Course ti	tle: Programming in Ge	oinformatics								
Course c	ode: NRG 108	No. of credits: 3	L-T-P: 12-3-54 Learni		ng hours: 42					
Pre-requisite course code and title (if any): NRG 176: Principles of GIS and GNSS, NRG 178: Principles of										
Remote Sensing, NRG 106: Fundamentals of Computers and Programming										
Department: Natural Resources										
Course coordinator(s): Dr. Neeti Course instructor(s): Dr. Neeti										
Contact details: neeti@terisas.ac.in										
Course type: Core Course offered in: Semester 2										
Course description										
The course introduces programming required for both GIS and remote sensing analysis to the students.										
The fund	lamentals of programm	ning in GIS using Pytho	on language. The coding fo	or analysi	s of r	emot	ely			
sensed dataset will be taught using Google Earth Engine.										
Course objectives										
To i	troduce Python progr	amming								
 To it 	tegrate programming	with GIS analysis								
 To in 	troduce Google Earth	Engine for Image proc	essing							
Course c	ontent	0 01	8							
Module	Tonic				I.	Т	Р			
1	Introduction: Autom	ation in GIS Introduction	on to Puthon variables of	iect	2					
1.	milouucion. Autom		on to rython, variables, ou	ject	2					
	oriented programmin	ig, classes								
2.	Basics of Python programming: List, loops, decision structures, string				2	1				
	manipulation debugging in Python									
3	GIS Data Access and manipulation with Python: Raster and Vector				2	1				
5.		i munipulation with i ye			2	1				
4.	GIS analysis using Python				2	1				
5.	Functions and Modules in Python, Python dictionaries, writing geometries,									
	Batch files, working with map documents									
6										
6.	Introduction to Google Earth Engine for image processing				2					
	INACTICALS									
1	Writing first program	nme in Python					2			
-	······································									
2.	Passing a value to a s	script as a parameter, re	porting spatial reference of	f			4			
	feature class, creating	g buffers								
		6								
3.	Performing map alge	ebra					2			
4.	Creating a script usir	ng multiple GIS operation	on				4			
F		• 1					2			
э.	Creating and combin	ing list					2			
6	Working with differ	ent types of loop					4			
0.	with uniter	ent types of loop					-			
7.	Looping over record	ls in shapefile in Python	1				2			

8.	String manipulation in a shapefile in Python			2					
9.	Debugging a programme			2					
10.	Reading and Writing vector data in Python			4					
11.	Query and updation of vector data using cursor in Python			4					
12	Raster based analysis in Python			2					
13.	Writing functions and creating modules in Python			4					
14.	Creating dictionary, reading and writing text using Python csv module			2					
15.	Writing geometry of point, polygon and line shapefile			4					
16.	Running python script in batch file, scheduling tasks			2					
17.	Updating map document (mxd file) using Python			2					
18.	Writing first programme in GEE			2					
19	Display of an image, image computation, spatial reducer using GEE			2					
20.	Creating a composite image, creating profile, vegetation indices creation using GEE			2					
	Total	12	3	54					
Evaluation criteria:									
• Assignments: 20% [Every week] (All the learning outcomes)									
• ′	• Test 1: 20% [End of Module 1 and Module 2] (learning outcome 1)								
• ′	Test 2: 20% [End of modules 2, 3, and 4] (learning outcome 2)								
• '	Test 3: 40% [At the end of all the modules] (All the learning outcomes)								
Learning outcomes									
At the end of the course, students will be able to:									
-	 Automate geoprocessing tasks using Python 								
-	 Understand, write, debug and execute python programme 								
-	 Write and execute basic image analysis using GEE 								
Pedagogical approach									
The course will be delivered through class lectures, lab exercise and tutorials									

Course Reading Materials (* = compulsory readings)

Module 1 -5

- 1. Gries, P., Campbell, J., and Montojo, J. (2013) Practical Programming: An Introduction to Computer Science Using Python, Pragmatic Programmers.
- 2. *Zandbergen, Python Scripting for ArcGIS, Esri Press, 2013.

Module 6.

https://developers.google.com/earth-engine/edu

Advanced Reading Material

- 1. Python official homepage http://www.python.org/
- 2. Python document http://www.python.org/doc/
- The Python Tutorial http://docs.python.org/tutorial/ A Byte of Python (an online wikibook) http://swaroopch.com/notes/Python/ How to think like a computer scientist: learning with Python, 2nd edition by Jeffrey Elkner et. al. - http://openbookproject.net//thinkCSpy/ ArcGIS 10 Desktop Help: Geoprocessing with Python http://help.arcgis.com/en/arcgisdesktop/10.0/help/index.html#/What_is_Python/002z000000 01000000/ Geoprocessing Model and Script Tool Gallery -

http://blogs.esri.com/Dev/blogs/arcgisdesktop/archive/2010/11/09/Geoprocessing-Model-and-ScriptTool-Gallery.aspx

- 4. Lutz, M. and Ascher, D. (1999) Learning Python, O'Reilly Media.
- 5. Zelle, J. M. (2003) Python Programming: An Introduction to Computer Science, Franklin Beedle
- 6. & Associates.
- 7. Tucker (2004) Writing Geoprocessing Scripts in ArcGIS, ESRI Press (available online).

Recommended journals for reference

- 1. International Journal of Applied Earth Observation and Geoinformation
- 2. ISPRS Journal of Photogrammetry and Remote Sensing
- 3. International Journal of Remote Sensing

Additional information

Student responsibilities

The students are expected to submit assignments in time and come prepared with readings when provided.

Course reviewers:

- 1. Dr. Kangping Si, Big Data Software Engineer, TiVo Inc., San Jose, USA
- 2. Mr. Ujaval Gandhi, Google Earth Engine, Hyderabad