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Autore	Westra Erik
Titolo	Building mapping applications with QGIS : create your own sophisticated applications to analyze and display geospatial information using QGIS and Python / / Erik Westra
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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Started with QGIS; About QGIS; Installing and running QGIS; Understanding QGIS concepts; Linking QGIS and Python; Exploring the Python Console; Examining a Python plugin; Writing an external application; Summary; Chapter 2: The QGIS Python Console; Using the console; Working with geospatial data in the console; Scripting the QGIS user interface; The status bar; The message bar; Progress indicators; QGIS logging; Custom dialogs and windows; Summary Chapter 3: Learning the QGIS Python APIAbout the QGIS Python APIs; Deciphering the C++ documentation; Organization of the QGIS Python libraries; The qgis.core package; Maps and map layers; Coordinate reference systems; Vector layers; Raster layers; Other useful qgis.core classes; The qgis.gui package; The QgisInterface class; The QgsMapCanvas class; The QgsMapCanvasItem class; The QgsMapTool class; Other useful qgis.gui classes; Using the PyQGIS library; Analyzing raster data; Manipulating vector data and saving it to a shapefile; Using different symbols for different features within a map Calculating the distance between two user-defined pointsSummary; Chapter 4: Creating QGIS Plugins; Getting ready; Understanding the QGIS plugin architecture; Creating a simple plugin; The plugin development process; Using the Plugin Builder; Automating the build

Sommario/riassunto	If you are an experienced Python developer who wants to create your own geospatial applications with minimum fuss, this is the book for you. While some familiarity with mapping applications would be an advantage, no prior knowledge of geospatial concepts is required. Even if you've never used QGIS before, this book will quickly get you up to speed.