execute (F5)* button to run the query.
- You should now see the records that match in the *Result* panel.



- Click the checkbox for *Load as new layer* to add the results to your map.
- Select the `id` column as the *Column with unique integer values* and the `geom` column as the *Geometry column*.
- Enter `roads_primary` as the *Layer name (prefix)*.
- Click *Load now!* to load the results as a new layer into your map.



The layers that matched your query are now displayed on your map. You can of course use this query tool to execute any arbitrary SQL command including many of the ones we looked at in previous modules and sections.

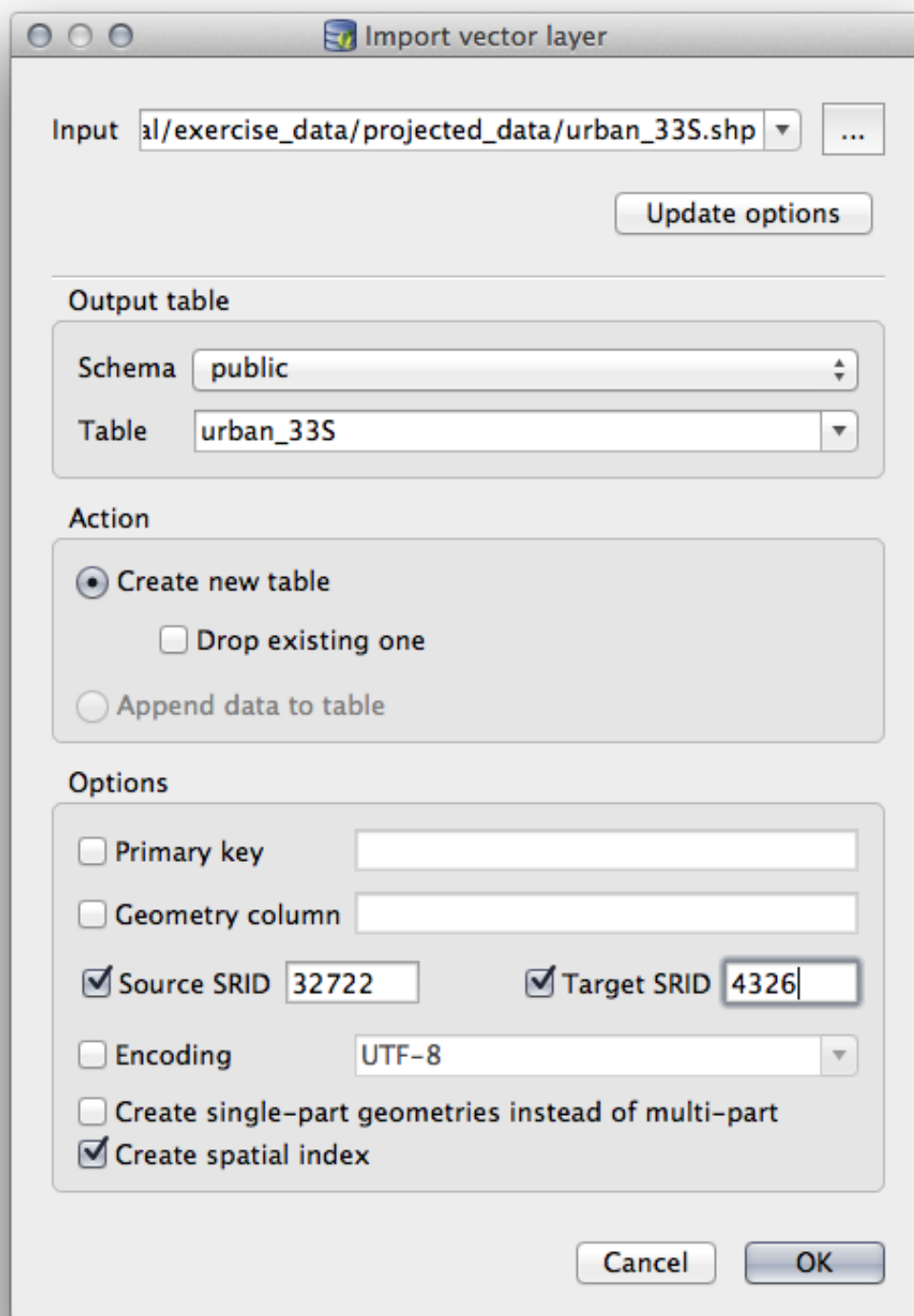
19.2.5 Importing Data into a Database with DB Manager

We have already looked at how to import data into a spatial database using command line tools, so now let's learn how to use DB Manager to do imports.

- Click the *Import layer/file* button on the toolbar in the DB Manager dialog.

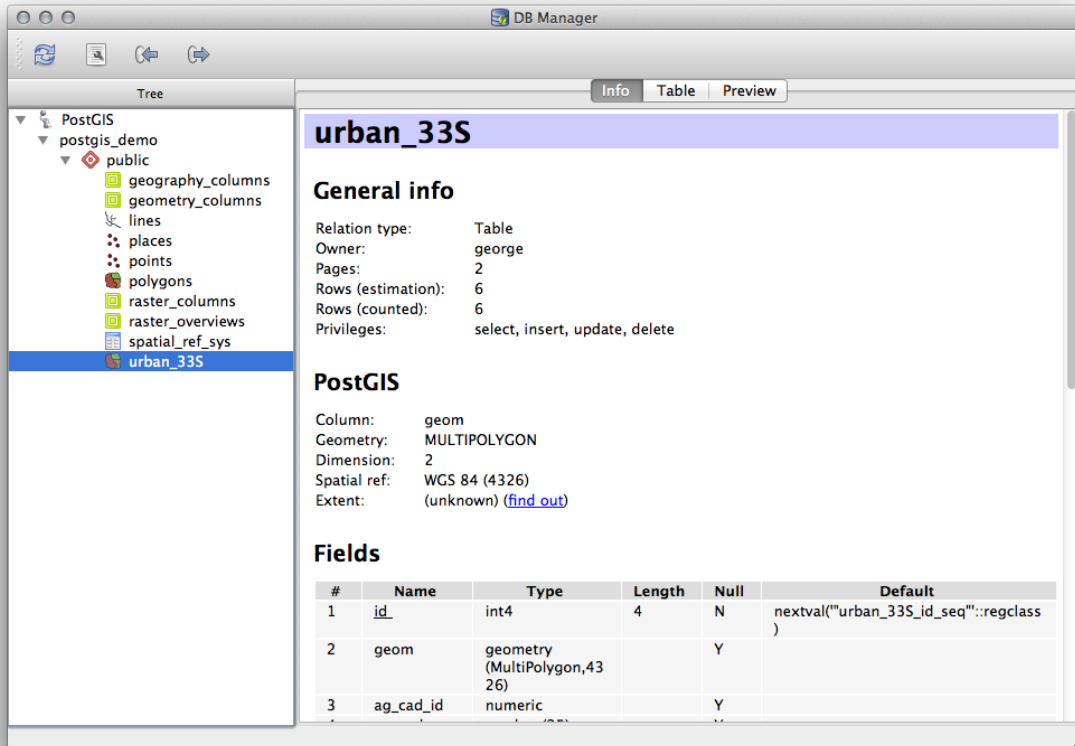


- Select the `urban_33S.shp` file from `exercise_data/projected_data` as the input dataset.
- Click the *Update Options* button to pre-fill some of the form values.
- Make sure that the *Create new table* option is selected
- Specify the *Source SRID* as 32722 and the *Target SRID* as 4326.
- Enable the checkbox to *Create Spatial Index*
- Click *OK* to perform the import.



- Dismiss the dialog letting you know that the import was successful
- Click the *Refresh* button on the DB Manager Toolbar.

You can now inspect the table in your database by clicking on it in the Tree. Verify that the data has been reprojected by checking that the *Spatial ref:* is listed as WGS 84 (4326)

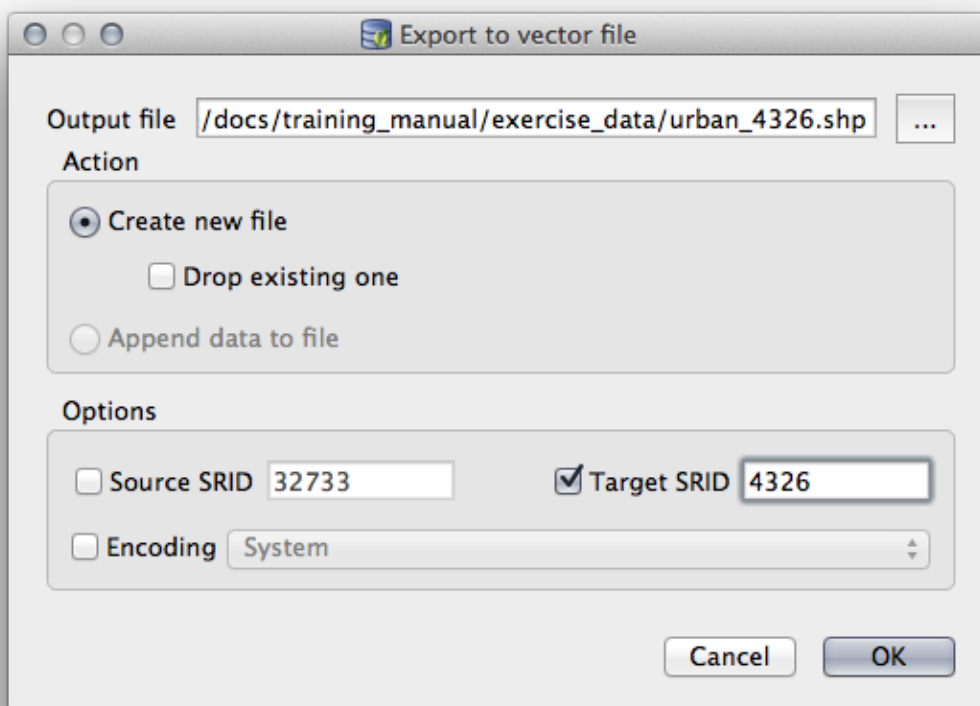


Right clicking on the table in the Tree and selecting *Add to Canvas* will add the table as a layer in your map.

19.2.6 Exporting Data from a Database with DB Manager

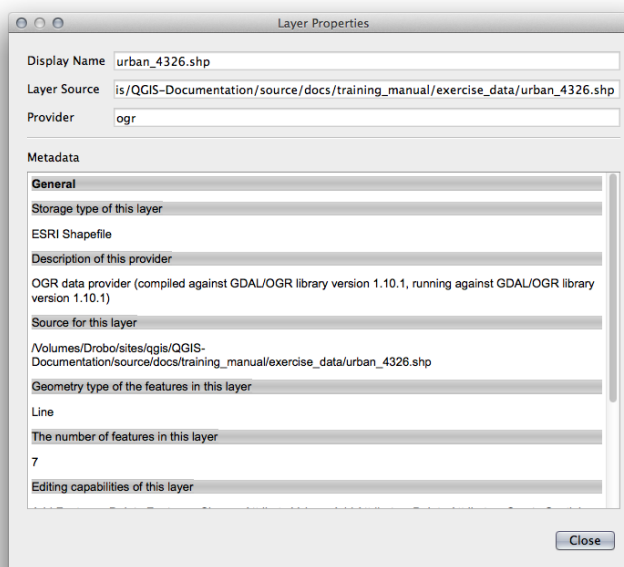
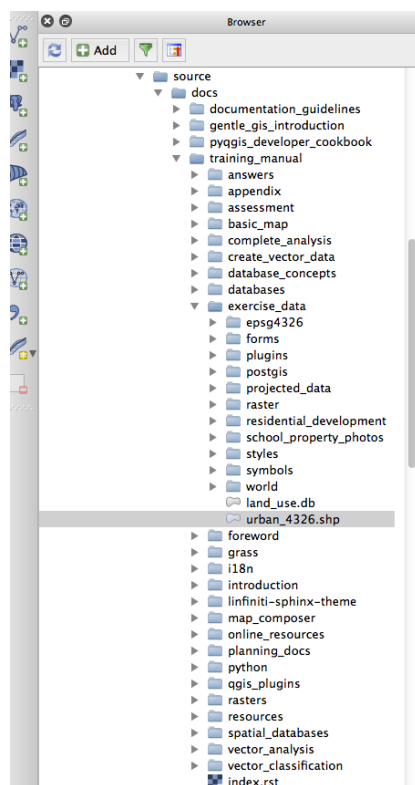
Of course DB Manager can also be used to export data from your spatial databases, so let's take a look at how that is done.

- Select the `lines` layer in the Tree and click the *Export to File* button on the toolbar to open the *Export to vector file* dialog.
- Click the `...` button to select the *Output file* and save the data to your `exercise_data` directory as `urban_4326`.
- Set the *Target SRID* as 4326.
- Click *OK* to initialize the export.



- Dismiss the dialog letting you know the export was successful and close the DB Manager.

You can now inspect the shapefile you created with the Browser panel.



19.2.7 In Conclusion

You have now seen how to use the DB Manager interface in QGIS to Manage your spatial databases, to execute sql queries against your data and how to import and export data.

19.2.8 What's Next?

Next, we will look at how to use many of these same techniques with *spatialite* databases.

19.3 Lesson: Lavorare con SpatiaLite in QGIS

Mentre PostGIS é generalmente usato su un server per fornire funzionalità da database spaziale a piú utenti allo stesso tempo, QGIS supporta l'uso di un formato di file chiamato *spatialite* che é un modo leggero e portabile di memorizzare un intero database spaziale in un singolo file. Ovviamente, questi 2 tipi di database spaziali devono essere utilizzati per scopi diversi, anche se si applicano le stesse tecniche ed approcci per entrambi. Creiamo un nuovo database SpatiaLite ed esploriamo le funzionalità disponibili per lavorare con questi database in QGIS.

** Lo scopo di questa lezione:** imparare come interagire con i database SpatiaLite utilizzando l'interfaccia QGIS Browser.

19.3.1 Follow Along: Creare un database SpatiaLite con il Browser

Utilizzando il pannello Browser, possiamo creare un nuovo database SpatiaLite e configurarlo per essere utilizzato in QGIS.

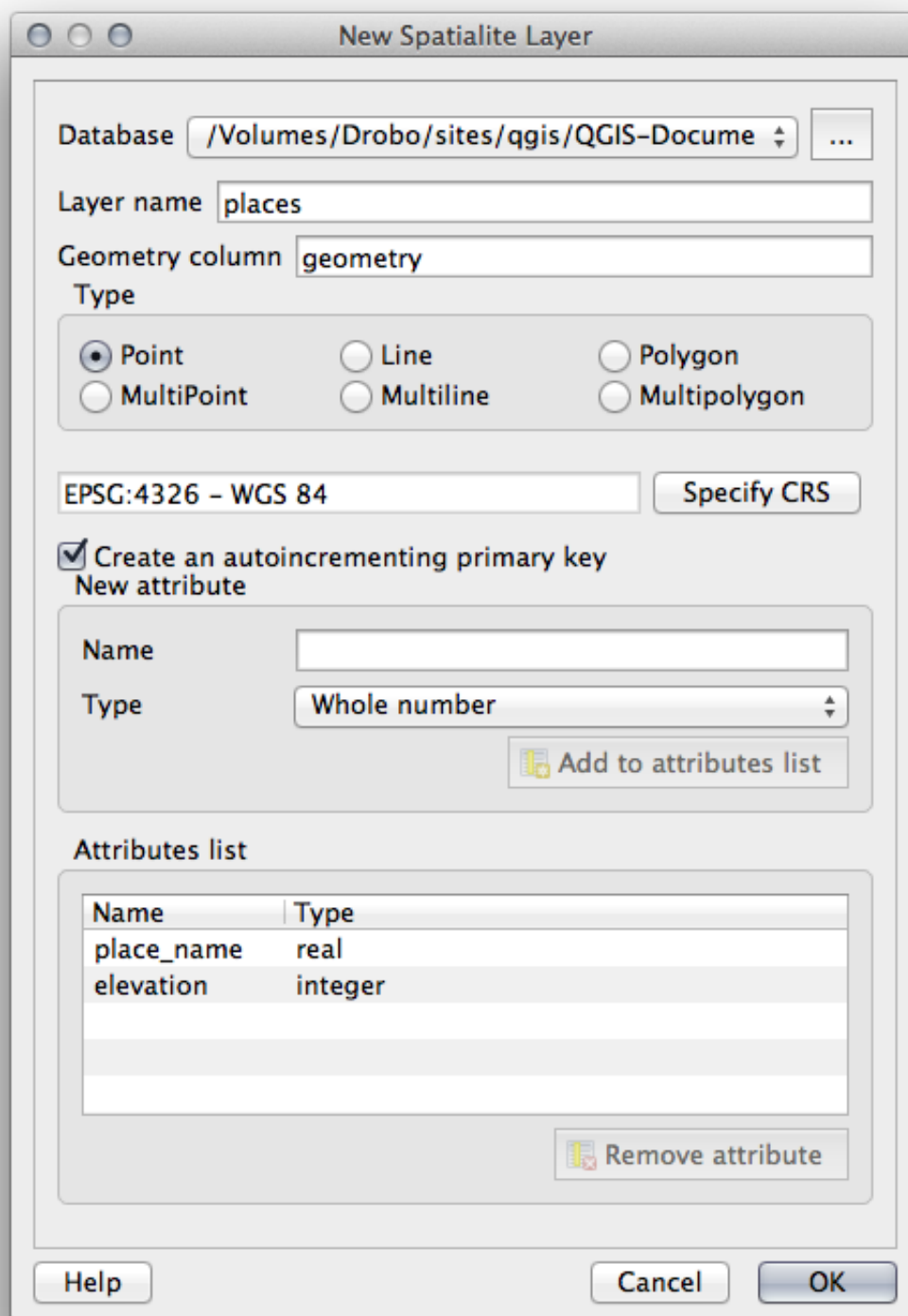
- Tasto destro sulla voce *Spatialite* nell'albero del Browser e selezionare *Create Database*.
- Specificare in che punto del filesystem si vuole memorizzare il file ed assegnargli il nome `qgis-sl.db`.
- Nuovamente tasto destro sulla voce *Spatialite* nell'albero del Browser e selezionare *New Connection*. Trovare il file creato al passo precedente ed aprirlo.

Adesso che il database é configurato é possibile notare che la voce nell'albero del Browser non ha niente sotto di se e che l'unica cosa che si può fare a questo punto é cancellare la connessione. Ovviamente questo é dovuto al fatto che nessuna tabella é stata aggiunta al database. Procediamo con questa operazione.

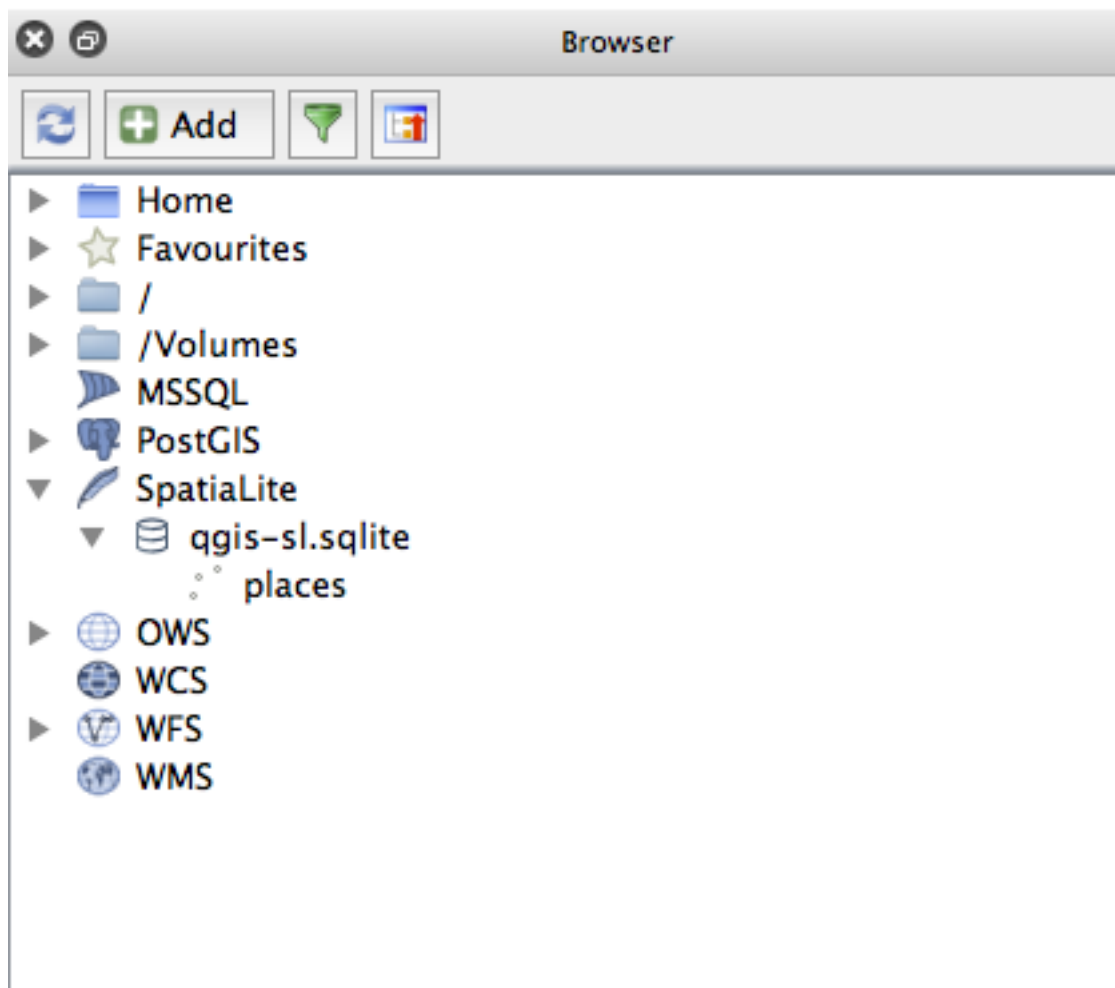
- Find the button to create a new layer and use the dropdown to create a new new Spatialite layer, or select *Layer → New → New Spatialite Layer*.



- Selezionare il database creato in precedenza dal menu a tendina.
- Assegnare il nome `places` al layer.
- Selezionare la casella di controllo vicino a *Create an auto-incrementing primary key*.
- Aggiungere 2 attributi come mostrato di seguito
- Click su *OK* per creare la tabella.



- Click sul bottone di aggiornamento in cima al Browser per visualizzare la tabella places nella lista.



É possibile fare click con il tasto destro sulla tabella e vedere le sue proprietà come già fatto nell'esercizio precedente.

Da qui é possibile iniziare la sessione di modifica ed aggiungere direttamente dati al nuovo database.

Abbiamo anche imparato come importare i dati nel database utilizzando il DB Manager ed é possibile usare la stessa tecnica per importare i dati nel nuovo database SpatiaLite.

19.3.2 In Conclusion

Abbiamo mostrato come creare dei database SpatiaLite, come aggiungere tabelle a questi database e come utilizzarli come layer in QGIS.

Appendix: Contributing To This Manual

To add materials to this course, you must follow the guidelines in this Appendix. You are not to alter the conditions in this Appendix except for clarification. This is to ensure that the quality and consistency of this manual can be maintained.

20.1 Downloading Resources

The source of this document is available at [GitHub](#). Consult [GitHub.com](#) for instructions on how to use the git version control system.

20.2 Manual Format

This manual is written using [Sphinx](#), a Python document generator using the [reStructuredText](#) markup language. Instructions on how to use these tools are available on their respective sites.

20.3 Adding a Module

- To add a new module, first create a new directory (directly under the top-level of the `qgis-training-manual` directory) with the name of the new module.
- Under this new directory, create a file called `index.rst`. Leave this file blank for now.
- Open the `index.rst` file under the top-level directory. Its first lines are:

```
.. toctree::
   :maxdepth: 2

   foreword/index
   introduction/index
```

You will note that this is a list of directory names, followed by the name `index`. This directs the top-level index file to the index files in each directory. The order in which they are listed determines the order they will have in the document.

- Add the name of your new module (i.e., the name you gave the new directory), followed by `/index`, to this list, wherever you want your module to appear.
- Remember to keep the order of the modules logical, such that later modules build on the knowledge presented in earlier modules.
- Open your new module's own index file (`[module name]/index.rst`).
- Along the top of the page, write a line of 80 asterisks (*). This represents a module heading.

- Follow this with a line containing the markup phrase `|MOD|` (which stands for “module”), followed by the name of your module.
- End this off with another line of 80 asterisks.
- Leave a line open beneath this.
- Write a short paragraph explaining the purpose and content of the module.
- Leave one line open, then add the following text:

```
.. toctree::
   :maxdepth: 2

   lesson1
   lesson2
```

... where `lesson1`, `lesson2`, etc., are the names of your planned lessons.

The module-level index file will look like this:

```
*****
|MOD| Module Name
*****
```

Short paragraph describing the module.

```
.. toctree::
   :maxdepth: 2

   lesson1
   lesson2
```

20.4 Adding a Lesson

To add a lesson to a new or existing module:

- Open the module directory.
- Open the `index.rst` file (created above in the case of new modules).
- Ensure that the name of the planned lesson is listed underneath the `toctree` directive, as shown above.
- Create a new file under the module directory.
- Name this file exactly the same as the name you provided in the module’s `index.rst` file, and add the extension `.rst`.

Nota: For editing purposes, a `.rst` file works exactly like a normal text file (`.txt`).

- To begin writing the lesson, write the markup phrase `|LS|`, followed by the lesson name.
- In the next line, write a line of 80 equal signs (=).
- Leave a line open after this.
- Write a short description of the lesson’s intended purpose.
- Include a general introduction to the subject matter. See the existing lessons in this manual for examples.
- Beneath this, start a new paragraph, beginning with this phrase:

```
**The goal for this lesson:**
```

- Briefly explain the intended outcome of completing this lesson.

- If you can't describe the goal of the lesson in one or two sentences, consider breaking the subject matter up into multiple lessons.

Each lesson will be subdivided into multiple sections, which will be addressed next.

20.5 Adding a Section

There are two types of sections: “follow along” and “try yourself”.

- A “follow along” section is a detailed set of directions intended to teach the reader how to use a given aspect of QGIS. This is typically done by giving click-by-click directions as clearly as possible, interspersed with screenshots.
- A “try yourself” section gives the reader a short assignment to try by themselves. It is usually associated with an entry in the answer sheet at the end of the documentation, which will show or explain how to complete the assignment, and will show the expected outcome if possible.

Every section comes with a difficulty level. An easy section is denoted by `|basic|`, moderate by `|moderate|`, and advanced by `|hard|`.

20.5.1 Adding a “follow along” section

- To start this section, write the markup phrase of the intended difficulty level (as shown above).
- Leave a space and then write `|FA|` (for “follow along”).
- Leave another space and write the name of the section (use only an initial capital letter, as well as capitals for proper nouns).
- In the next line, write a line of 80 minuses/dashes (-). Ensure that your text editor does not replace the default minus/dash character with a long dash or other character.
- Write a short introduction to the section, explaining its purpose. Then give detailed (click-by-click) instructions on the procedure to be demonstrated.
- In each section, include internal links, external links and screenshots as needed.
- Try to end each section with a short paragraph that concludes it and leads naturally to the next section, if possible.

20.5.2 Adding a “try yourself” section

- To start this section, write the markup phrase of the intended difficulty level (as shown above).
- Leave a space and then write `|TY|` (for “try yourself”).
- In the next line, write a line of 80 minuses/dashes (-). Ensure that your text editor does not replace the default minus/dash character with a long dash or other character.
- Explain the exercise that you want the reader to complete. Refer to previous sections, lessons or modules if necessary.
- Include screenshots to clarify the requirements if a plain textual description is not clear.

In most cases, you will want to provide an answer regarding how to complete the assignment given in this section. To do so, you will need to add an entry in the answer sheet.

- First, decide on a unique name for the answer. Ideally, this name will include the name of the lesson and an incrementing number.
- Create a link for this answer:


```
:ref:`Check your results <answer-name>`
```

- Open the answer sheet (`answers/answers.rst`).
- Create a link to the “try yourself” section by writing this line:

```
.. _answer-name:
```

- Write the instructions on how to complete the assignment, using links and images where needed.
- To end it off, include a link back to the “try yourself” section by writing this line:

```
:ref:`Back to text <backlink-answer-name>`
```

- To make this link work, add the following line above the heading to the “try yourself” section:

```
.. _backlink-answer-name:
```

Remember that each of these lines shown above must have a blank line above and below it, otherwise it could cause errors while creating the document.

20.6 Add a Conclusion

- To end a lesson, write the phrase `|IC|` for “in conclusion”, followed by a new line of 80 minuses/dashes (`-`). Write a conclusion for the lesson, explaining which concepts have been covered in the lesson.

20.7 Add a Further Reading Section

- This section is optional.
- Write the phrase `FR` for “further reading”, followed by a new line of 80 minuses/dashes (`-`).
- Include links to appropriate external websites.

20.8 Add a What’s Next Section

- Write the phrase `|WN|` for “what’s next”, followed by a new line of 80 minuses/dashes (`-`).
- Explain how this lesson has prepared students for the next lesson or module.
- Remember to change the “what’s next” section of the previous lesson if necessary, so that it refers to your new lesson. This will be necessary if you have inserted a new lesson among existing lessons, or after an existing lesson.

20.9 Using Markup

To adhere to the standards of this document, you will need to add standard markup to your text.

20.9.1 New concepts

- If you are explaining a new concept, you will need to write the new concept’s name in italics by enclosing it in asterisks (`*`).

```
This sample text shows how to introduce a *new concept*.
```

20.9.2 Emphasis

- To emphasize a crucial term which is not a new concept, write the term in bold by enclosing it in double asterisks (**).
- Use this sparingly! If used too much, it can seem to the reader that you are shouting or being condescending.

This sample text shows how to use **emphasis** in a sentence. Include the punctuation mark if it is followed by a **comma**, or at the **end** of the sentence.

20.9.3 Images

- When adding an image, save it to the folder `_static/lesson_name/`.
- Include it in the document like this:

```
.. image:: /static/training_manual/lesson_name/image_file.extension
   :align: center
```

- Remember to leave a line open above and below the image markup.

20.9.4 Internal links

- To create an anchor for a link, write the following line above the place where you want the link to point to:

```
.. _link-name:
```

- To create a link, add this line:

```
:ref: `Descriptive link text <link-name>`
```

- Remember to leave a line open above and below this line.

20.9.5 External links

- To create an external link, write it out like this:

```
`Descriptive link text <link-url>`_
```

- Remember to leave a line open above and below this line.

20.9.6 Using monospaced text

- When you are writing text that the user needs to enter, a path name, or the name of a database element such as a table or column name, you must write it in monospaced text. For example:

Enter the following path in the text box: `:kbd: `path/to/file``.

20.9.7 Labeling GUI items

- If you are referring to a GUI item, such as a button, you must write its name in *the GUI label format*. For example:

To access this tool, click on the `:gui-label: `Tool Name`` button.

- This also applies if you are mentioning the name of a tool without requiring the user to click a button.

20.9.8 Menu selections

- If you are guiding a user through menus, you must use the *menu* → *selection* → *format*. For example:

```
To use the :guilabel:`Tool Name` tool, go to :menuselection:`Plugins -->
Tool Type --> Tool Name`.
```

20.9.9 Adding notes

- You might need a note in the text, which explains extra details that can't easily be made part of the flow of the lesson. This is the markup:

```
[Normal paragraph.]

.. note:: Note text.
   New line within note.

   New paragraph within note.

[Unindented text resumes normal paragraph.]
```

20.9.10 Adding a sponsorship/authorship note

If you are writing a new module, lesson or section on behalf of a sponsor, you must include a short sponsor message of their choice. This must notify the reader of the name of the sponsor and must appear below the heading of the module, lesson or section that they sponsored. However, it may not be an advertisement for their company.

If you have volunteered to write a module, lesson or section in your own capacity, and not on behalf of a sponsor, you may include an authorship note below the heading of the module, lesson or section that you authored. This must take the form `This [module/lesson/section] contributed by [author name]`. Do not add further text, contact details, etc. Such details are to be added in the “Contributors” section of the Foreword, along with the name(s) of the part(s) you added. If you only made enhancements, corrections and/or additions, list yourself as an editor.

20.10 Thank You!

Thank you for contributing to this project! By so doing, you are making QGIS more accessible to users and adding value to the QGIS project as a whole.

Answer Sheet

21.1 Results For *Adding Your First Layer*

21.1.1 *Preparation*

You should see a lot of lines, symbolizing roads. All these lines are in the vector layer that you just loaded to create a basic map.

Back to text

21.2 Results For *An Overview of the Interface*

21.2.1 *Overview (Part 1)*

Refer back to the image showing the interface layout and check that you remember the names and functions of the screen elements.

Back to text

21.2.2 *Overview (Part 2)*

1. *Save as*
2. *Zoom to layer*
3. *Help*
4. *Rendering on/off*
5. *Measure line*

Back to text

21.3 Results For *Working with Vector Data*

21.3.1 *Shapefiles*

There should be five layers on your map:

- *places*
- *water*
- *buildings*
- *rivers and*
- *roads.*

[Back to text](#)

21.3.2 Databases

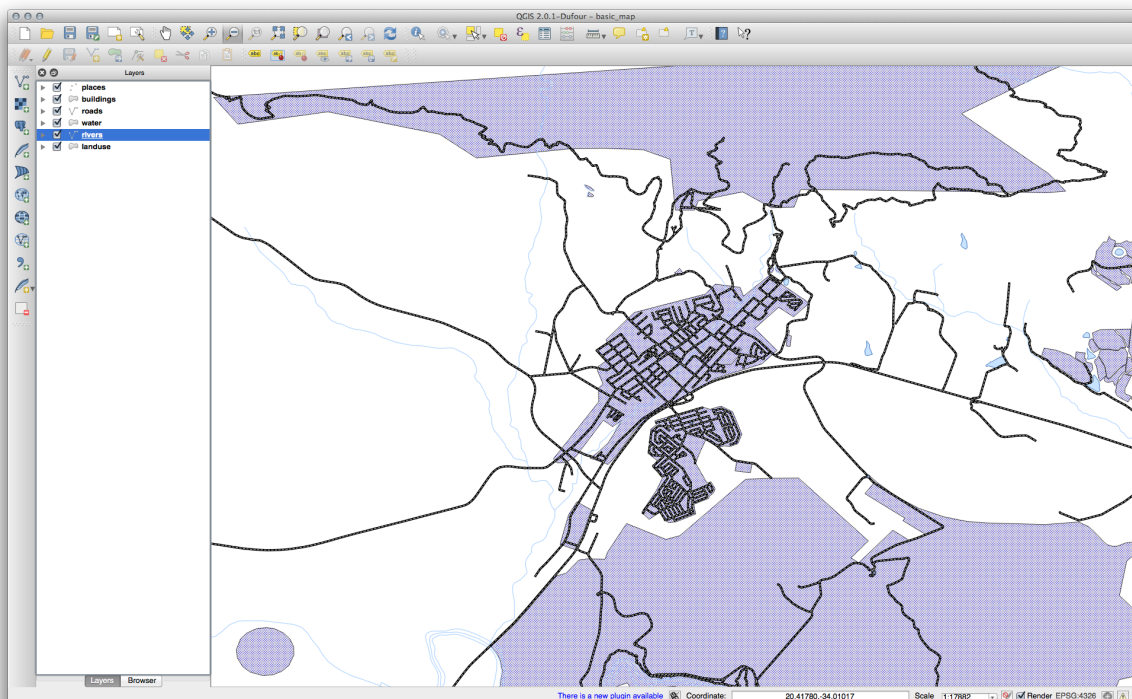
All the vector layers should be loaded into the map. It probably won't look nice yet though (we'll fix the ugly colors later).

[Back to text](#)

21.4 Results For Symbology

21.4.1 Colors

- Verify that the colors are changing as you expect them to change.
- It is enough to change only the *water* layer for now. An example is below, but may look different depending on the color you chose.

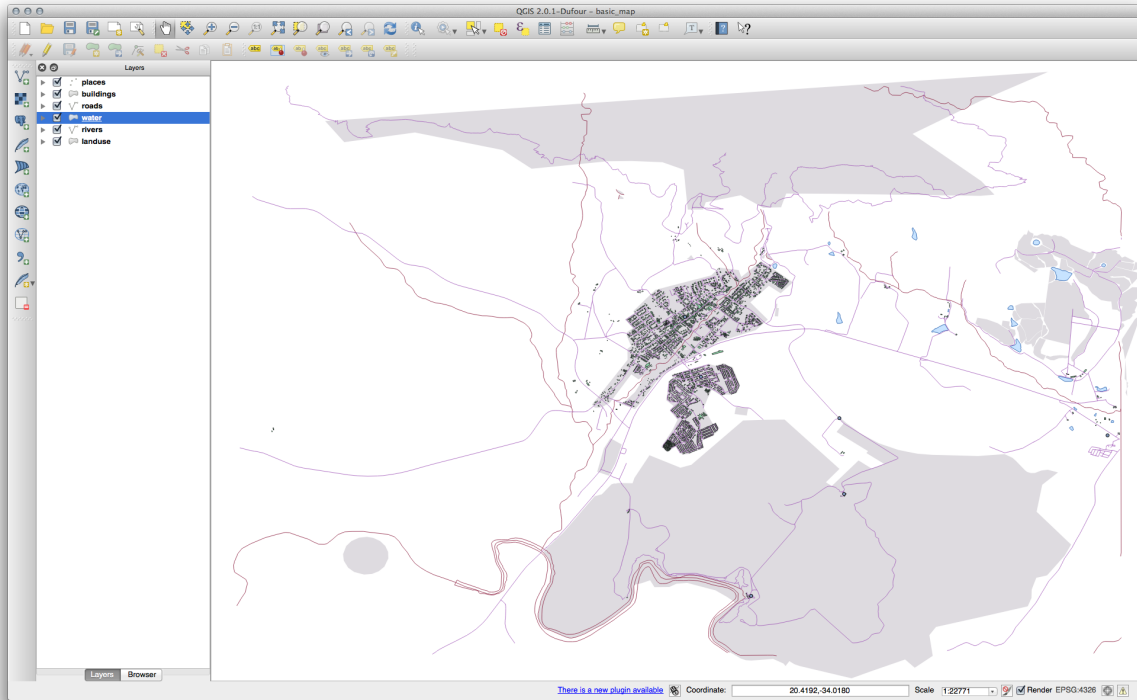


Nota: If you want to work on only one layer at a time and don't want the other layers to distract you, you can hide a layer by clicking in the check box next to its name in the Layers list. If the box is blank, then the layer is hidden.

Back to text

21.4.2 Symbol Structure

Your map should now look like this:



If you are a Beginner-level user, you may stop here.

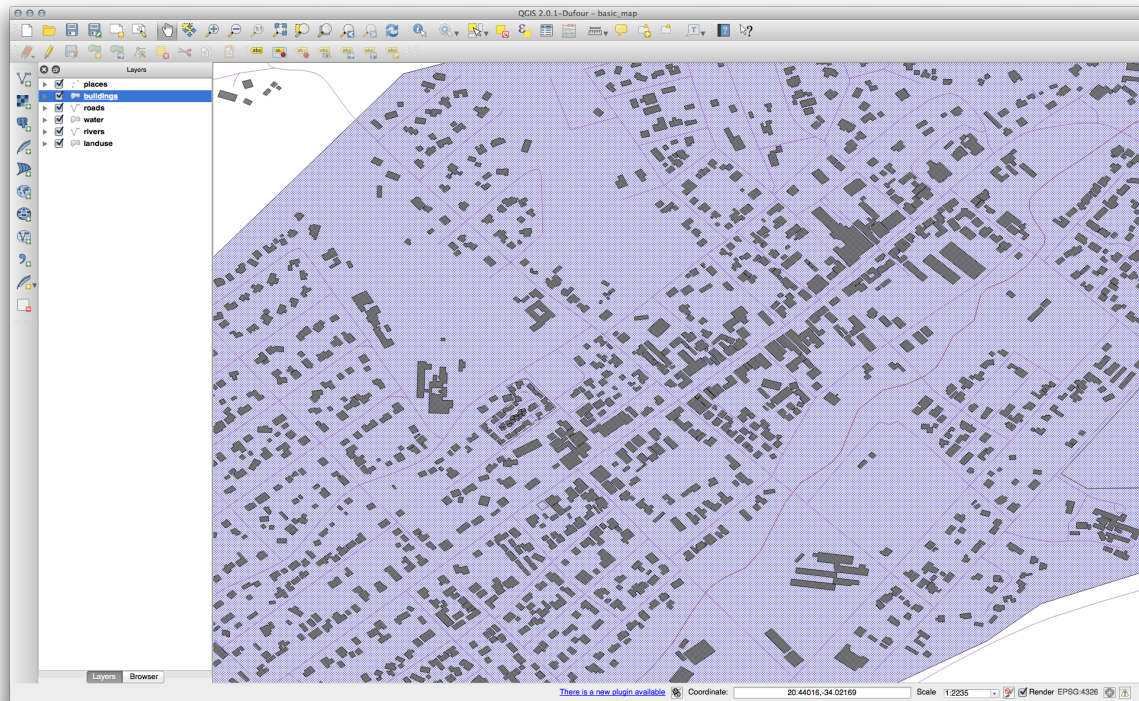
- Use the method above to change the colors and styles for all the remaining layers.
- Try using natural colors for the objects. For example, a road should not be red or blue, but can be gray or black.
- Also feel free to experiment with different *Fill Style* and *Border Style* settings for the polygons.

Back to text

21.4.3 Symbol Layers

- Customize your *buildings* layer as you like, but remember that it has to be easy to tell different layers apart on the map.

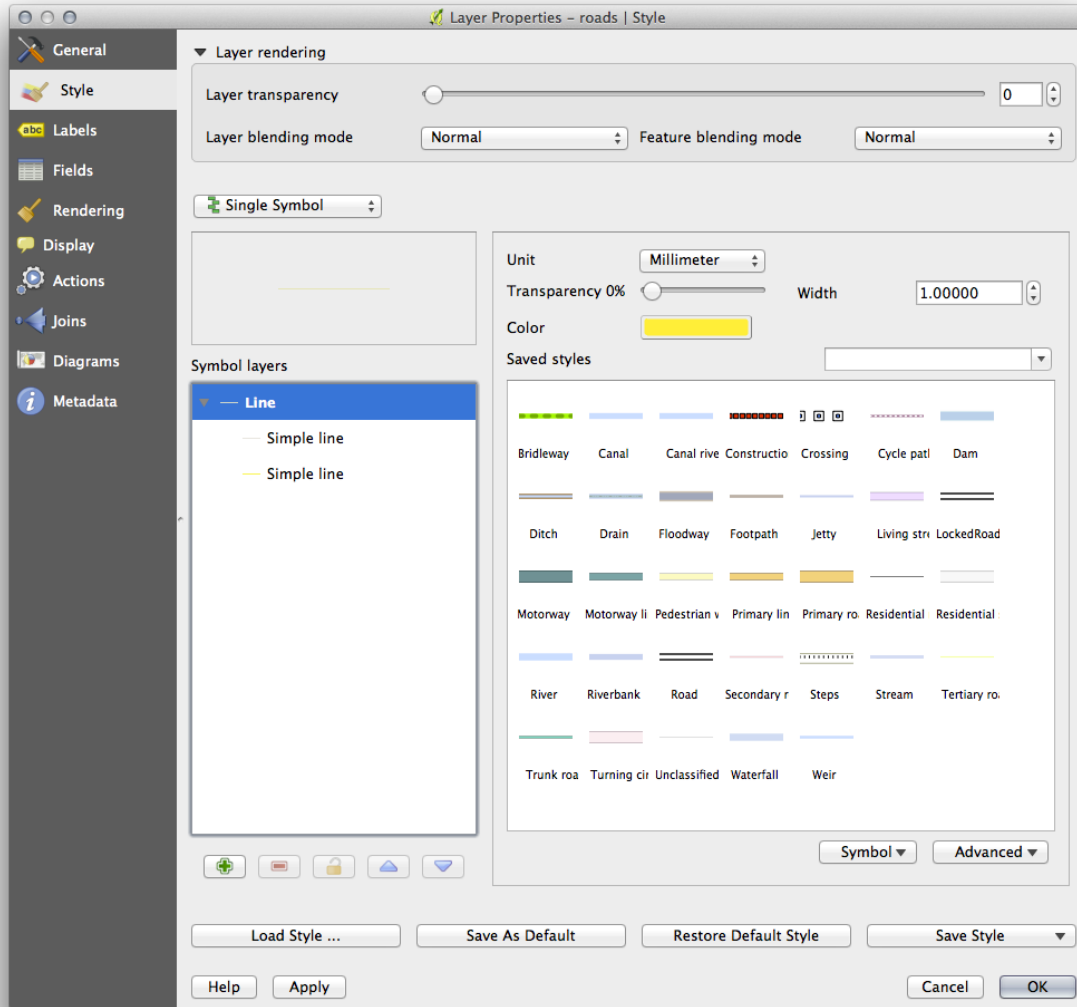
Here's an example:



Back to text

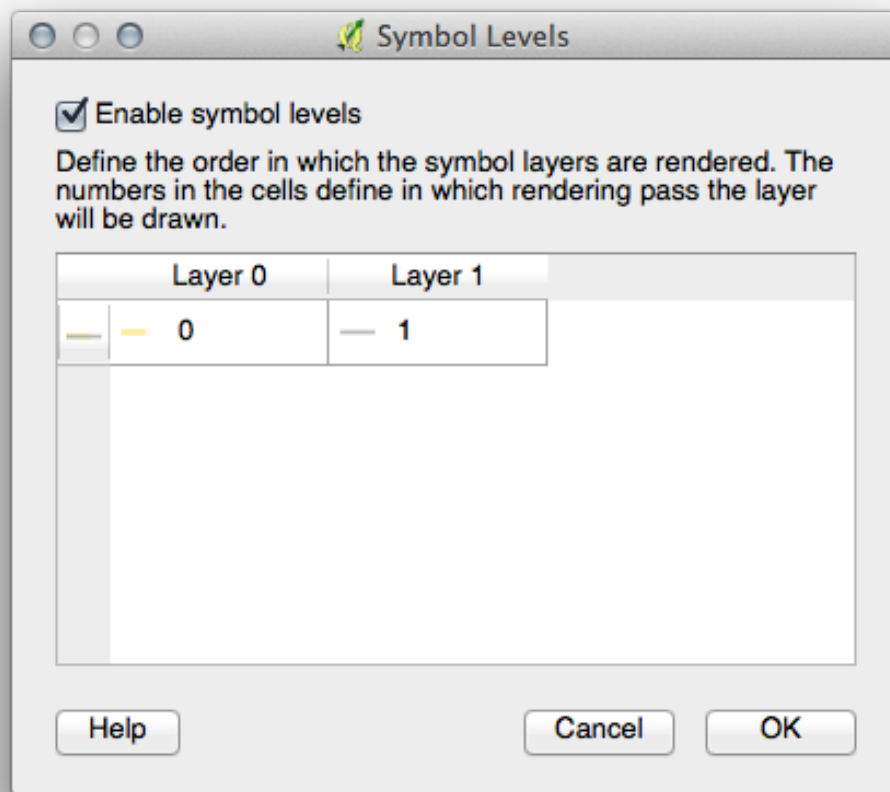
21.4.4 Symbol Levels

To make the required symbol, you need two symbol layers:

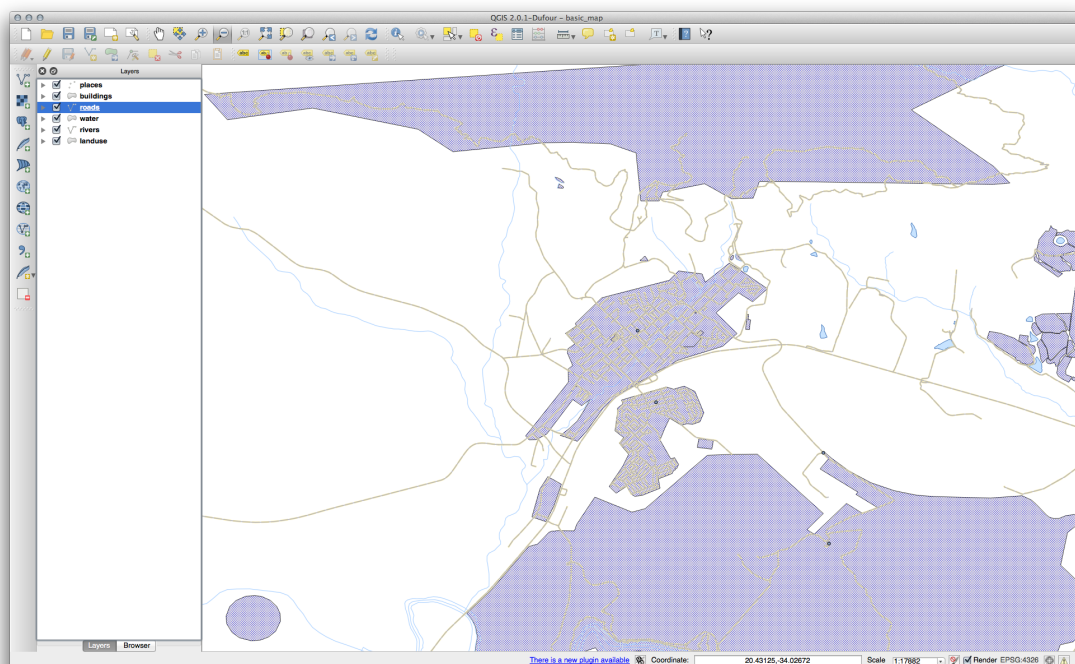


The lowest symbol layer is a broad, solid yellow line. On top of it there is a slightly thinner solid gray line.

- If your symbol layers resemble the above but you're not getting the result you want, check that your symbol levels look something like this:



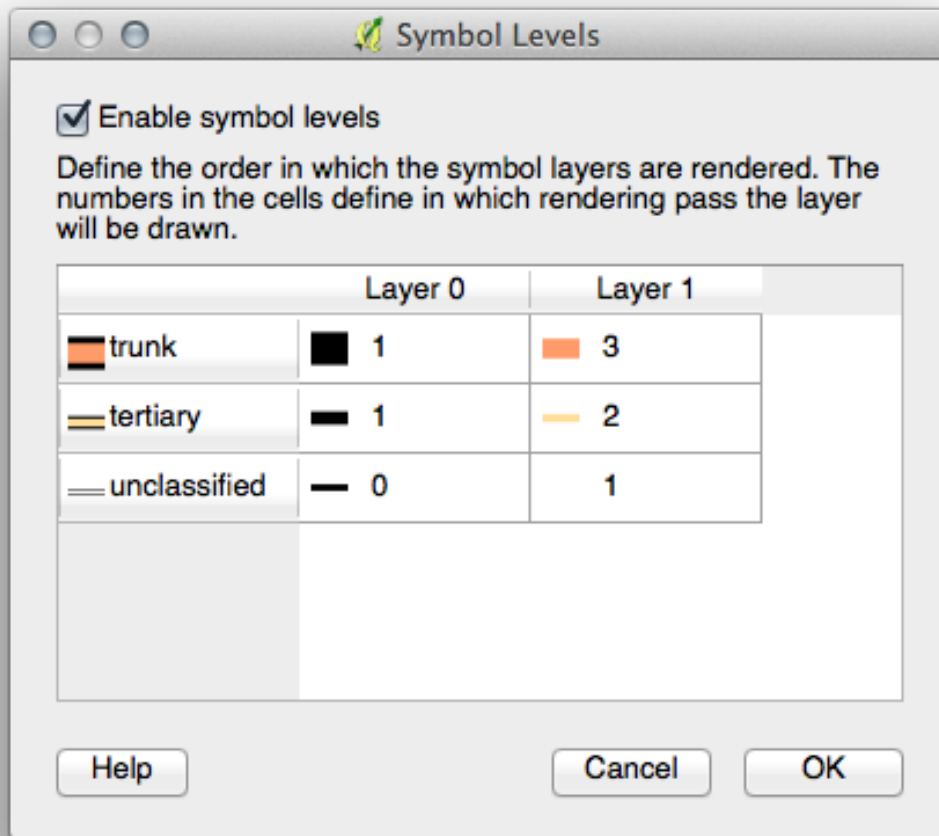
- Now your map should look like this:



Back to text

21.4.5 Symbol Levels

- Adjust your symbol levels to these values:



- Experiment with different values to get different results.
- Open your original map again before continuing with the next exercise.

Back to text

21.5 Results For Attribute Data

21.5.1 Attribute Data

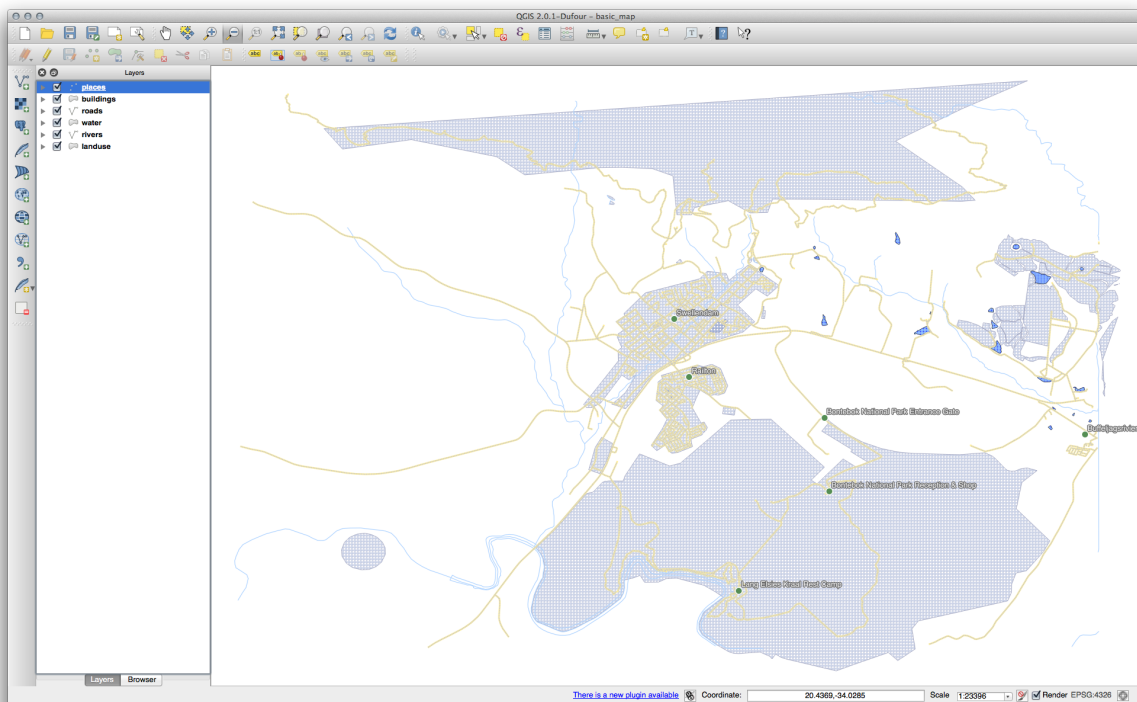
The *NAME* field is the most useful to show as labels. This is because all its values are unique for every object and are very unlikely to contain *NULL* values. If your data contains some *NULL* values, do not worry as long as most of your places have names.

Back to text

21.6 Results For *The Label Tool*

21.6.1 *Label Customization (Part 1)*

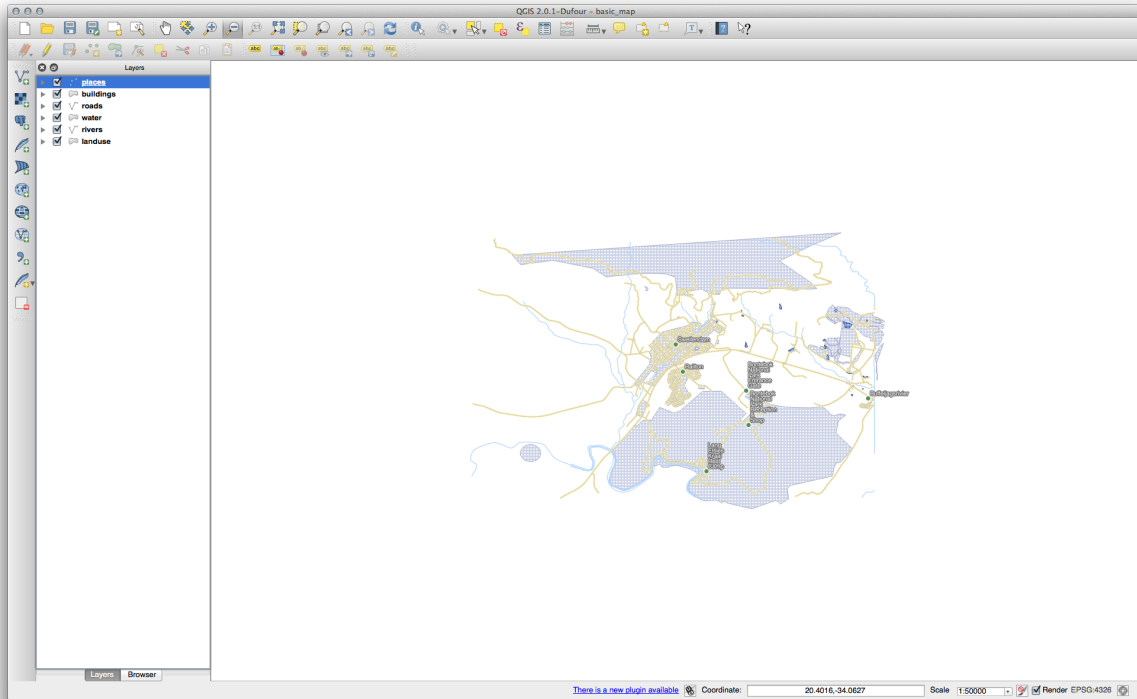
Your map should now show the marker points and the labels should be offset by 2.0 mm: The style of the markers and labels should allow both to be clearly visible on the map:



Back to text

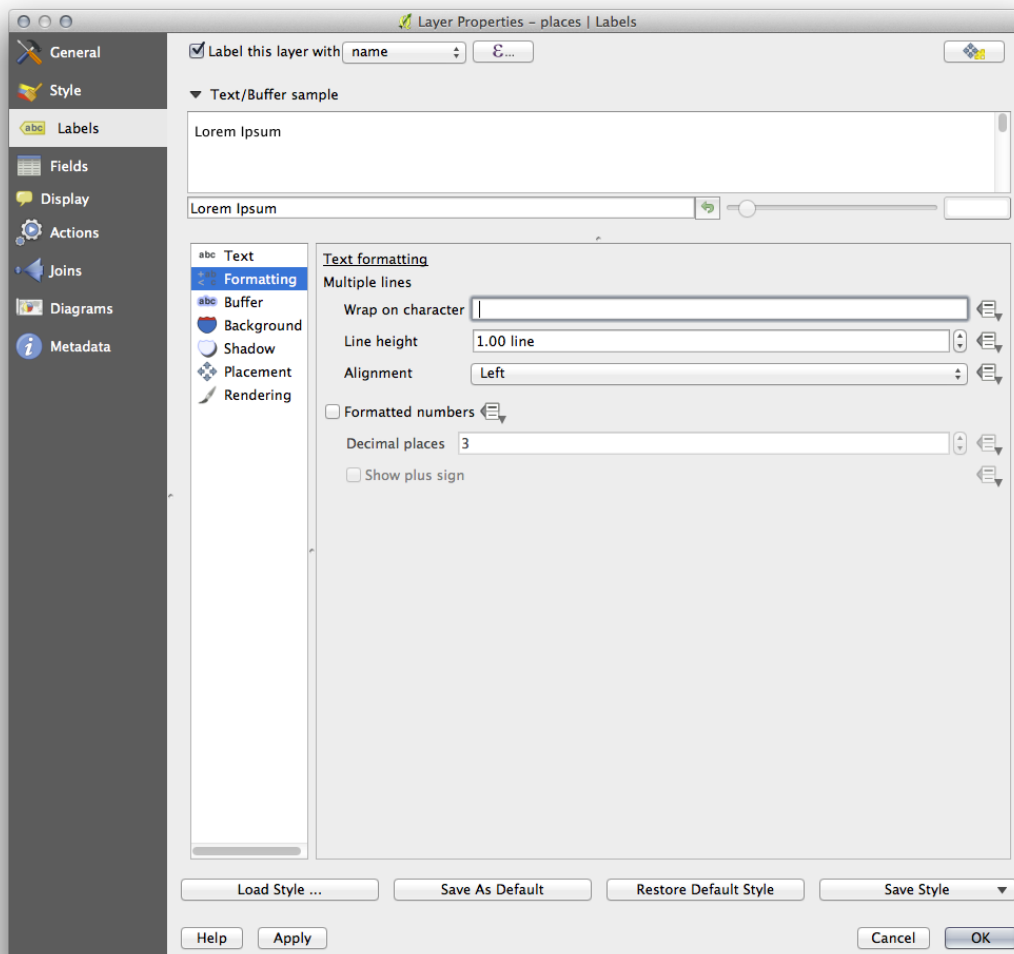
21.6.2 *Label Customization (Part 2)*

One possible solution has this final product:



To arrive at this result:

- Use a font size of 10, a *Label distance* of 1,5 mm, *Symbol width* and *Symbol size* of 3.0 mm.
- In addition, this example uses the *Wrap label on character* option:

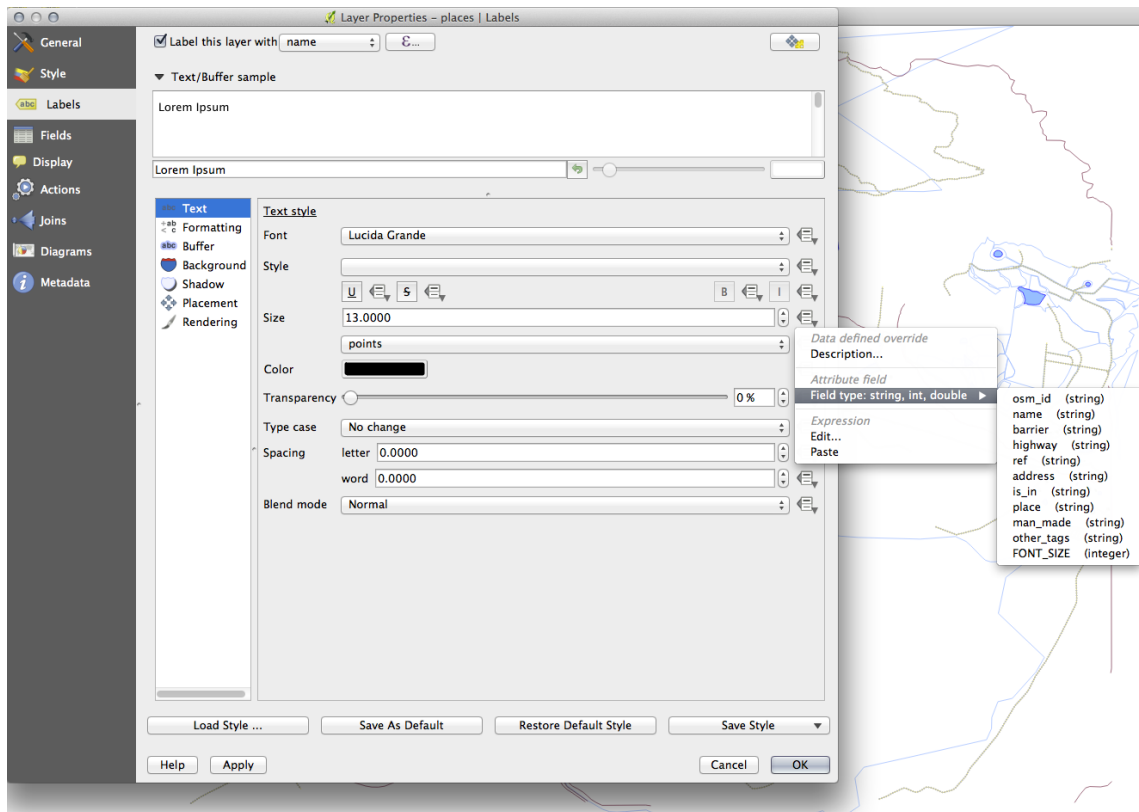


- Enter a space in this field and click *Apply* to achieve the same effect. In our case, some of the place names are very long, resulting in names with multiple lines which is not very user friendly. You might find this setting to be more appropriate for your map.

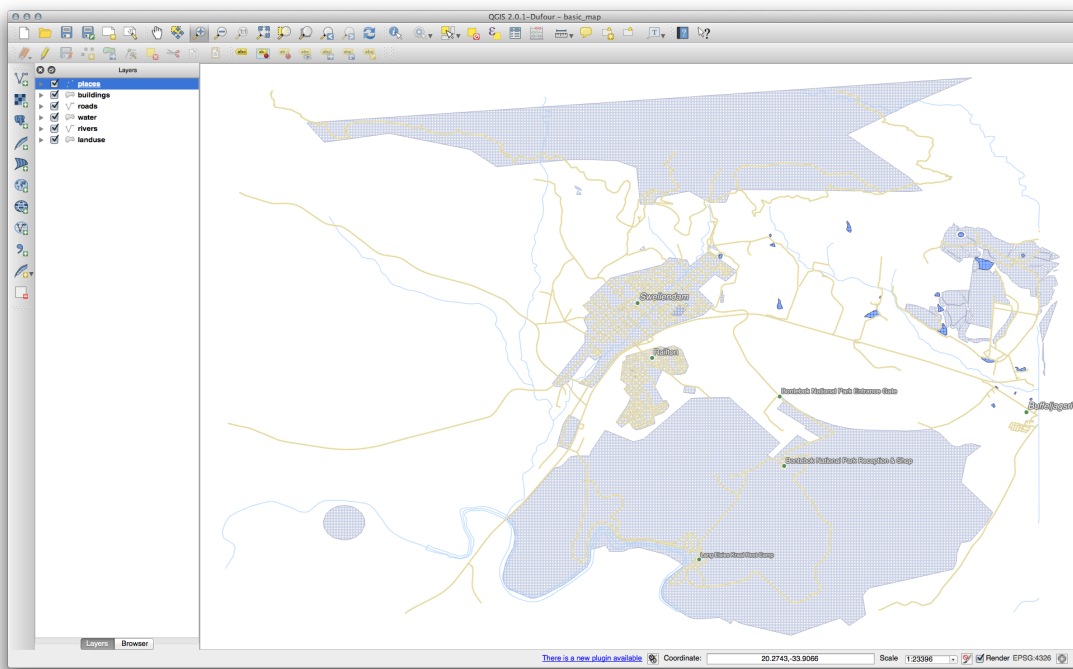
Back to text

21.6.3 Using Data Defined Settings

- Still in edit mode, set the FONT_SIZE values to whatever you prefer. The example uses 16 for towns, 14 for suburbs, 12 for localities and 10 for hamlets.
- Remember to save changes and exit edit mode.
- Return to the *Text* formatting options for the *places* layer and select FONT_SIZE in the *Attribute field* of the font size data override dropdown:



Your results, if using the above values, should be this:

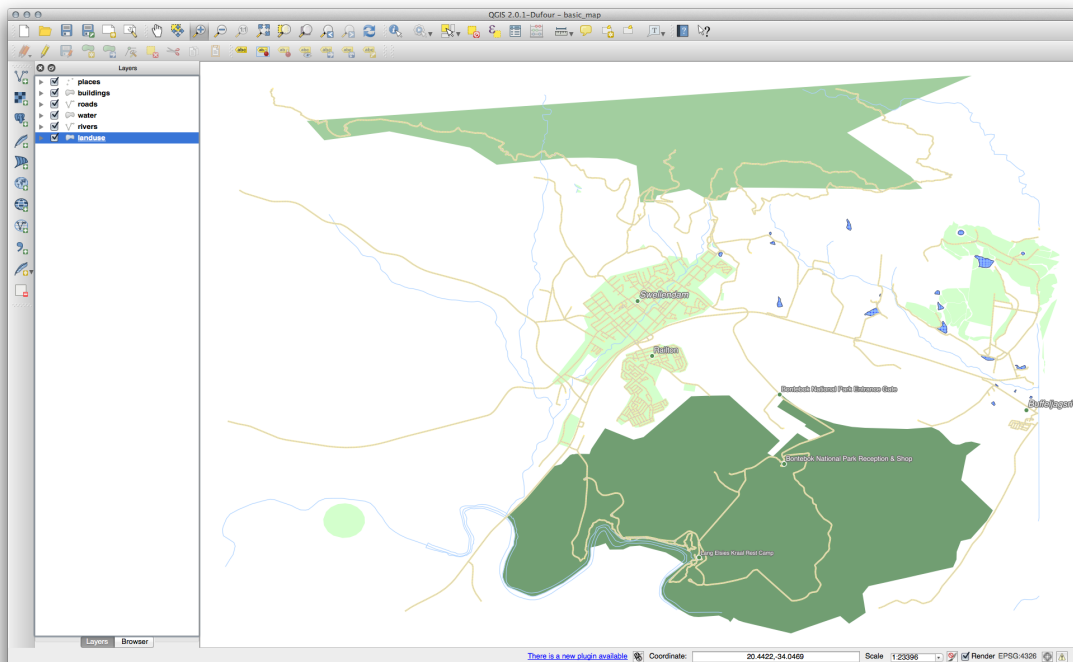


Back to text

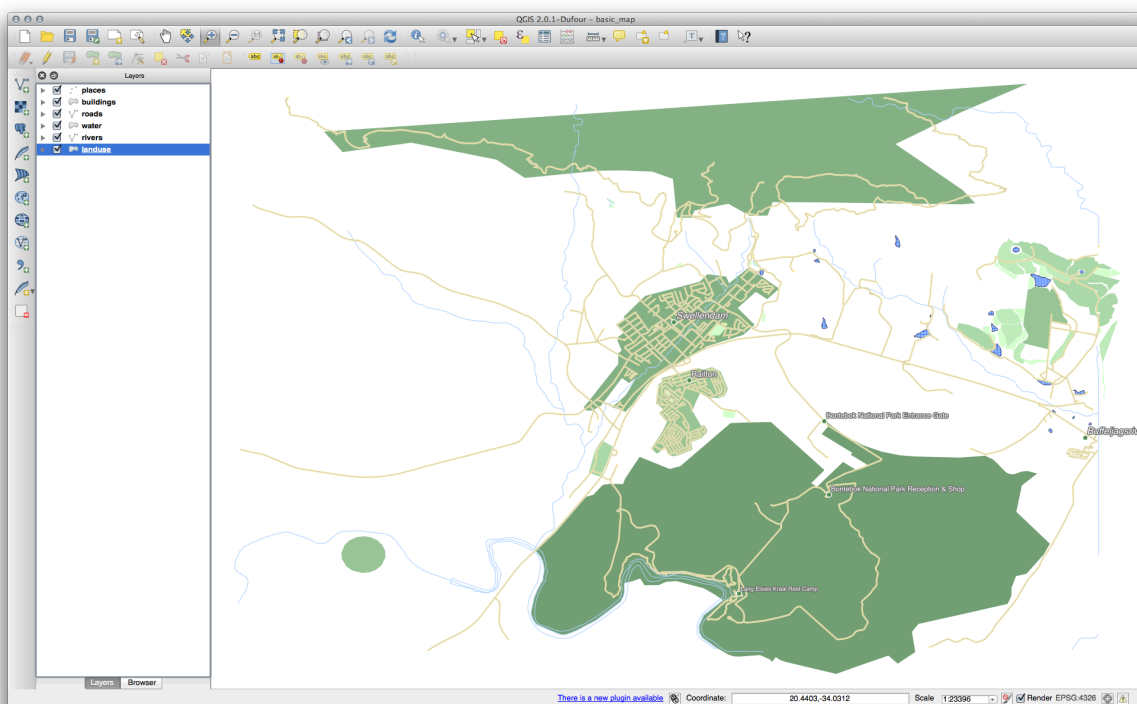
21.7 Results For Classification

21.7.1 Refine the Classification

- Use the same method as in the first exercise of the lesson to get rid of the borders:



The settings you used might not be the same, but with the values *Classes = 6* and *Mode = Natural Breaks (Jenks)* (and using the same colors, of course), the map will look like this:

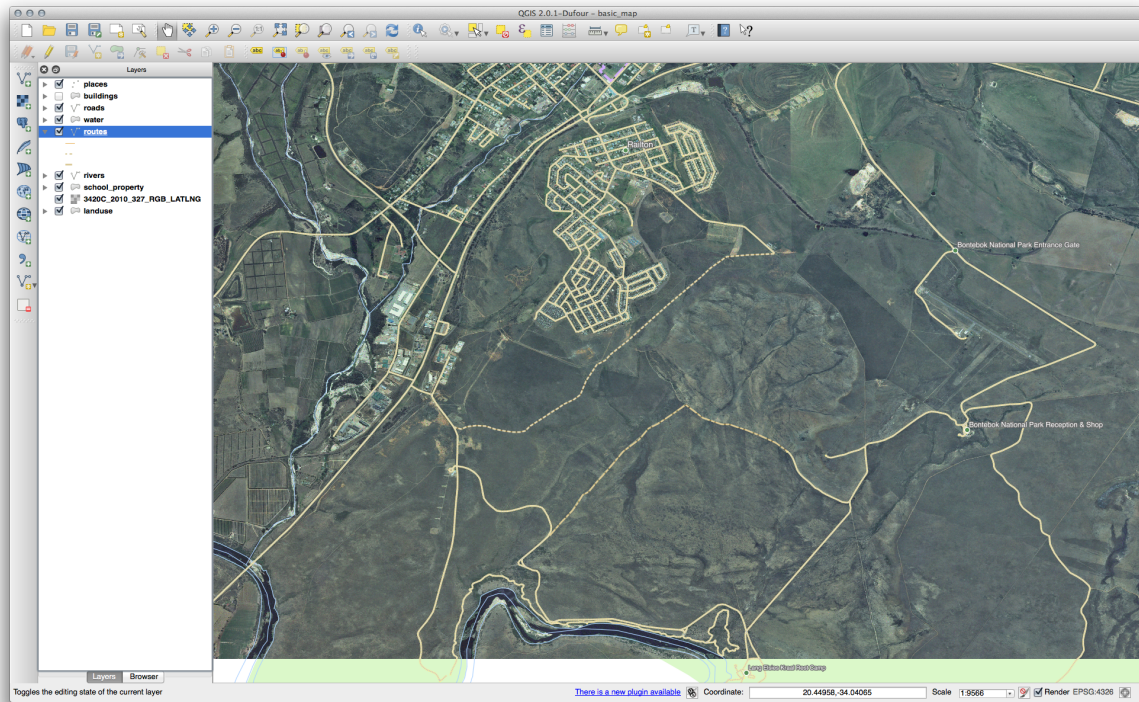


Back to text

21.8 Results For Creating a New Vector Dataset

21.8.1 Digitizing

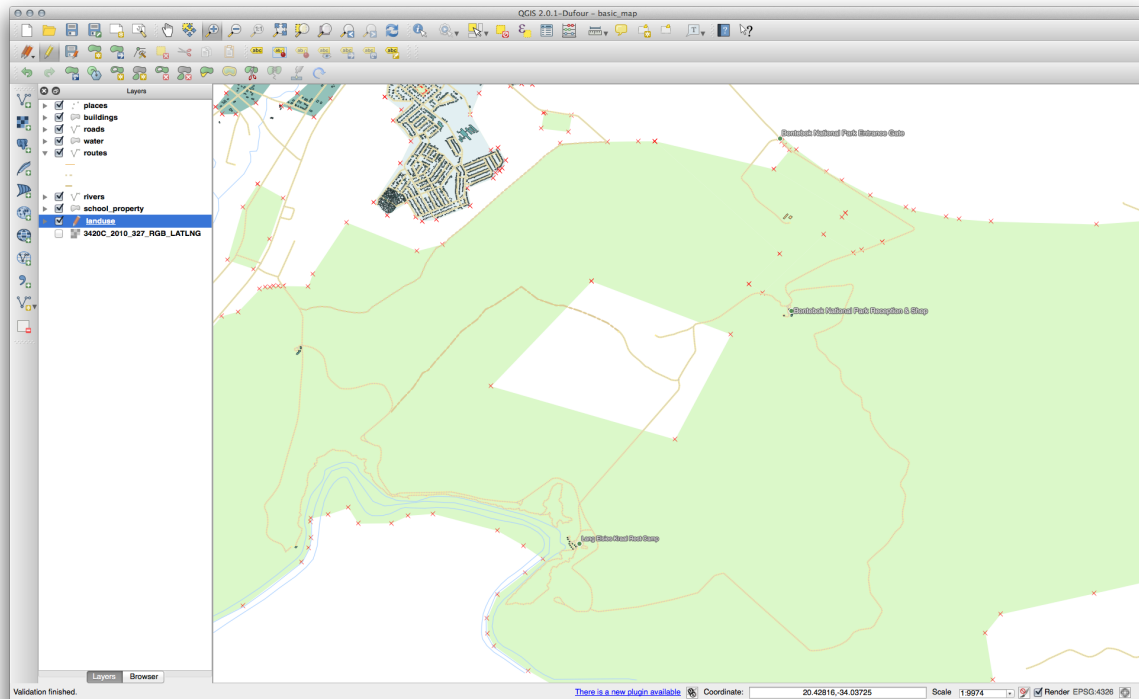
The symbology doesn't matter, but the results should look more or less like this:



Back to text

21.8.2 Topology: Add Ring Tool

The exact shape doesn't matter, but you should be getting a hole in the middle of your feature, like this one:

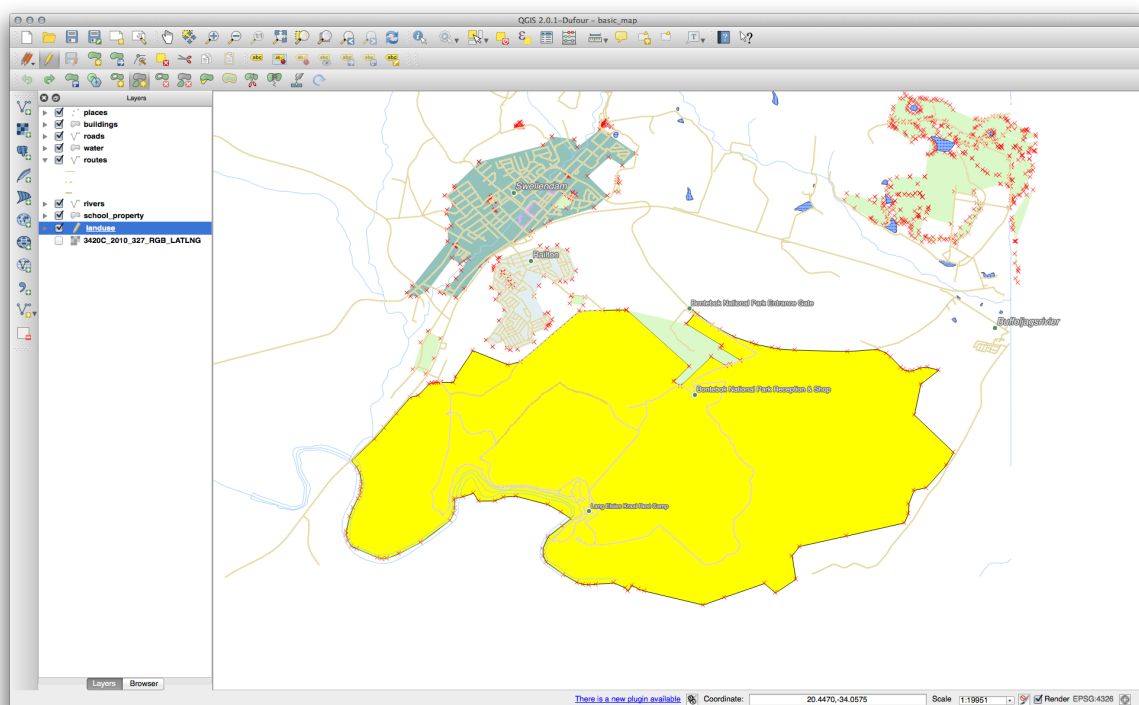


- Undo your edit before continuing with the exercise for the next tool.

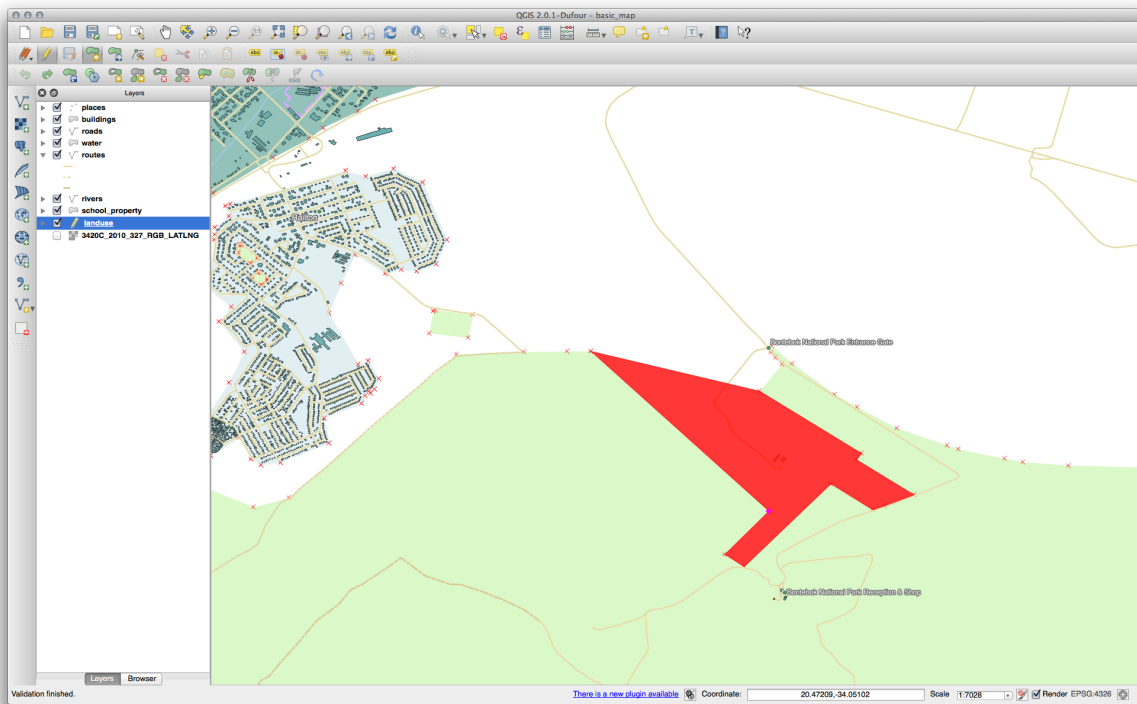
Back to text

21.8.3 Topology: Add Part Tool

- First select the Bontebok National Park:



- Now add your new part:



- Undo your edit before continuing with the exercise for the next tool.

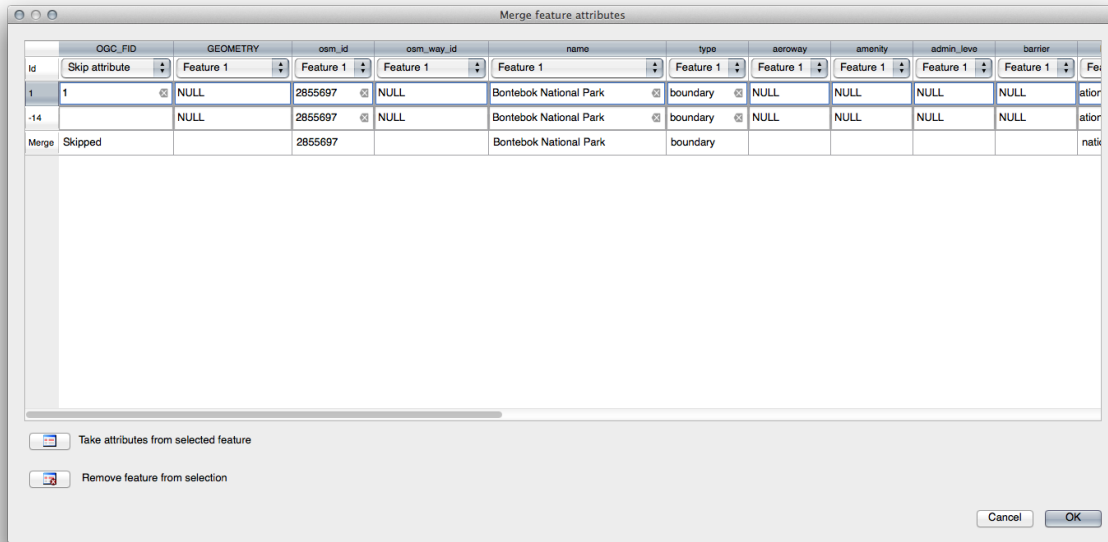
Back to text

21.8.4 Merge Features

- Use the *Merge Selected Features* tool, making sure to first select both of the polygons you wish to merge.
- Use the feature with the *OGC_FID* of 1 as the source of your attributes (click on its entry in the dialog, then click the *Take attributes from selected feature* button):

Nota:

If you're using a different dataset, it is highly likely that your original polygon's *OGC_FID* will not be 1. Just choose the feature which has an *OGC_FID*.



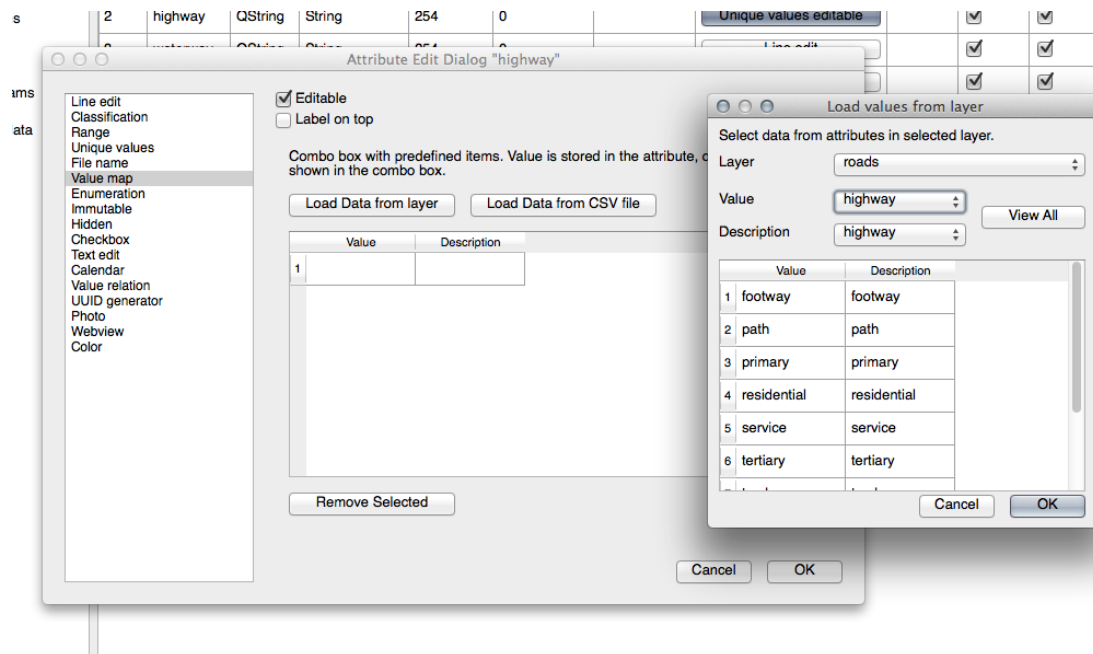
Nota: Using the *Merge Attributes of Selected Features* tool will keep the geometries distinct, but give them the same attributes.

Back to text

21.8.5 Forms

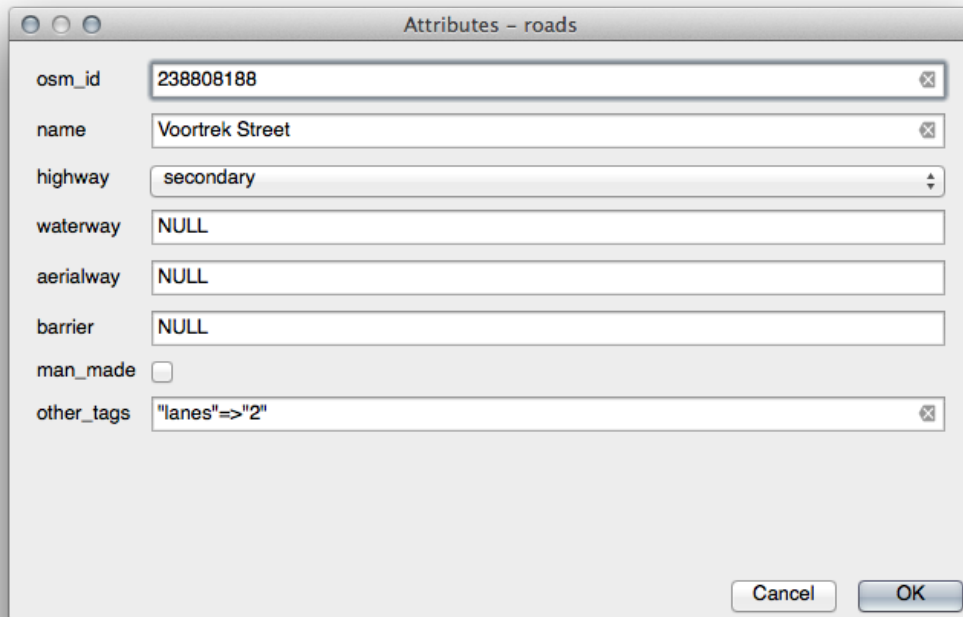
For the *TYPE*, there is obviously a limited amount of types that a road can be, and if you check the attribute table for this layer, you'll see that they are predefined.

- Set the widget to *Value Map* and click *Load Data from Layer*.
- Select *roads* in the *Label* dropdown and *highway* for both the *Value* and *Description* options:



- Click *Ok* three times.

- If you use the *Identify* tool on a street now while edit mode is active, the dialog you get should look like this:



Field	Value
osm_id	238808188
name	Voortrek Street
highway	secondary
waterway	NULL
aerialway	NULL
barrier	NULL
man_made	<input type="checkbox"/>
other_tags	"lanes"=>"2"

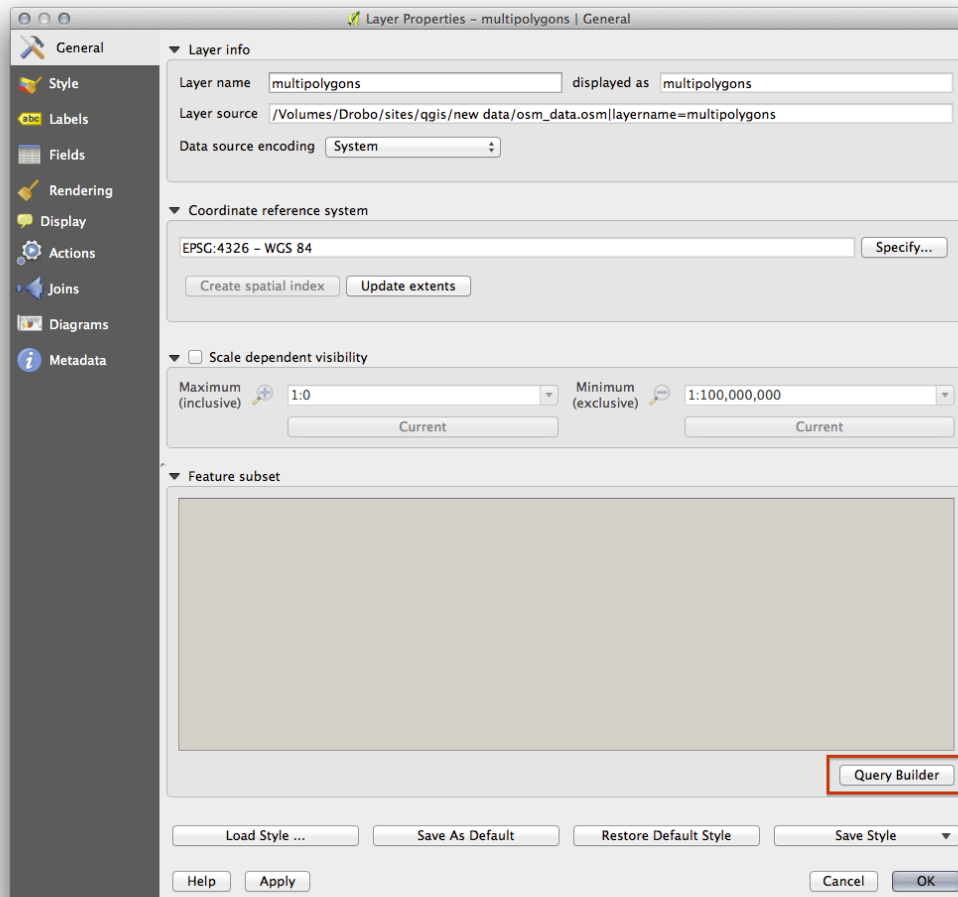
Back to text

21.9 Results For *Vector Analysis*

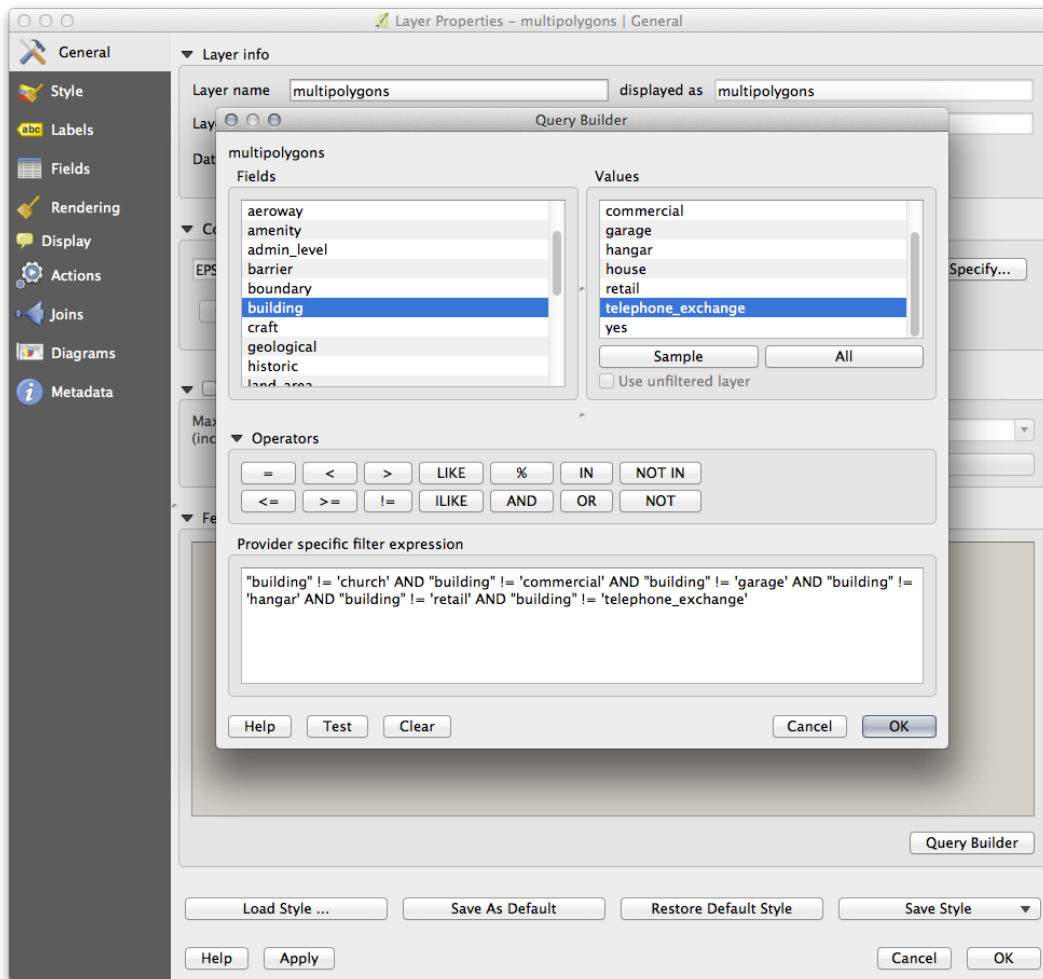
21.9.1 *Extract Your Layers from OSM Data*

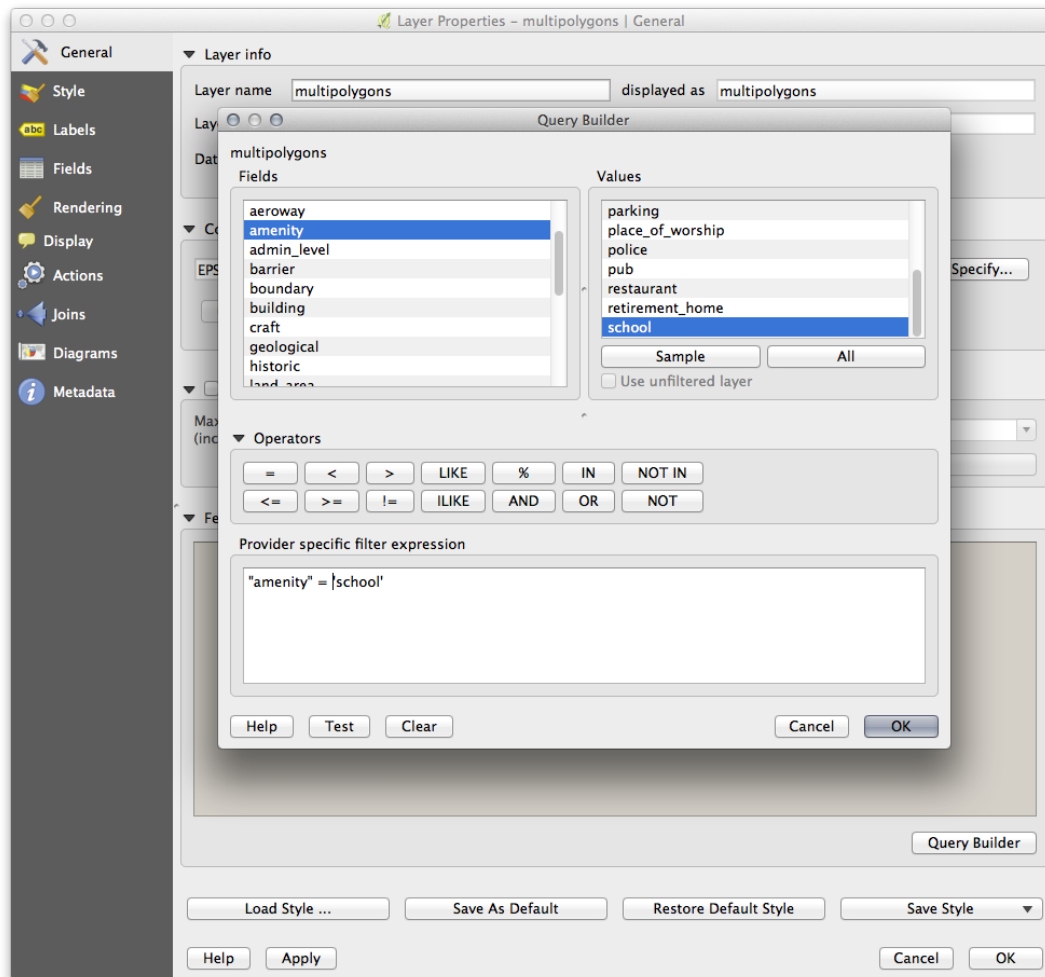
For the purpose of this exercise, the OSM layers which we are interested in are multipolygons and lines. The multipolygons layer contains the data we need in order to produce the houses, schools and restaurants layers. The lines layer contains the roads dataset.

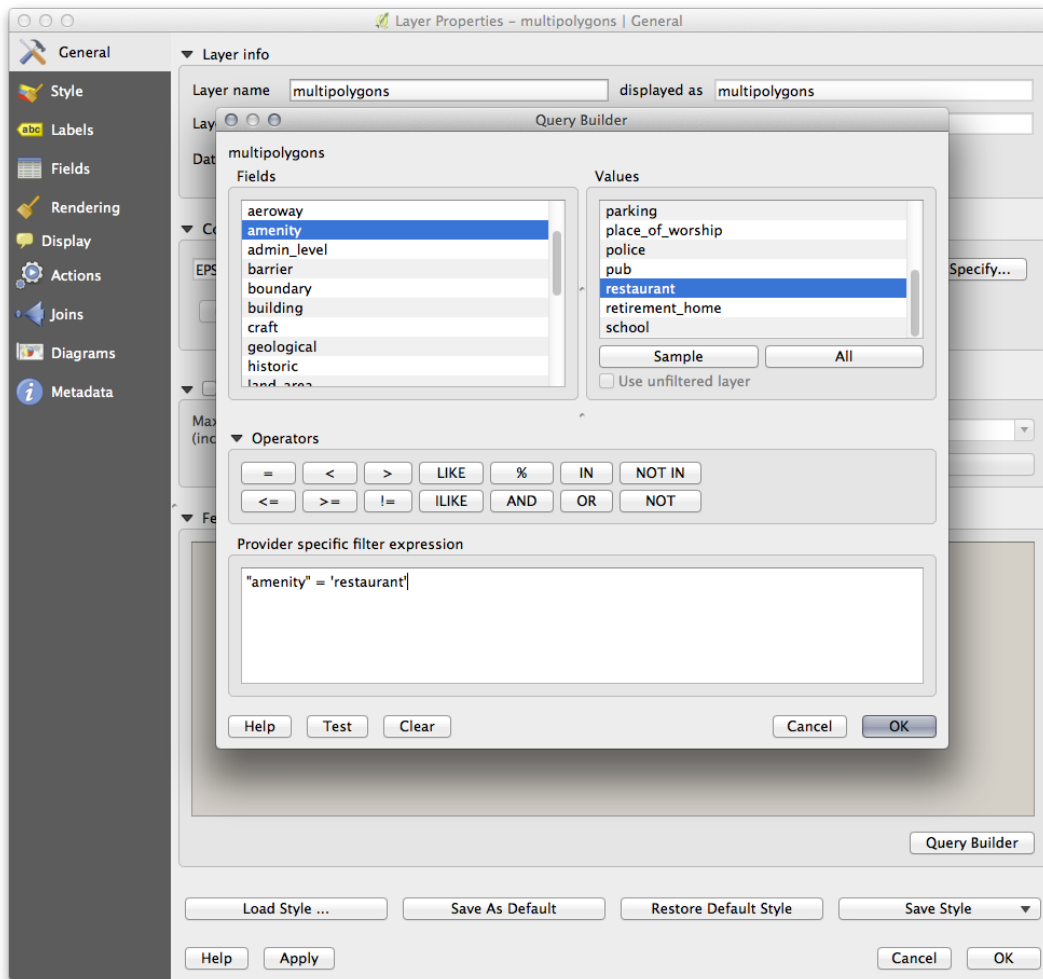
The *Query Builder* is found in the layer properties:



Using the *Query Builder* against the multipolygons layer, create the following queries for the houses, schools, restaurants and residential layers:





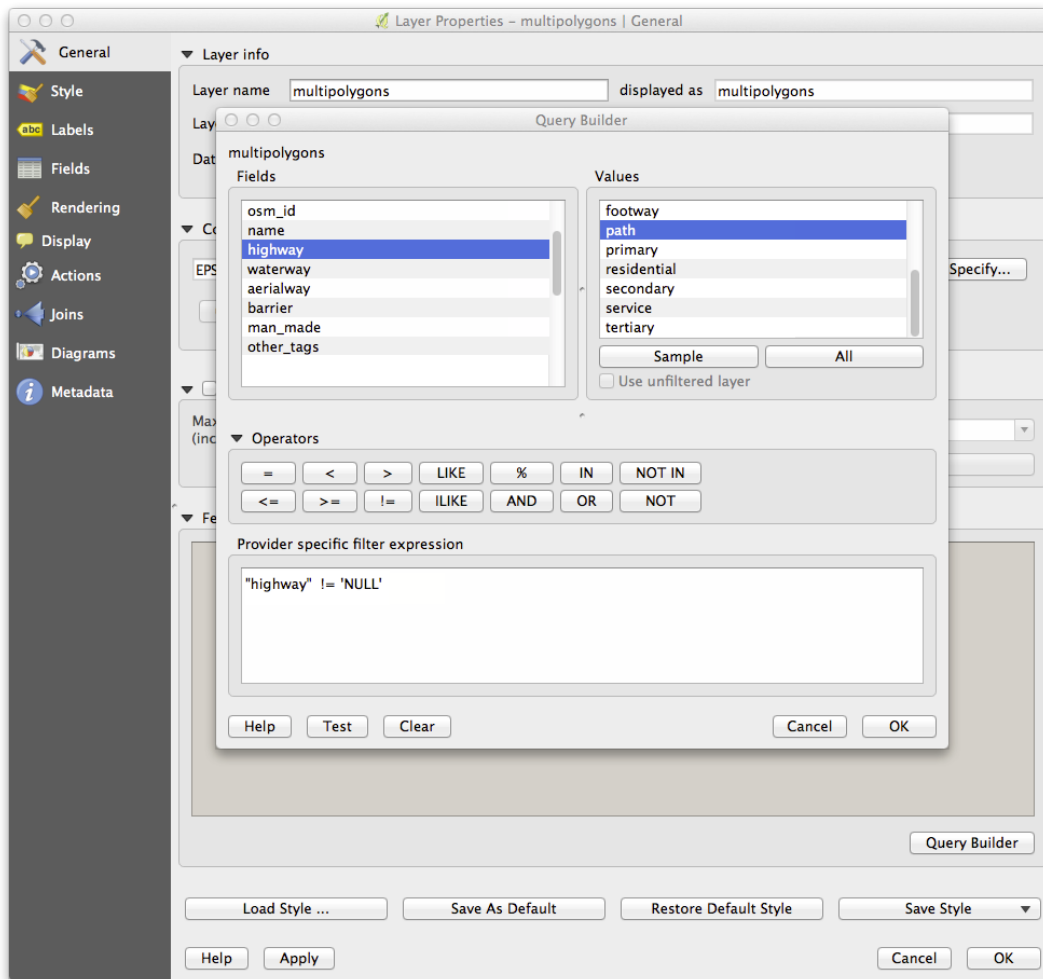


Once you have entered each query, click *OK*. You'll see that the map updates to show only the data you have selected. Since you need to use again the `multipolygons` data from the OSM dataset, at this point, you can use one of the following methods:

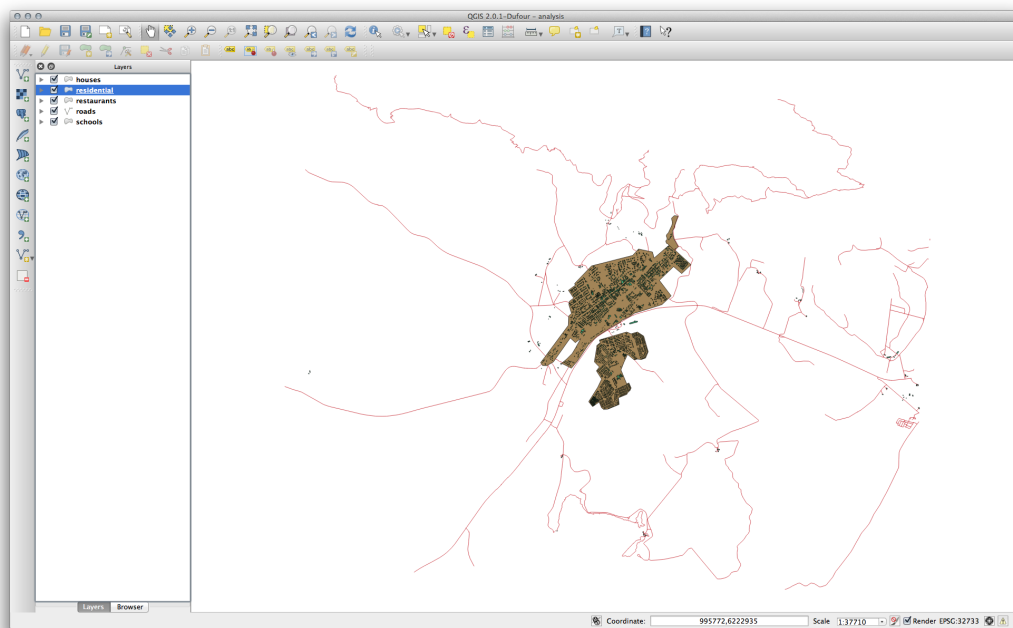
- Rename the filtered OSM layer and re-import the layer from `osm_data.osm`, OR
- Duplicate the filtered layer, rename the copy, clear the query and create your new query in the *Query Builder*.

Nota: Although OSM's `building` field has a `house` value, the coverage in your area - as in ours - may not be complete. In our test region, it is therefore more accurate to *exclude* all buildings which are defined as anything other than `house`. You may decide to simply include buildings which are defined as `house` and all other values that have not a clear meaning like `yes`.

To create the `roads` layer, build this query against OSM's `lines` layer:



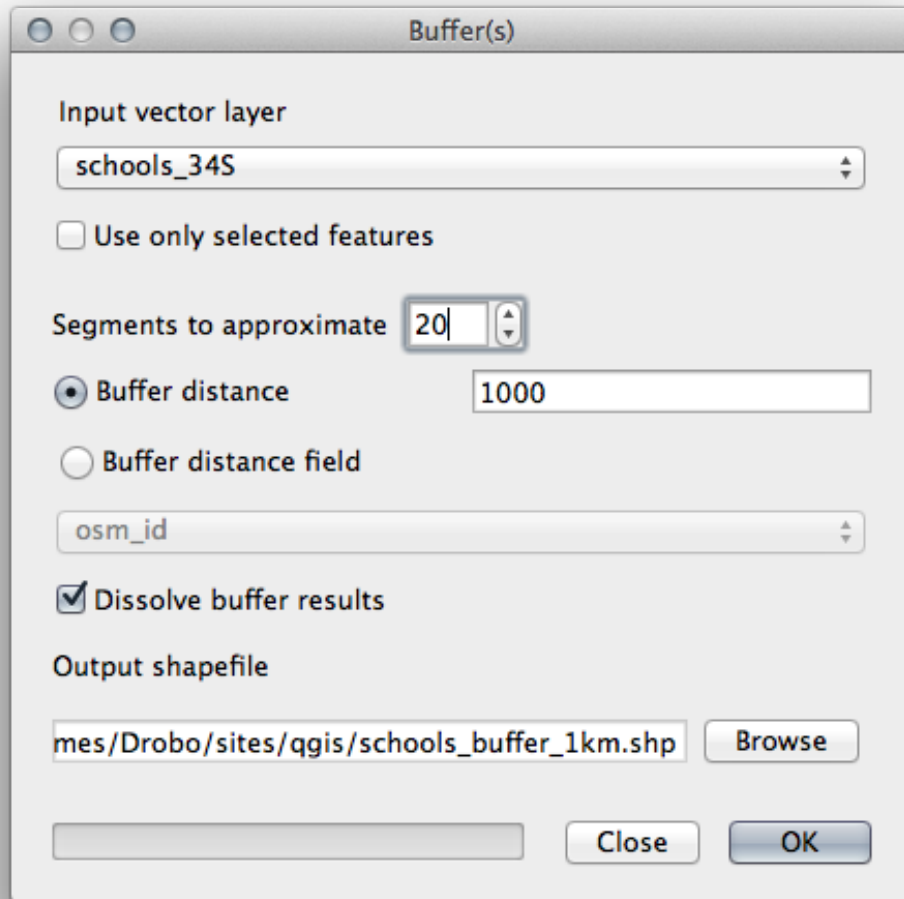
You should end up with a map which looks similar to the following:



[Back to text](#)

21.9.2 Distance from High Schools

- Your buffer dialog should look like this:



The *Buffer distance* is 1000 meters (i.e., 1 kilometer).

- The *Segments to approximate* value is set to 20. This is optional, but it's recommended, because it makes the output buffers look smoother. Compare this:



To this:



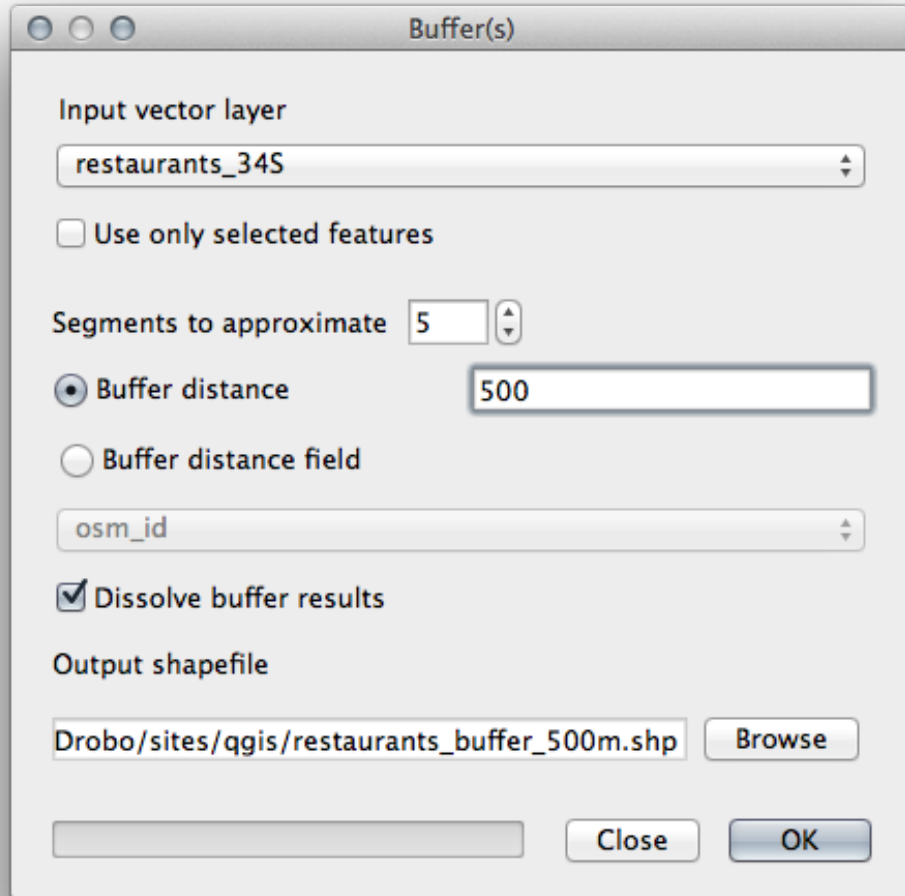
The first image shows the buffer with the *Segments to approximate* value set to 5 and the second shows the value set to 20. In our example, the difference is subtle, but you can see that the buffer's edges are smoother with the higher value.

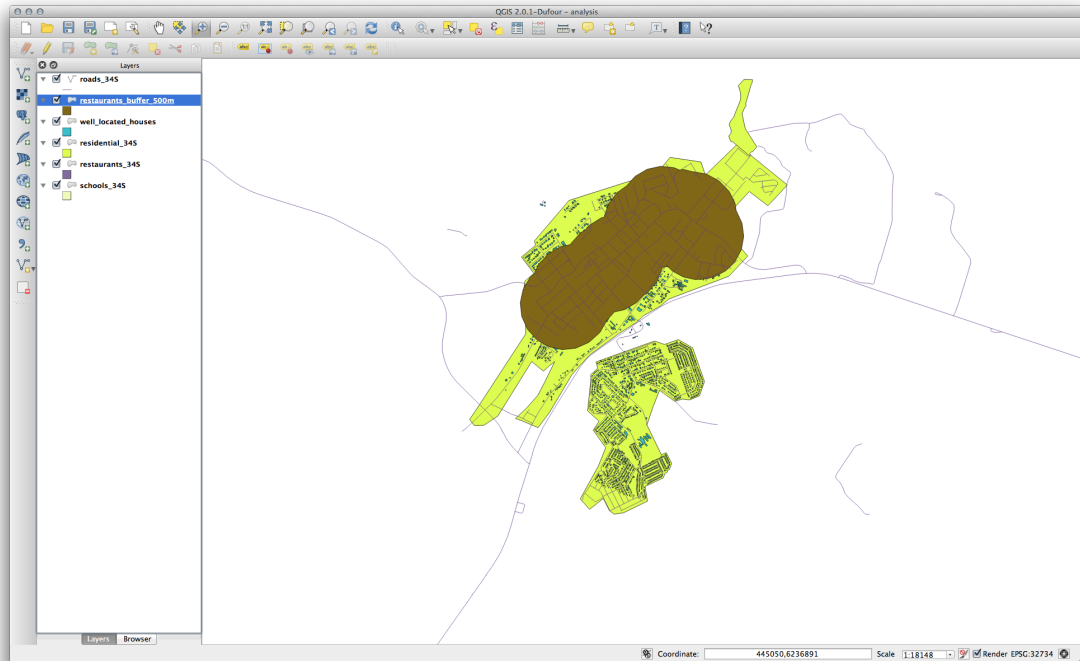
[Back to text](#)

21.9.3 Distance from Restaurants

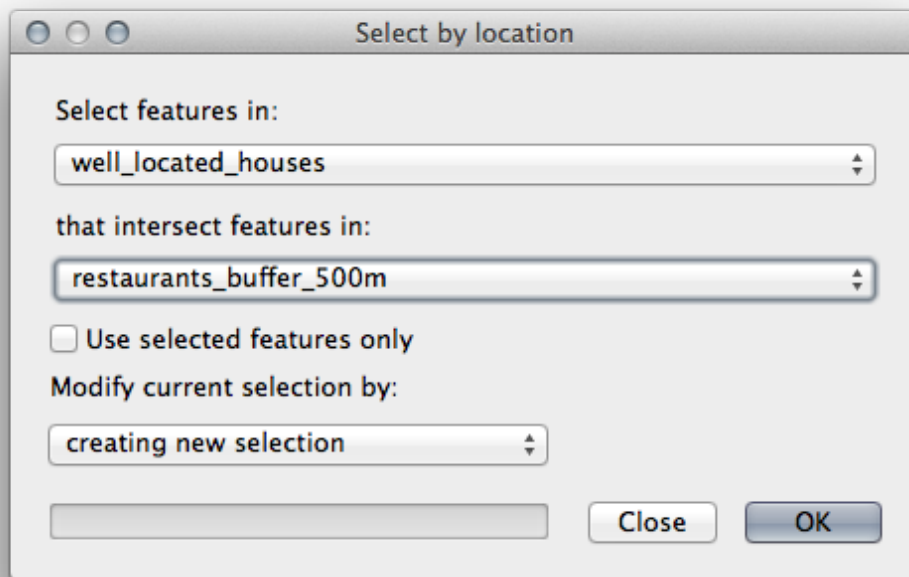
To create the new `houses_restaurants_500m` layer, we go through a two step process:

- First, create a buffer of 500m around the restaurants and add the layer to the map:

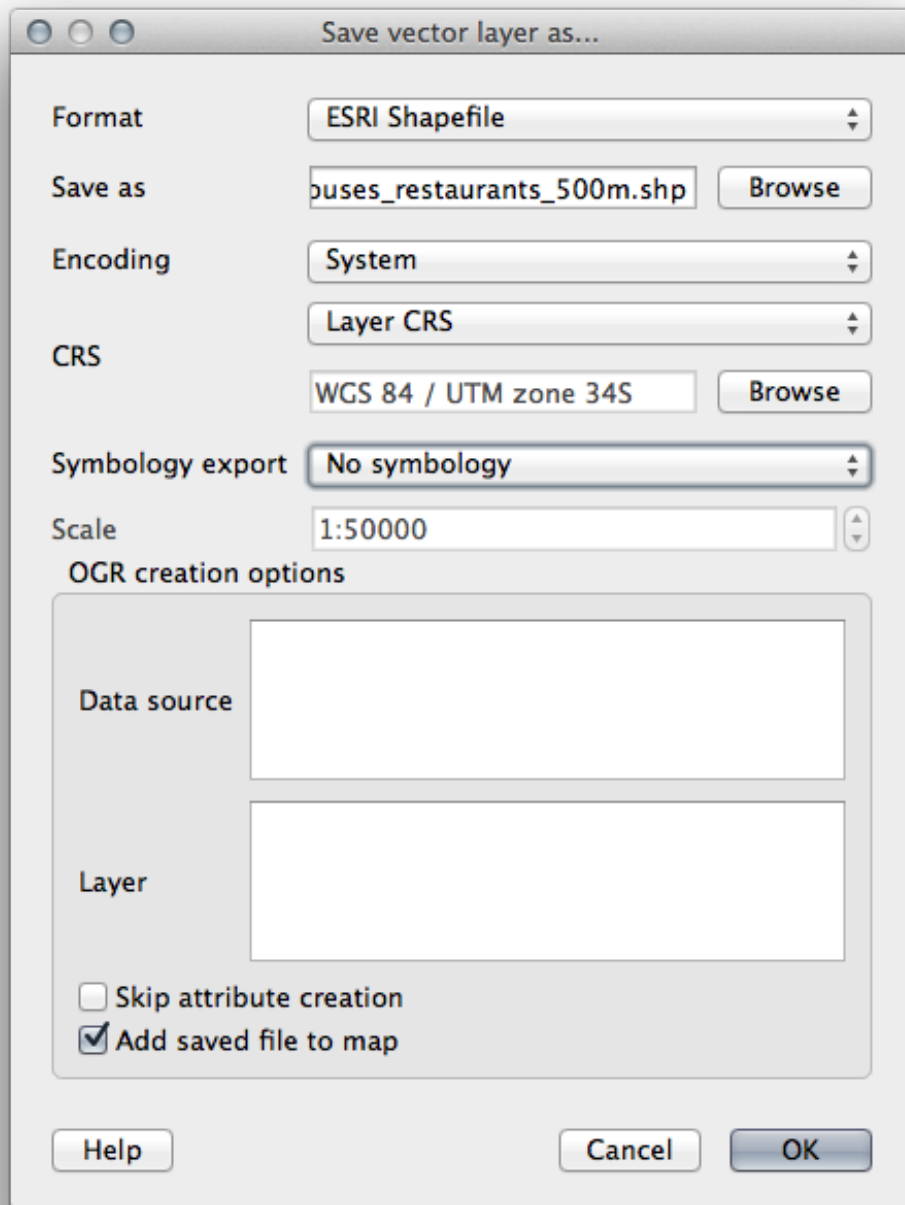




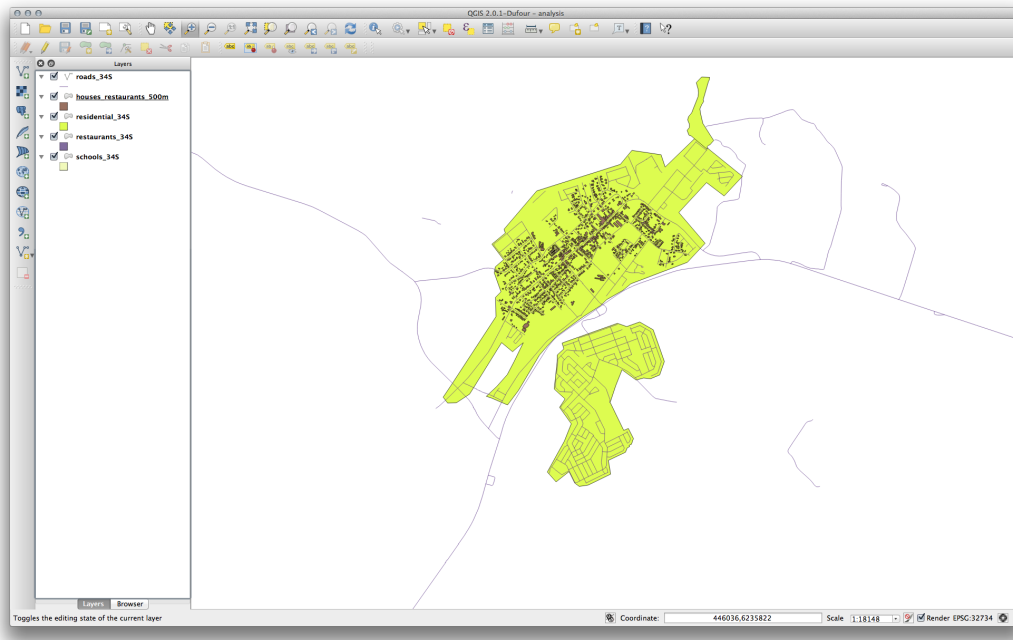
- Next, select buildings within that buffer area:



- Now save that selection to our new houses_restaurants_500m layer:



Your map should now show only those buildings which are within 50m of a road, 1km of a school and 500m of a restaurant:

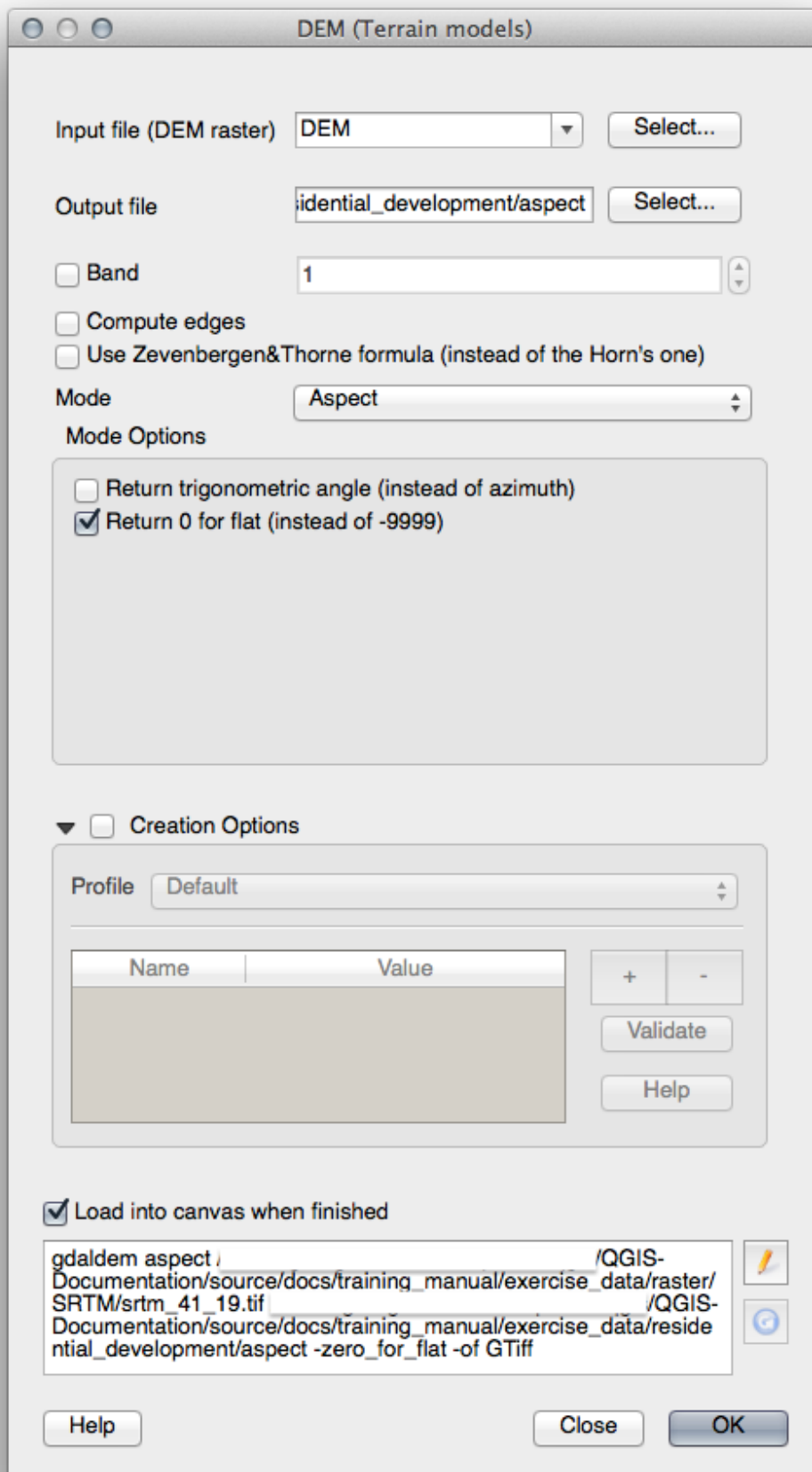


Back to text

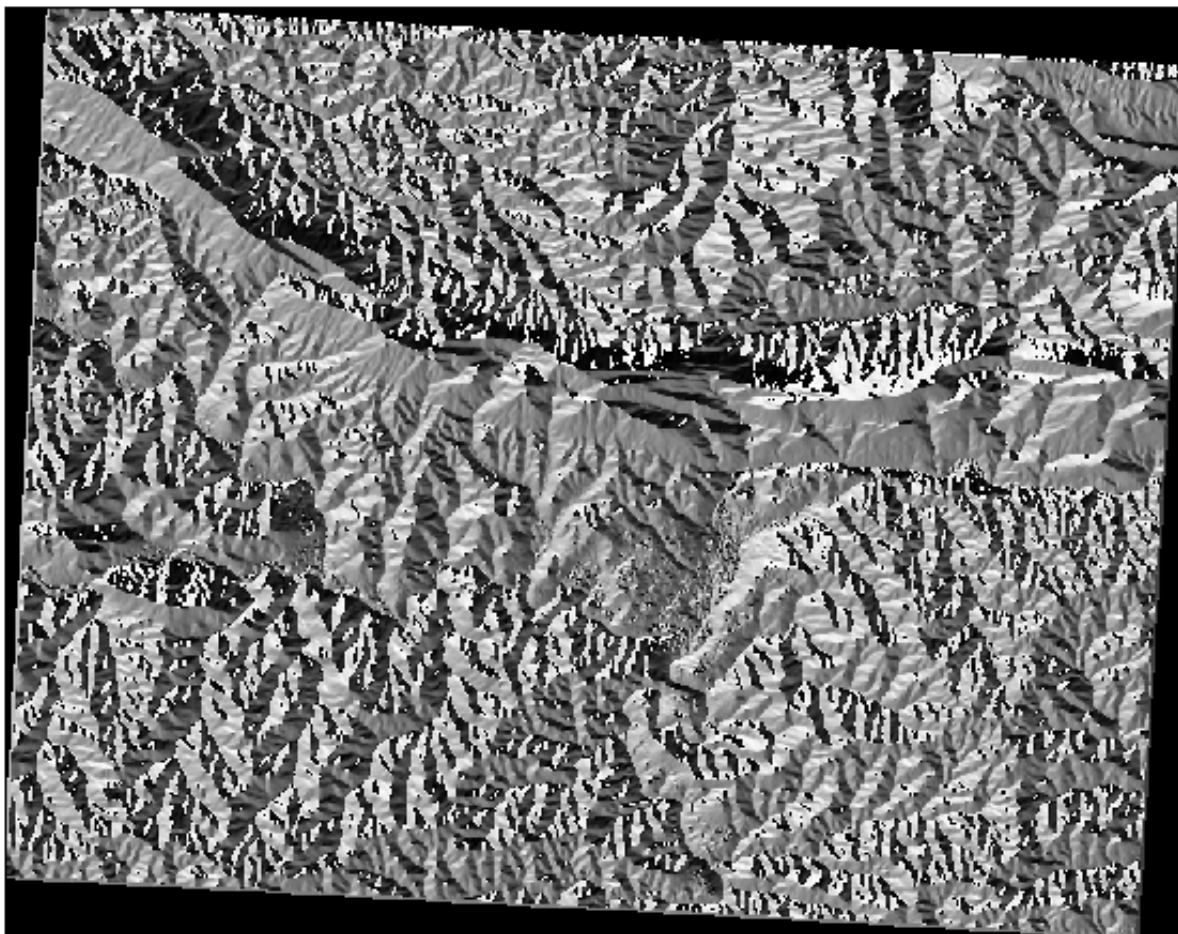
21.10 Results For *Raster Analysis*

21.10.1 *Calculate Aspect*

- Set your *DEM (Terrain analysis)* dialog up like this:



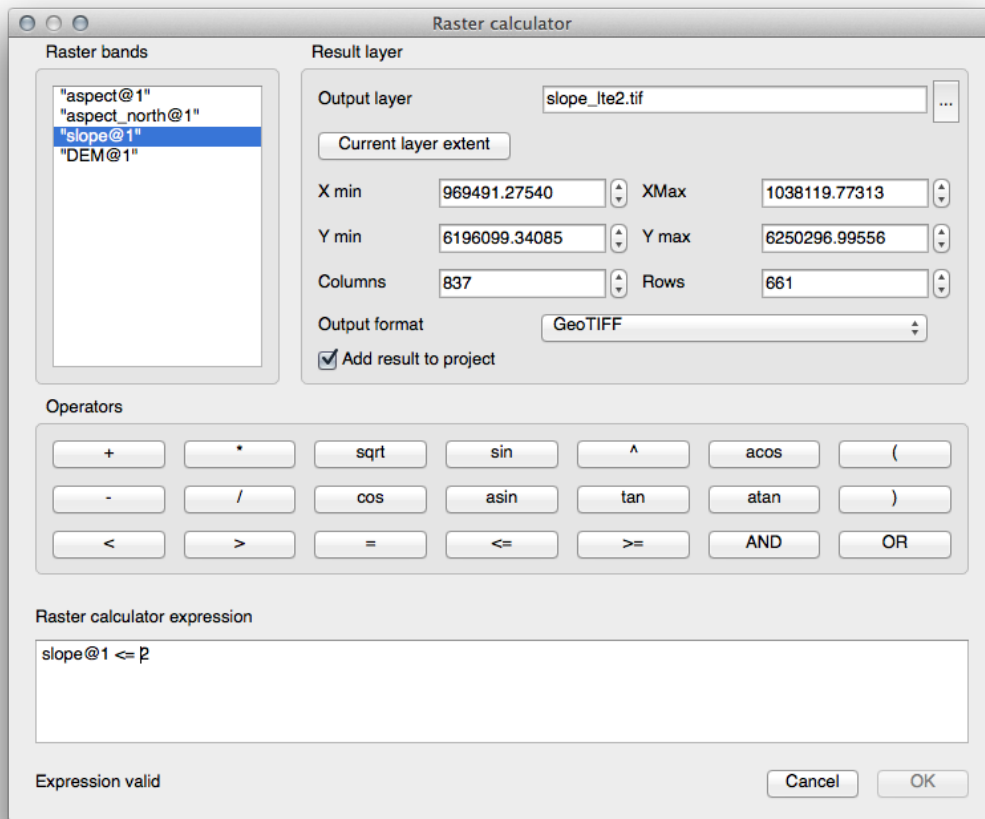
Your result:



Back to text

21.10.2 Calculate Slope (less than 2 and 5 degrees)

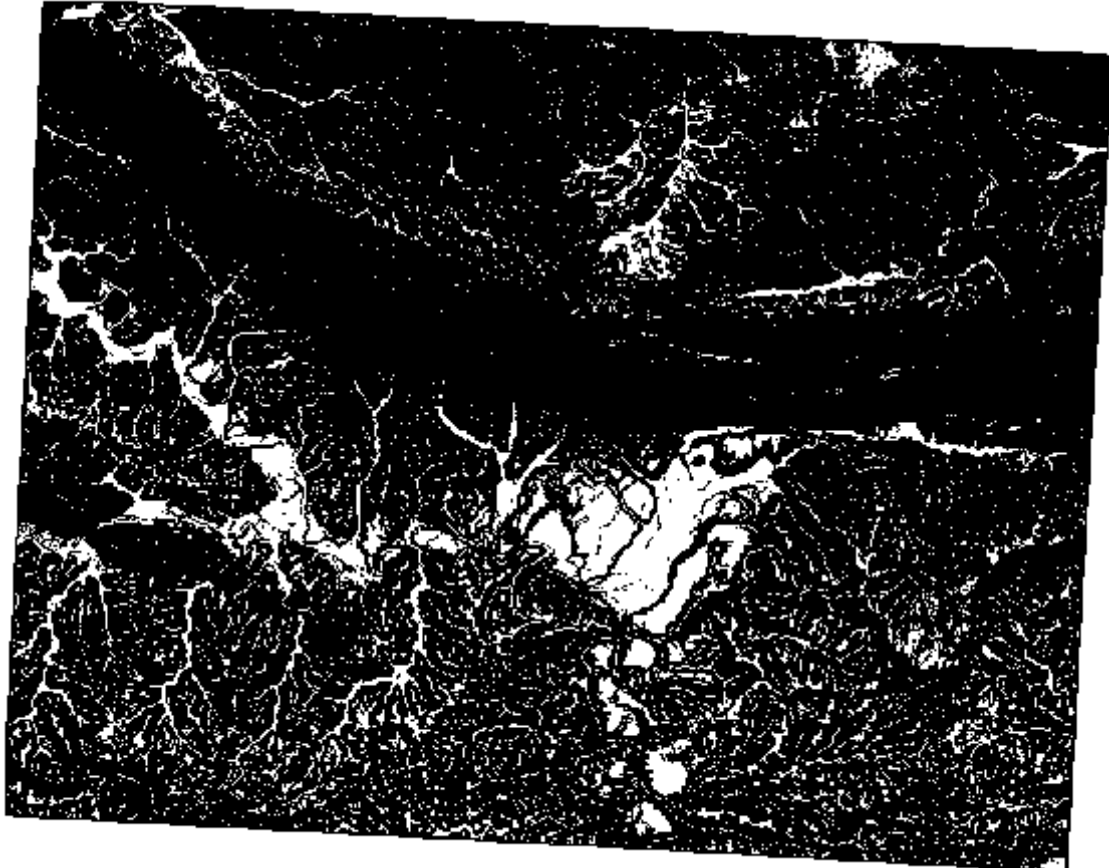
- Set your *Raster calculator* dialog up like this:



- For the 5 degree version, replace the 2 in the expression and file name with 5.

Your results:

- 2 degrees:



- 5 degrees:



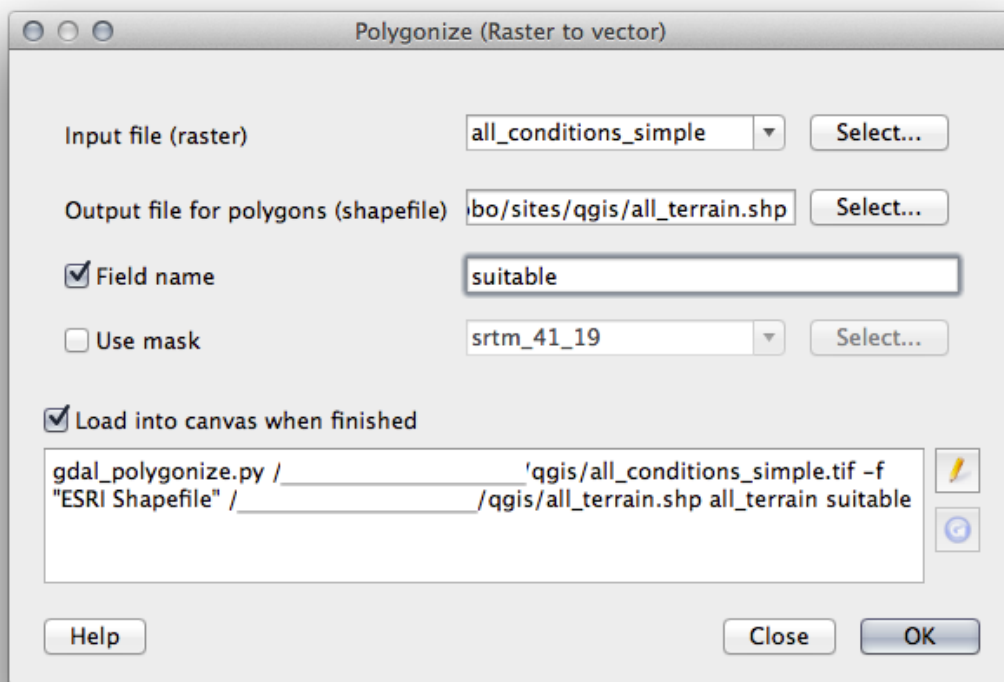
Back to text

21.11 Results For *Completing the Analysis*

21.11.1 *Raster to Vector*

- Open the *Query Builder* by right-clicking on the *all_terrain* layer in the *Layers list*, select the *General* tab.
- Then build the query "suitable" = 1.
- Click *OK* to filter out all the polygons where this condition isn't met.

When viewed over the original raster, the areas should overlap perfectly:



- You can save this layer by right-clicking on the *all_terrain* layer in the *Layers list* and choosing *Save As...*, then continue as per the instructions.

Back to text

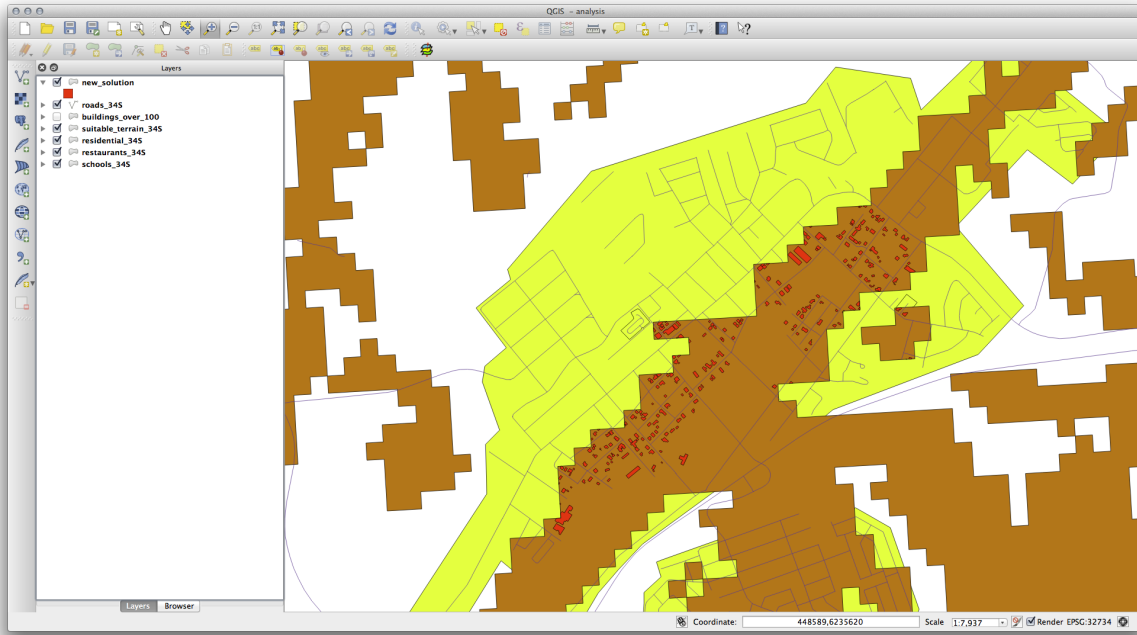
21.11.2 *Inspecting the Results*

You may notice that some of the buildings in your *new_solution* layer have been “sliced” by the *Intersect* tool. This shows that only part of the building - and therefore only part of the property - lies on suitable terrain. We can therefore sensibly eliminate those buildings from our dataset

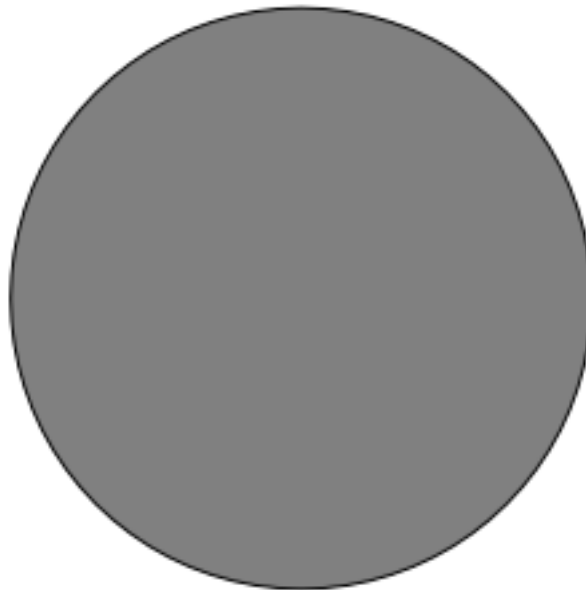
Back to text

21.11.3 *Refining the Analysis*

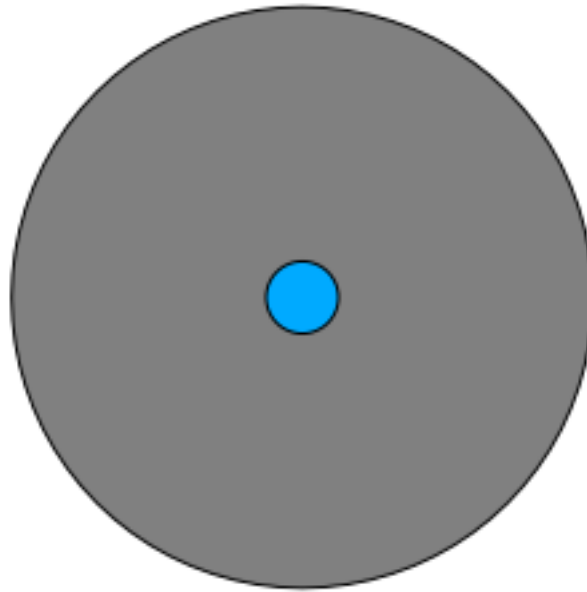
At the moment, your analysis should look something like this:



Consider a circular area, continuous for 100 meters in all directions.



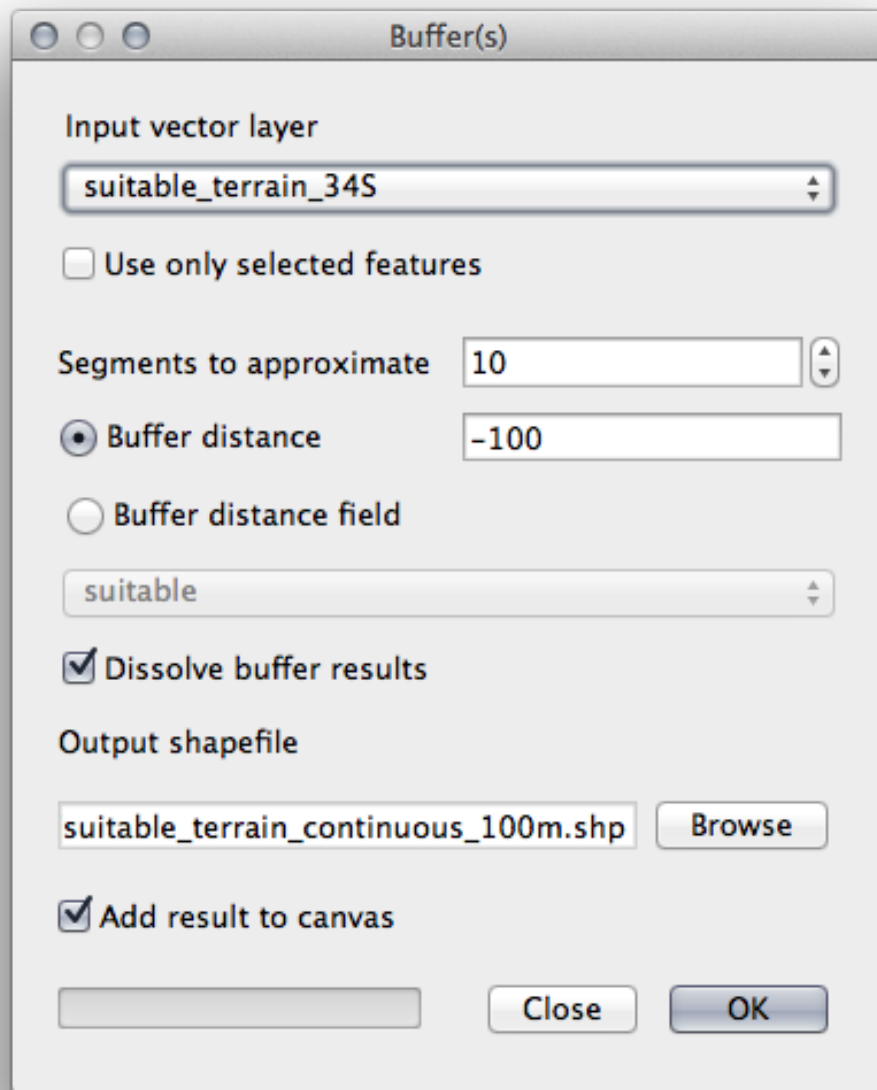
If it is greater than 100 meters in radius, then subtracting 100 meters from its size (from all directions) will result in a part of it being left in the middle.



Therefore, you can run an *interior buffer* of 100 meters on your existing *suitable_terrain* vector layer. In the output of the buffer function, whatever remains of the original layer will represent areas where there is suitable terrain for 100 meters beyond.

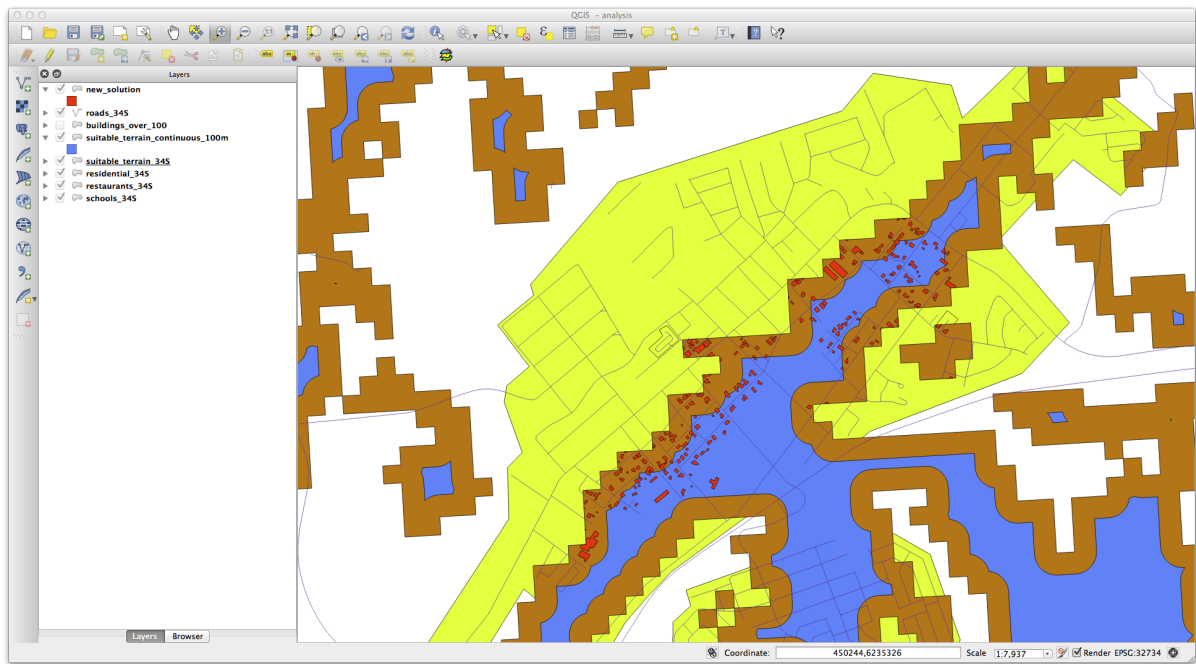
To demonstrate:

- Go to *Vector* → *Geoprocessing Tools* → *Buffer(s)* to open the Buffer(s) dialog.
- Set it up like this:

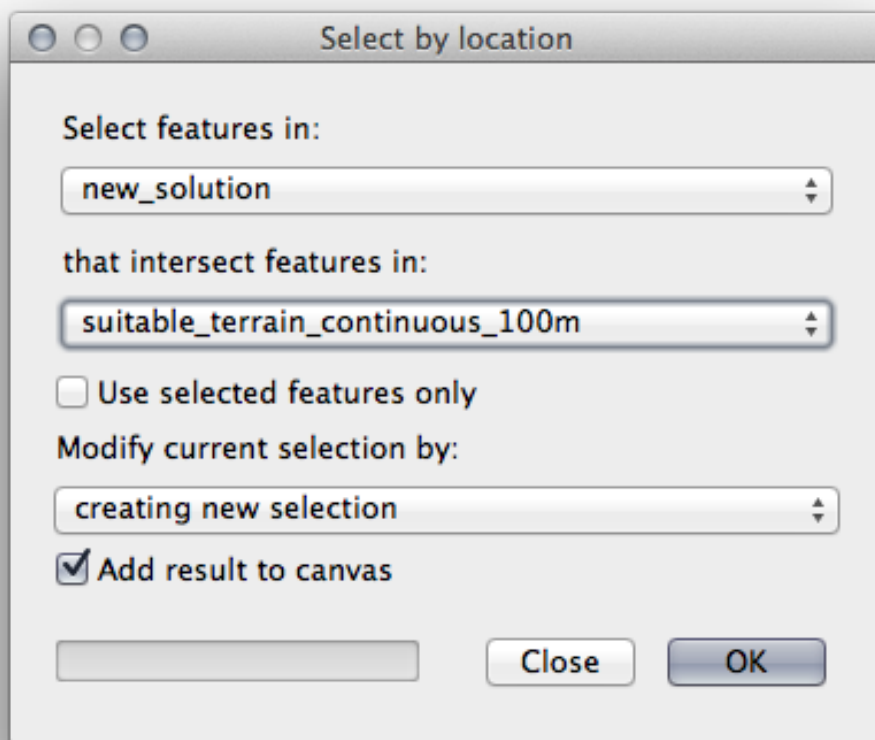


- Use the *suitable_terrain* layer with 10 segments and a buffer distance of -100. (The distance is automatically in meters because your map is using a projected CRS.)
- Save the output in `exercise_data/residential_development/` as `suitable_terrain_continuous100m.shp`.
- If necessary, move the new layer above your original *suitable_terrain* layer.

Your results will look like something like this:

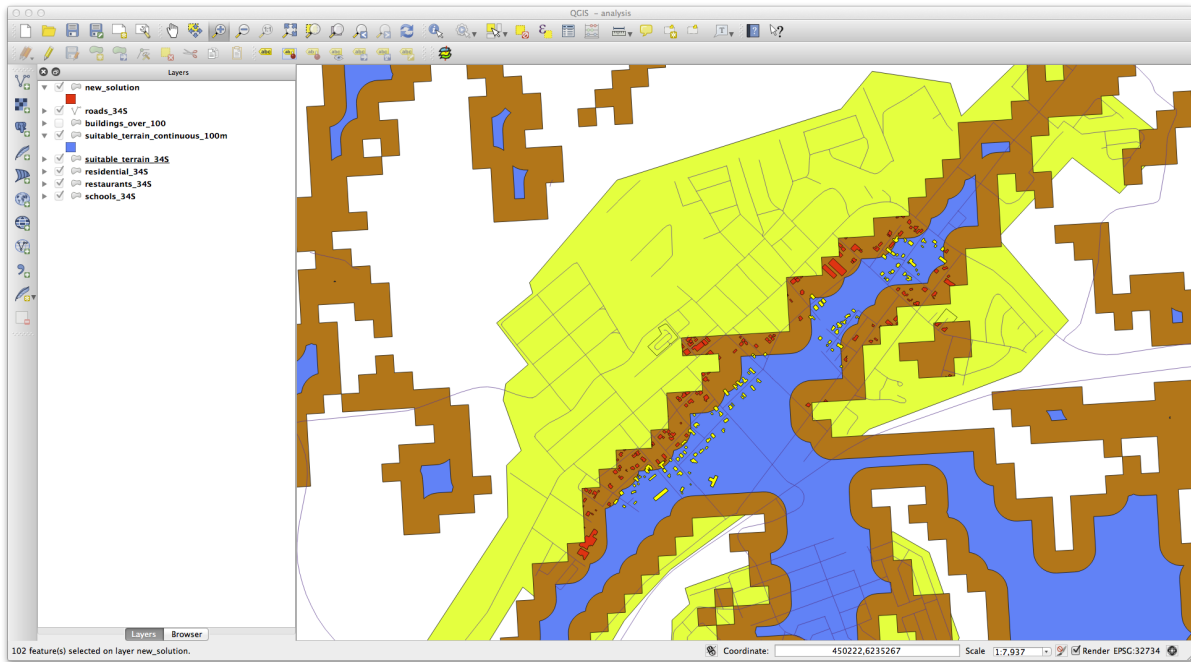


- Now use the *Select by Location* tool (*Vector* → *Research Tools* → *Select by location*).
- Set up like this:



- Select features in *new_solution* that intersect features in *suitable_terrain_continuous100m.shp*.

This is the result:



The yellow buildings are selected. Although some of the buildings fall partly outside the new `suitable_terrain_continuous100m` layer, they lie well within the original `suitable_terrain` layer and therefore meet all of our requirements.

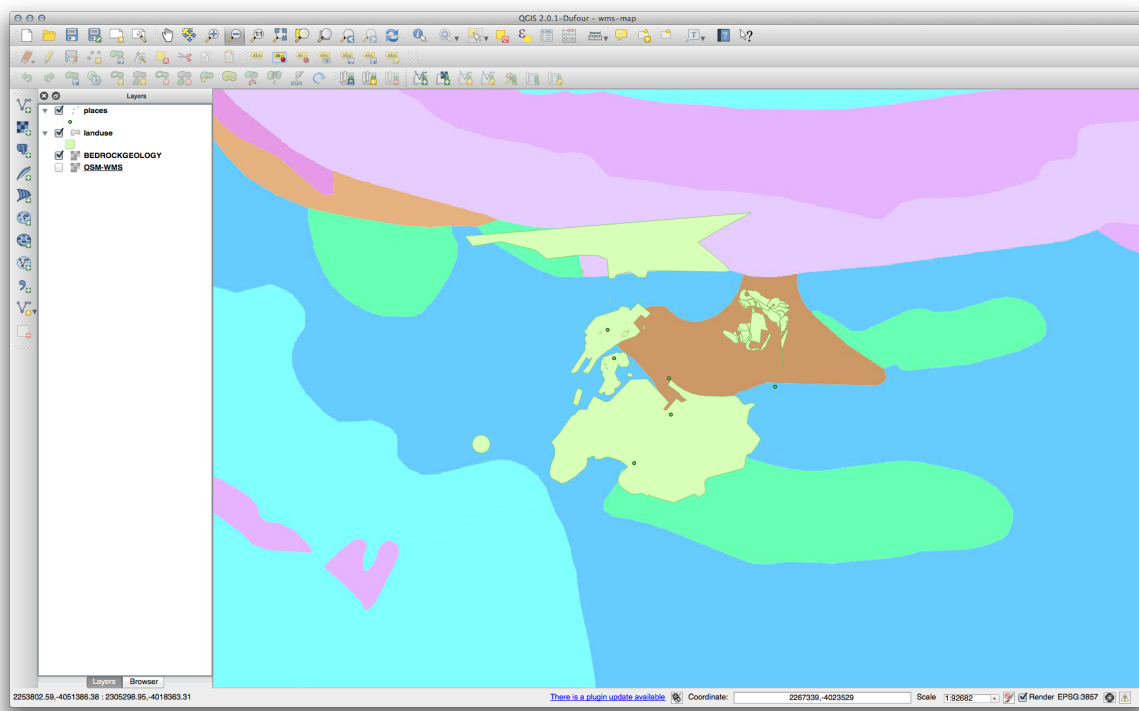
- Save the selection under `exercise_data/residential_development/` as `final_answer.shp`.

[Back to text](#)

21.12 Results For WMS

21.12.1 Adding Another WMS Layer

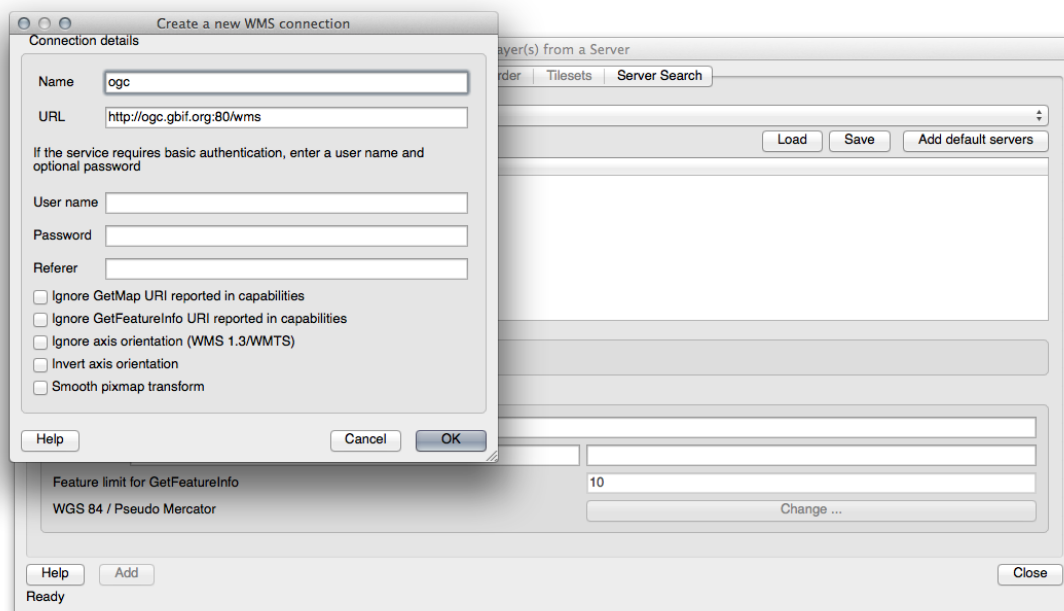
Your map should look like this (you may need to re-order the layers):

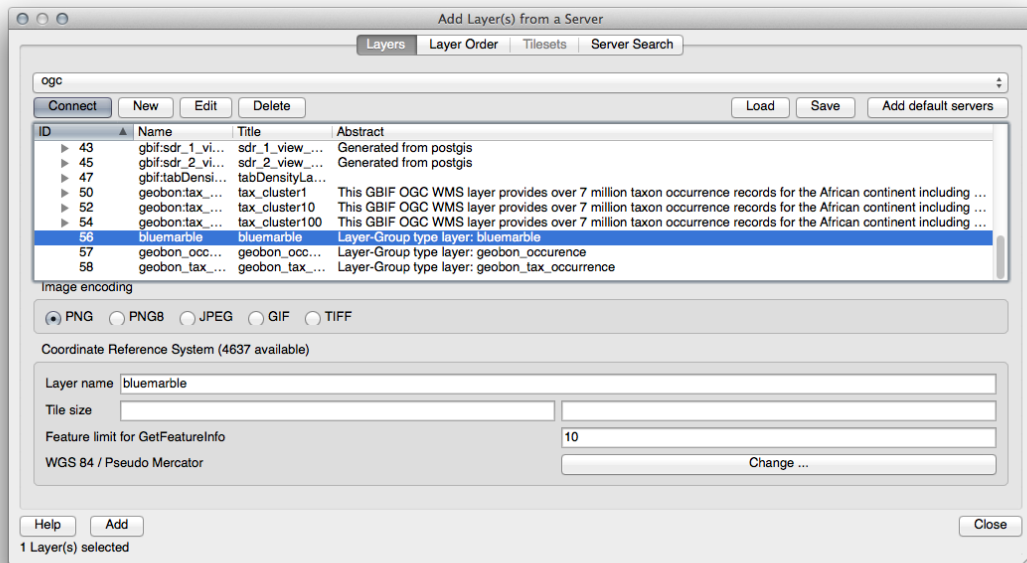


Back to text

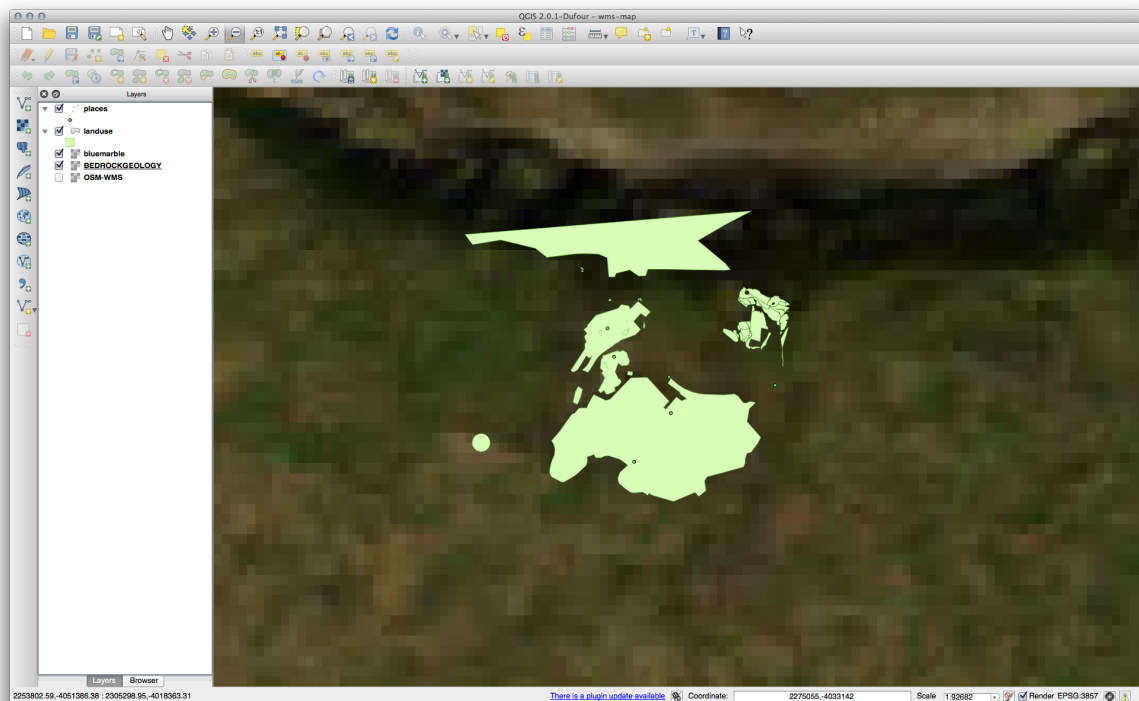
21.12.2 Adding a New WMS Server

- Use the same approach as before to add the new server and the appropriate layer as hosted on that server:





- If you zoom into the Swellendam area, you'll notice that this dataset has a low resolution:



Therefore, it's better not to use this data for the current map. The Blue Marble data is more suitable at global or national scales.

Back to text

21.12.3 Finding a WMS Server

You may notice that many WMS servers are not always available. Sometimes this is temporary, sometimes it is permanent. An example of a WMS server that worked at the time of writing is the *World Mineral Deposits* WMS

at http://apps1.gdr.nrcan.gc.ca/cgi-bin/worldmin_en-ca_ows. It does not require fees or have access constraints, and it is global. Therefore, it does satisfy the requirements. Keep in mind, however, that this is merely an example. There are many other WMS servers to choose from.

[Back to text](#)

21.13 Results For Database Concepts

21.13.1 Address Table Properties

For our theoretical address table, we might want to store the following properties:

```
House Number
Street Name
Suburb Name
City Name
Postcode
Country
```

When creating the table to represent an address object, we would create columns to represent each of these properties and we would name them with SQL-compliant and possibly shortened names:

```
house_number
street_name
suburb
city
postcode
country
```

[Back to text](#)

21.13.2 Normalising the People Table

The major problem with the *people* table is that there is a single address field which contains a person's entire address. Thinking about our theoretical *address* table earlier in this lesson, we know that an address is made up of many different properties. By storing all these properties in one field, we make it much harder to update and query our data. We therefore need to split the address field into the various properties. This would give us a table which has the following structure:

id	name	house_no	street_name	city	phone_no
1	Tim Sutton	3	Buirski Plein	Swellendam	071 123 123
2	Horst Duester	4	Avenue du Roix	Geneva	072 121 122

Nota: In the next section, you will learn about Foreign Key relationships which could be used in this example to further improve our database's structure.

[Back to text](#)

21.13.3 Further Normalisation of the People Table

Our *people* table currently looks like this:

id	name	house_no	street_id	phone_no
1	Horst Duster	4	1	072 121 122

The `street_id` column represents a ‘one to many’ relationship between the *people* object and the related *street* object, which is in the *streets* table.

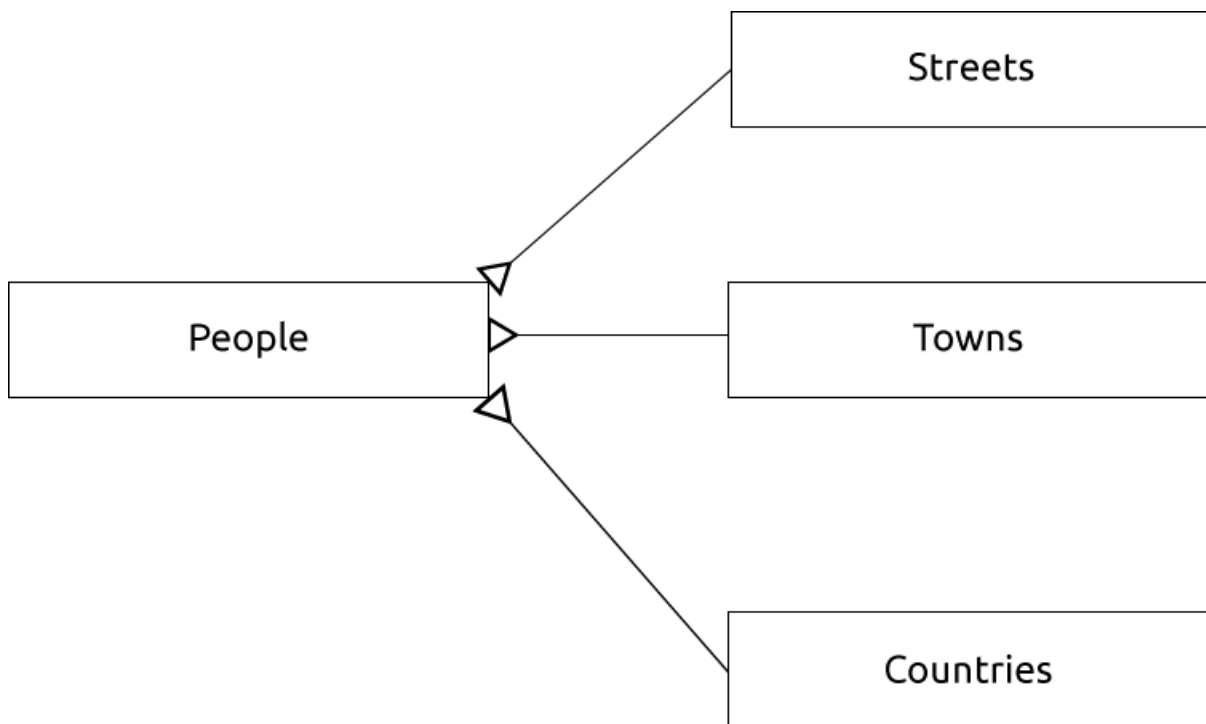
One way to further normalise the table is to split the name field into *first_name* and *last_name*:

id	first_name	last_name	house_no	street_id	phone_no
1	Horst	Duster	4	1	072 121 122

We can also create separate tables for the town or city name and country, linking them to our *people* table via ‘one to many’ relationships:

id	first_name	last_name	house_no	street_id	town_id	country_id
1	Horst	Duster	4	1	2	1

An ER Diagram to represent this would look like this:



[Back to text](#)

21.13.4 Create a People Table

The SQL required to create the correct people table is:

```

create table people (id serial not null primary key,
                    name varchar(50),
                    house_no int not null,
                    street_id int not null,
                    phone_no varchar null );
    
```

The schema for the table (enter `\d people`) looks like this:

Table "public.people"

Column	Type	Modifiers
id	integer	not null default nextval('people_id_seq'::regclass)
name	character varying(50)	
house_no	integer	not null
street_id	integer	not null
phone_no	character varying	

Indexes:
"people_pkey" PRIMARY KEY, btree (id)

Nota: For illustration purposes, we have purposely omitted the fkey constraint.

[Back to text](#)

21.13.5 The DROP Command

The reason the DROP command would not work in this case is because the *people* table has a Foreign Key constraint to the *streets* table. This means that dropping (or deleting) the *streets* table would leave the *people* table with references to non-existent *streets* data.

Nota: It is possible to ‘force’ the *streets* table to be deleted by using the *CASCADE* command, but this would also delete the *people* and any other table which had a relationship to the *streets* table. Use with caution!

[Back to text](#)

21.13.6 Insert a New Street

The SQL command you should use looks like this (you can replace the street name with a name of your choice):

```
insert into streets (name) values ('Low Road');
```

[Back to text](#)

21.13.7 Add a New Person With Foreign Key Relationship

Here is the correct SQL statement:

```
insert into streets (name) values ('Main Road');
insert into people (name,house_no, street_id, phone_no)
  values ('Joe Smith',55,2,'072 882 33 21');
```

If you look at the streets table again (using a select statement as before), you’ll see that the id for the Main Road entry is 2.

That’s why we could merely enter the number 2 above. Even though we’re not seeing Main Road written out fully in the entry above, the database will be able to associate that with the *street_id* value of 2.

Nota: If you have already added a new *street* object, you might find that the new Main Road has an ID of 3 not 2.

[Back to text](#)

21.13.8 Return Street Names

Here is the correct SQL statement you should use:

```
select count(people.name), streets.name
from people, streets
where people.street_id=streets.id
group by streets.name;
```

Result:

```
count | name
-----+-----
      1 | Low Street
      2 | High street
      1 | Main Road
(3 rows)
```

Nota: You will notice that we have prefixed field names with table names (e.g. `people.name` and `streets.name`). This needs to be done whenever the field name is ambiguous (i.e. not unique across all tables in the database).

[Back to text](#)

21.14 Results For *Spatial Queries*

21.14.1 The Units Used in Spatial Queries

The units being used by the example query are degrees, because the CRS that the layer is using is WGS 84. This is a Geographic CRS, which means that its units are in degrees. A Projected CRS, like the UTM projections, is in meters.

Remember that when you write a query, you need to know which units the layer's CRS is in. This will allow you to write a query that will return the results that you expect.

[Back to text](#)

21.14.2 Creating a Spatial Index

```
CREATE INDEX cities_geo_idx
ON cities
USING gist (the_geom);
```

[Back to text](#)

21.15 Results For *Geometry Construction*

21.15.1 Creating Linestrings

```
alter table streets add column the_geom geometry;
alter table streets add constraint streets_geom_point_chk check
(st_geometrytype(the_geom) = 'ST_LineString'::text OR the_geom IS NULL);
```



```
insert into geometry_columns values ('','public','streets','the_geom',2,4326,
    'LINESTRING');
create index streets_geo_idx
  on streets
  using gist
  (the_geom);
```

Back to text

21.15.2 **Linking Tables**

```
delete from people;
alter table people add column city_id int not null references cities(id);
```

(capture cities in QGIS)

```
insert into people (name,house_no, street_id, phone_no, city_id, the_geom)
  values ('Faulty Towers',
    34,
    3,
    '072 812 31 28',
    1,
    'SRID=4326;POINT(33 33)');
```

```
insert into people (name,house_no, street_id, phone_no, city_id, the_geom)
  values ('IP Knightly',
    32,
    1,
    '071 812 31 28',
    1,F
    'SRID=4326;POINT(32 -34)');
```

```
insert into people (name,house_no, street_id, phone_no, city_id, the_geom)
  values ('Rusty Bedsprings',
    39,
    1,
    '071 822 31 28',
    1,
    'SRID=4326;POINT(34 -34)');
```

If you're getting the following error message:

```
ERROR: insert or update on table "people" violates foreign key constraint
       "people_city_id_fkey"
DETAIL: Key (city_id)=(1) is not present in table "cities".
```

then it means that while experimenting with creating polygons for the cities table, you must have deleted some of them and started over. Just check the entries in your cities table and use any id which exists.

Back to text

21.16 Results For *Simple Feature Model*

21.16.1 **Populating Tables**

```
create table cities (id serial not null primary key,
  name varchar(50),
```

```

        the_geom geometry not null);
alter table cities
add constraint cities_geom_point_chk
check (st_geometrytype(the_geom) = 'ST_Polygon'::text );

```

Back to text

21.16.2 **Populate the Geometry_Columns Table**

```

insert into geometry_columns values
('','public','cities','the_geom',2,4326,'POLYGON');

```

Back to text

21.16.3 **Adding Geometry**

```

select people.name,
       streets.name as street_name,
       st_astext(people.the_geom) as geometry
from   streets, people
where  people.street_id=streets.id;

```

Result:

name	street_name	geometry
Roger Jones	High street	
Sally Norman	High street	
Jane Smith	Main Road	
Joe Bloggs	Low Street	
Fault Towers	Main Road	POINT(33 -33)

(5 rows)

As you can see, our constraint allows nulls to be added into the database.

Back to text

Indici e tabelle

- *genindex*
- *modindex*
- *search*