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Nota di contenuto	Beginning ArcGIS® for Desktop Development Using .NET; Copyright; About the Author; Credits; Acknowledgments; Contents; Introduction; Who This Book Is For; What This Book Covers; How This Book Is Structured; Part I: The Basics; Part II: .NET Programming Fundamentals; Part III: ArcObjects Programming; What You Need To Use This Book; Conventions; Source Code; Errata; P2P.Wrox.Com; Part I: The Basics; Chapter 1: Why Geospatial Is Special; A Tour of Geospatial Data; Why Geospatial Is Special; Various Kinds of GIS Software; Server GIS; Desktop GIS; Developer GIS; Mobile GIS Geospatial Data Models and StorageRaster; Vector; Geospatial Data as Text or Binary File; Geospatial Data in Georelational Models; Geospatial Data Inside Spatial DBMS; Geospatial Data in XML Structures; Esri Geodatabase; Personal Geodatabase; File Geodatabase; ArcSDE Geodatabase; Summary; Chapter 2: Introduction to ArcGIS for Desktop Applications Customization; Four Ways to Customize ArcGIS for Desktop; Customizing the User Interface; Scripting; Desktop Add-Ins; ArcObjects SDK; Summary; Part II: .NET Programming Fundamentals; Chapter 3: .NET Programming Fundamentals, Part I The .NET FrameworkThe C# Language; A Brief History of C#; Basic Concepts; Variables and Data Types; Nullable Data Types; Operations on Variables; Arrays; Decision-Making; Iteration; Object Manipulation;

Data Type Conversion; Enumerations; Methods; Introduction to Object-Oriented Programming in C#; Object-Oriented Programming in Action; Defining Properties; Defining Methods; Defining Constructors; Summary; Chapter 4: .NET Programming Fundamentals, Part II; Overview of Object-Oriented Programming Concepts; Abstraction; Encapsulation; Inheritance; Polymorphism; Reference Types and Value Types

Assignment Operations  
Comparison Operations; Passing Parameters between Method Calls; Brief Explanation of All .NET Types; Namespaces and Assemblies; Debugging Using Visual Studio; Structured Exception Handling; Casting Objects; Aggregation Using Collections; The ArrayList; Generics; Reading and Writing Files; Summary; Part III: ArcObjects Programming; Chapter 5: Understanding ArcObjects Object Model Diagrams; What Is ArcObjects?; Interface-Based Programming in Brief; Understanding Object Model Diagrams; Types of Classes in ArcObjects; Relationships between Classes; Members of Interfaces  
Interface Inheritance  
Wormhole; Additional Tips for Using Object Model Diagrams; Where to Start with ArcObjects; How to Find an Associated Member; Summary; Chapter 6: Accessing Maps and Layers; Introduction to Maps and Layers In ArcObjects; General Properties of All Layers; Working with FeatureLayers; Working with RasterLayers; Adding an Existing \*.lyr File to a Map; Adding \*.lyr Files Using GxDialog; Saving \*.lyr and \*.mxd Files; Summary; Chapter 7: Working with Tables and FeatureClasses; Accessing Tables and FeatureClasses; Adding and Deleting Fields

Adding Existing FeatureClasses, Tables, and Rasters to a Map

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## Sommario/riassunto

Get the very most out of the ArcGIS for Desktop products through ArcObjects and .NET ArcGIS for Desktop is a powerful suite of software tools for creating and using maps, compiling, analyzing and sharing geographic information, using maps and geographic information in applications, and managing geographic databases. But getting the hang of ArcGIS for Desktop can be a bit tricky, even for experienced programmers. Core components of ArcGIS platform is called ArcObjects. This book first introduce you the whole ArcGIS platform and the opportunities for development using various program

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