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Titolo	Programming ArcGIS 10.1 with Python cookbook [[electronic resource]] : over 75 recipes to help you automate geoprocessing tasks, create solutions, and solve problems for ArcGIS with Python / / Eric Pimpler
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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: Fundamentals of the Python Language for ArcGIS; Using IDLE for Python script development; Python language fundamentals; Summary; Chapter 2: Writing Basic Geoprocessing Scripts with ArcPy; Introduction; Using the ArcGIS Python window; Accessing ArcPy with Python; Executing tools from a script; Using ArcGIS Desktop help; Using variables to store data; Accessing ArcPy modules with Python; Chapter 3: Managing Map Documents and Layers; Introduction Referencing the current map document Referencing map documents on a disk; Accessing a data frame; Getting a list of layers in a map document; Restricting the list of layers; Changing the map extent; Getting a list of tables; Adding layers to a map document; Inserting layers into a map document; Updating layer symbology; Updating layer properties; Chapter 4: Finding and Fixing Broken Data Links; Introduction; Finding broken data sources in your map document and layer files; Fixing broken data sources with MapDocument.

findAndReplaceWorkspacePaths()
Fixing broken data sources with MapDocument.replaceWorkspaces()
Fixing individual Layer and Table objects with replaceDataSource();
Finding all broken data sources in all map documents in a folder;
Chapter 5: Automating Map Production and Printing; Introduction;
Creating a list of layout elements; Assigning a unique name to layout elements; Restricting the layout elements returned by ListLayoutElements(); Updating layout element properties; Getting a list of available printers; Printing maps with PrintMap(); Exporting a map to a PDF file; Exporting a map to an image file
Creating a map book withPDFDocumentCreate() and PDFDocumentOpen(); Chapter 6: Executing Geoprocessing Tools from Scripts; Introduction; Finding geoprocessing tools; Retrieving a toolbox alias; Executing geoprocessing tools from a script; Using the output of a tool as an input to another tool; Setting environment variables and examining tool messages; Chapter 7: Creating Custom Geoprocessing Tools; Introduction; Creating a custom geoprocessing tool; Chapter 8: Querying and Selecting Data; Introduction; Constructing proper attribute query syntax; Creating feature layers and table views
Selecting features and rows with the Select Layer by Attribute toolSelecting features with the Select by Location tool; Combining a spatial and attribute query with the Select by Location tool; Chapter 9: Using the Arcpy Data Access Module to Select, Insert, and Update Geographic Data and Tables; Introduction; Retrieving features from a feature class with a SearchCursor; Filtering records with a where clause; Improving cursor performance with geometry tokens; Inserting rows with InsertCursor; Updating rows with an UpdateCursor; Deleting rows with an UpdateCursor
Inserting and updating rows inside an edit session

Sommario/riassunto

This book is written in a helpful, practical style with numerous hands-on recipes and chapters to help you save time and effort by using Python to power ArcGIS to create shortcuts, scripts, tools, and customizations.""Programming ArcGIS 10.1 with Python Cookbook"" is written for GIS professionals who wish to revolutionize their ArcGIS workflow with Python. Basic Python or programming knowledge is essential(?).