

Basic Vector Styling

QGIS Tutorials and Tips



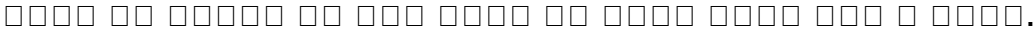
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Translations by

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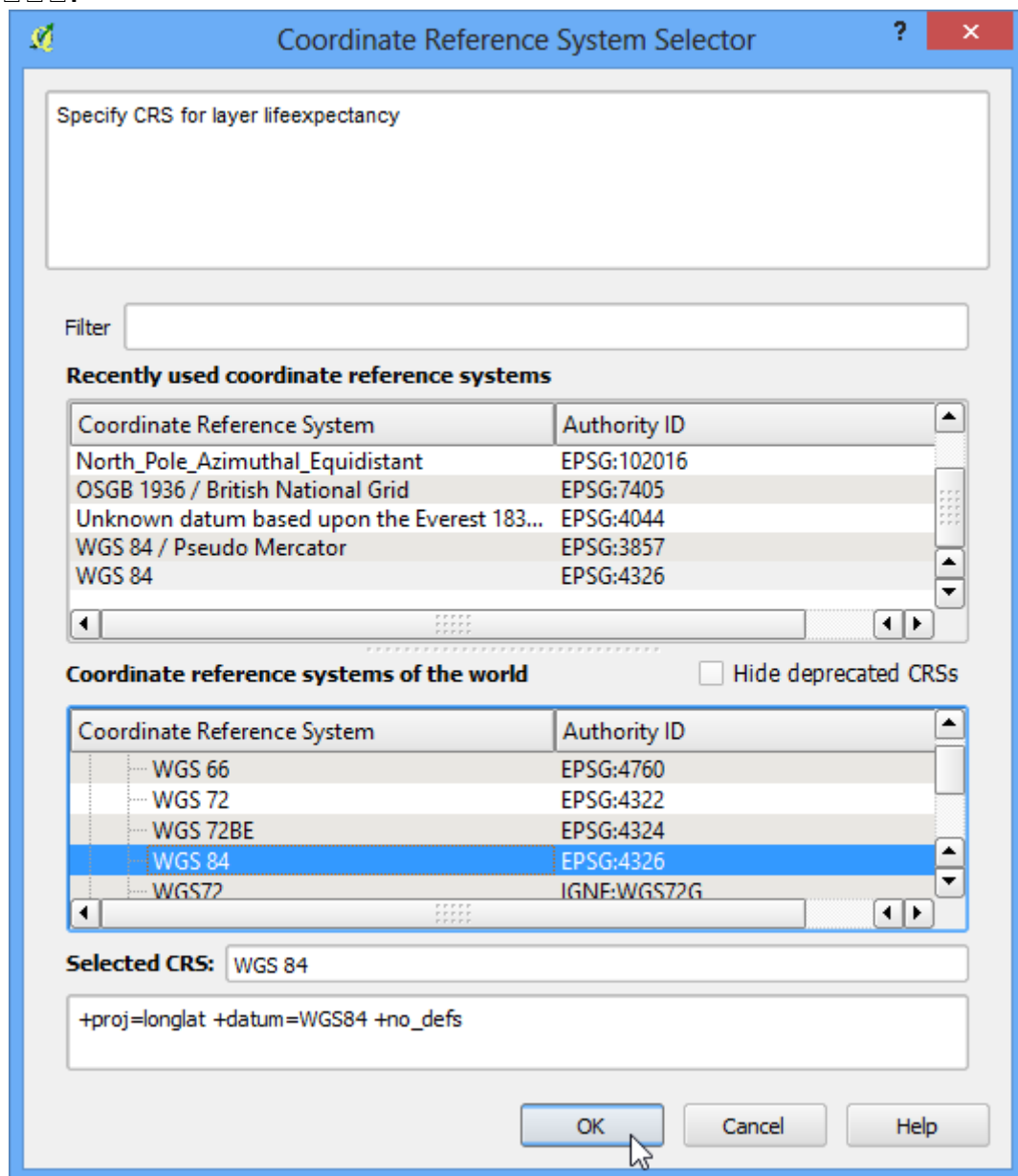
Life Expectancy GIS Grid data

lifeexpectancy.zip

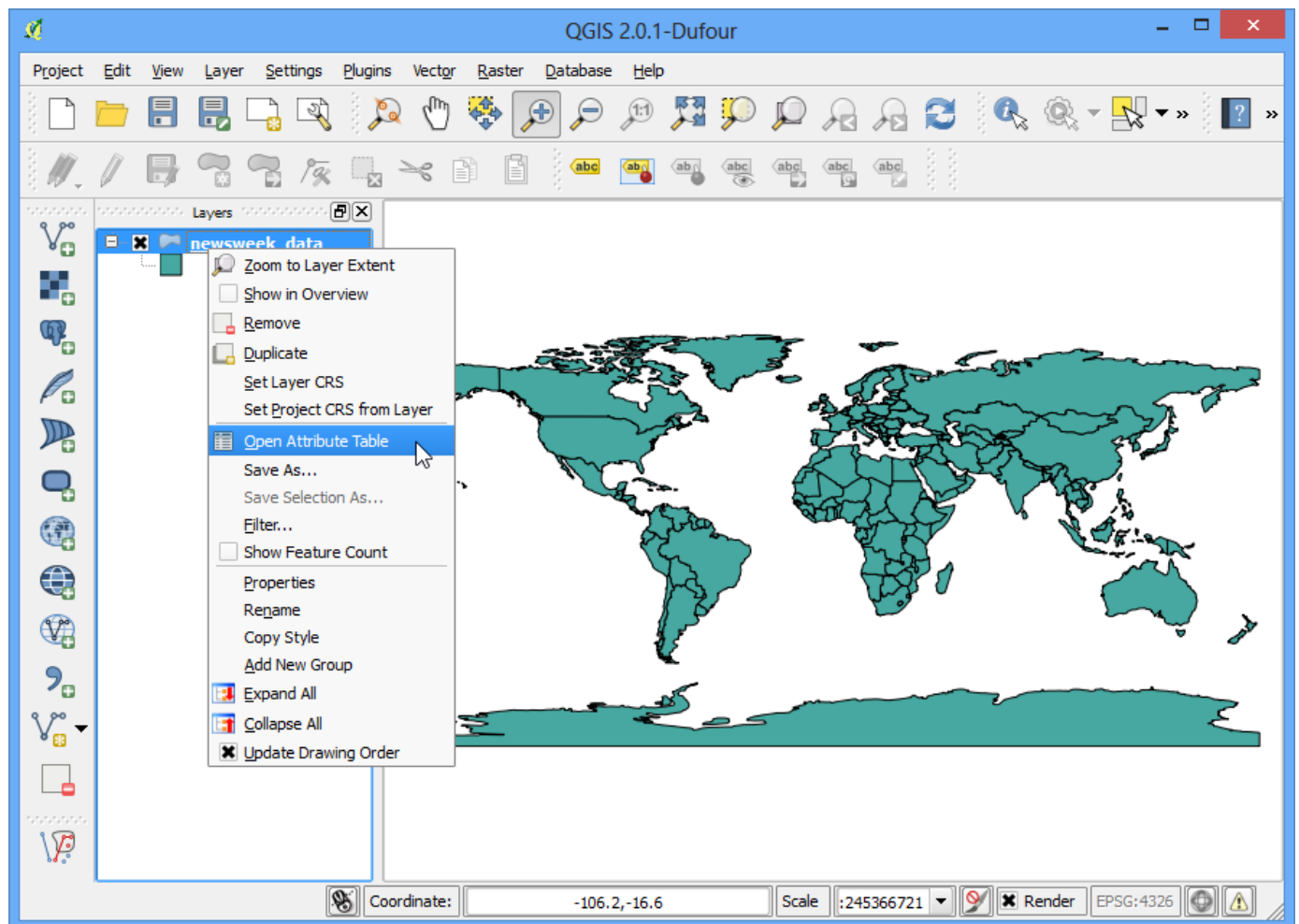
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2. 打开文件 lifeexpectancy.zip 中的 newsweek_data.shp 文件。在弹出的对话框中，选择 WGS84 坐标系 (CRS, Coordinate Reference System)。



3. 将 lifeexpectancy.zip 文件解压到指定位置。在弹出的对话框中，选择 WGS84 坐标系 (CRS, Coordinate Reference System)。



5. 在 QGIS 中打开属性表。在 QGIS 中，您可以通过右键单击地图上的图层并选择“打开属性表”来打开属性表。这将在主窗口中打开一个表格，其中包含该图层的属性数据。在表格中，您可以看到每个要素的 ID、名称、以及您指定的属性列。例如，如果您正在查看名为“newweek_data”的图层，您可能会看到类似以下的内容：

ID	NAME	LIFEXPCT
1	USA	75.0
2	Canada	78.0
3	Mexico	72.0

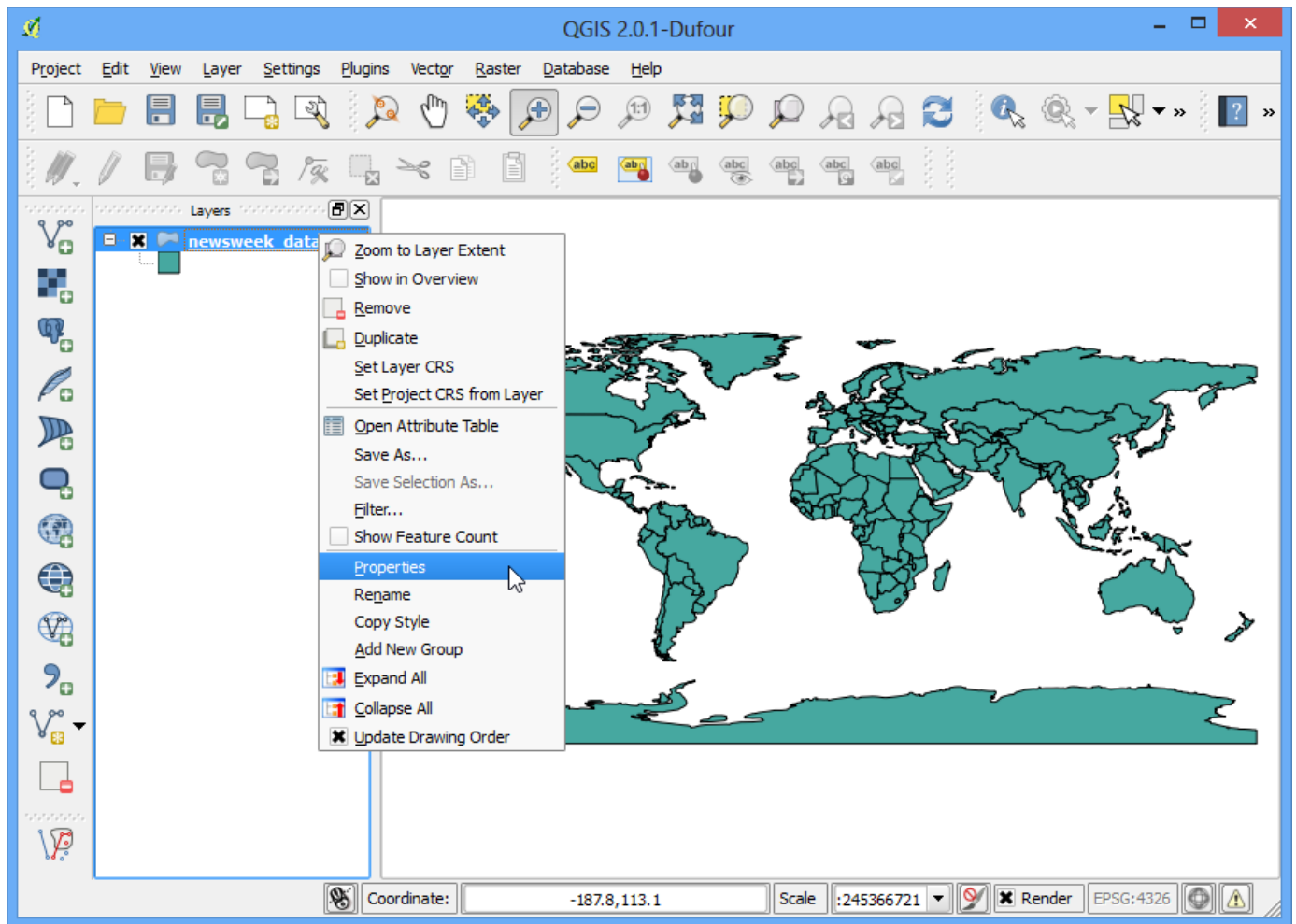
 在表格中，您可以看到每个要素的 ID、名称、以及您指定的属性列。例如，如果您正在查看名为“newweek_data”的图层，您可能会看到类似以下的内容：

Attribute table - newswk_data :: Features total: 165, filtered: 165, selected: 0

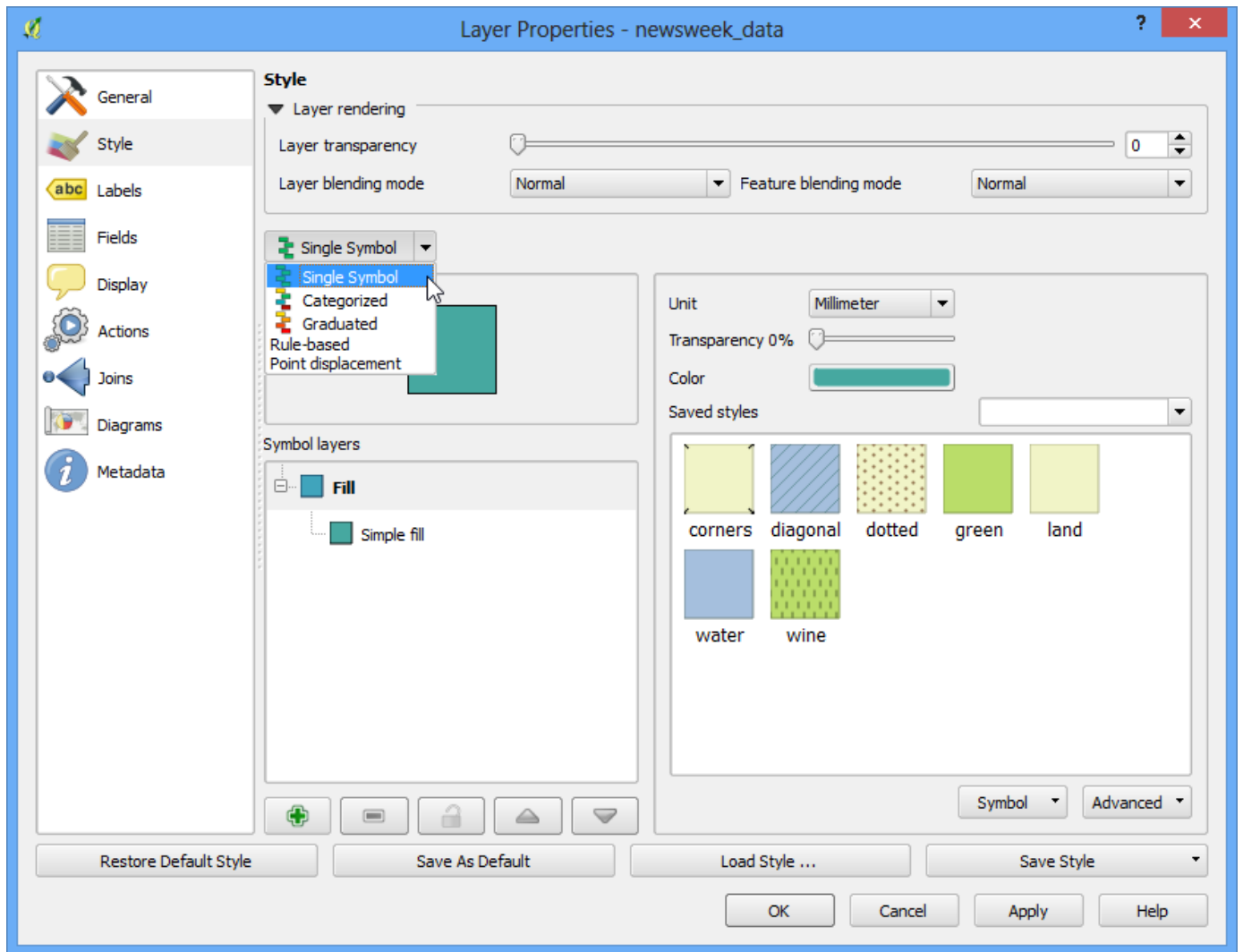
	GRWRATE	URBPOP	MIG_RATE	POP_15	POP65_	LIFEXPCT	CONTRCEP
0	2.620000000	47.000000000	0.000000000	45.200000000	3.800000000	47.000000000	7.000000000
1	2.660000000	33.000000000	0.000000000	44.900000000	3.100000000	42.000000000	4.000000000
2	1.900000000	53.000000000	-0.400000000	33.200000000	5.100000000	76.000000000	58.000000000
3	0.940000000	35.000000000	-9.900000000	32.300000000	4.000000000	65.000000000	31.000000000
4	3.320000000	46.000000000	2.200000000	46.000000000	3.700000000	55.000000000	6.000000000
5	3.170000000	44.000000000	0.500000000	48.100000000	2.800000000	52.000000000	1.000000000
6	3.360000000	32.000000000	-0.100000000	48.000000000	2.500000000	50.000000000	8.000000000
7	3.400000000	5.000000000	0.700000000	49.800000000	2.300000000	46.000000000	10.000000000
8	2.880000000	8.000000000	0.000000000	46.300000000	2.900000000	48.000000000	9.000000000
9	3.720000000	29.000000000	-0.200000000	47.100000000	2.900000000	46.000000000	1.000000000
10	2.840000000	49.000000000	-0.100000000	48.500000000	2.200000000	49.000000000	1.000000000
11	3.310000000	15.000000000	-7.700000000	49.200000000	2.600000000	45.000000000	7.000000000
12	2.370000000	51.000000000	-0.100000000	39.700000000	3.900000000	59.000000000	30.000000000
13	2.830000000	27.000000000	32.000000000	44.900000000	3.300000000	47.000000000	4.000000000
14	2.970000000	25.000000000	-0.300000000	44.600000000	2.800000000	60.000000000	43.000000000
15	3.180000000	33.000000000	0.000000000	45.000000000	3.400000000	58.000000000	26.000000000
16	1.550000000	84.000000000	0.000000000	30.500000000	6.400000000	72.000000000	43.000000000
17	2.920000000	25.000000000	0.000000000	44.900000000	3.300000000	68.000000000	33.000000000
18	2.690000000	46.000000000	0.000000000	39.600000000	3.600000000	67.000000000	48.000000000
19	2.370000000	60.000000000	0.200000000	37.500000000	4.000000000	62.000000000	48.000000000
20	2.680000000	30.000000000	0.000000000	42.500000000	3.100000000	57.000000000	20.000000000
21	2.470000000	9.000000000	0.000000000	40.700000000	3.900000000	56.000000000	5.000000000

Show All Features

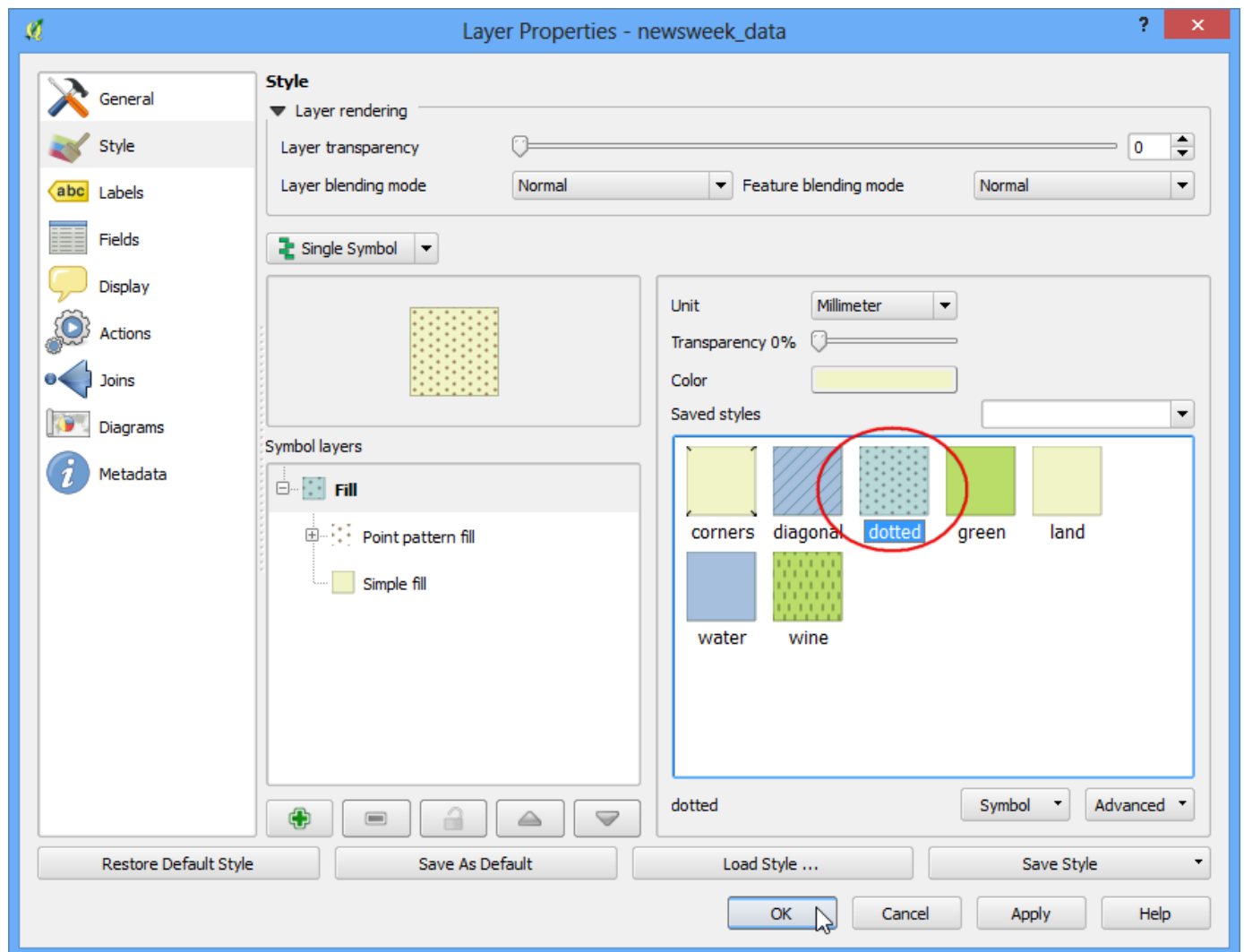
6. 000000 0000. 00 00000 000 0000 0000 00 0, :guilabel: `Properties` 000000.



7. The QGIS Style Manager provides a variety of styles for vector layers. The styles are categorized into Single Symbol, Categorized, Graduated, Rule Based and Point displacement. The Single Symbol style is used for layers with a single symbol. The Categorized style is used for layers with discrete values. The Graduated style is used for layers with continuous values. The Rule Based style is used for layers with complex rules. The Point displacement style is used for point layers to move points to specific locations.



8. Click on 'Single Symbol' in the 'Style' tab. The 'Single Symbol' option is selected in the dropdown menu. The 'Symbol layers' section shows a 'Fill' layer with a 'Simple fill' symbol. The 'Saved styles' section displays various predefined styles like 'corners', 'diagonal', 'dotted', 'green', 'land', 'water', and 'wine'. Click on 'OK' to apply the changes.



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Note

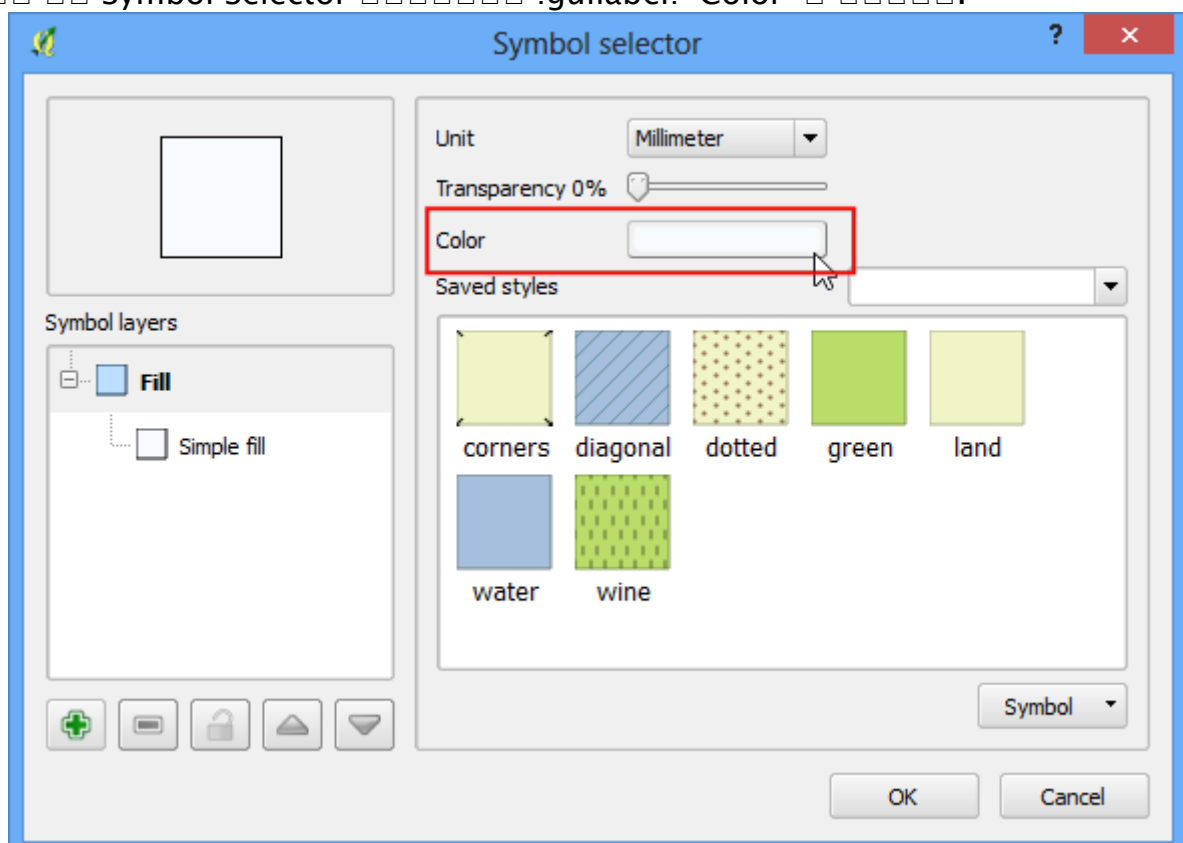
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15. □□ □□ Symbol Selector □□□□□□ :guilabel: `Color` □ □□□□□.



16. □□ □□ Select Color □□□□□□ □□ □□□□.



17. □□□ □□ Layer Properties □□ □□□□ □ □□ □□ □□ □□ Label □ □□□□□ □□□□□ □□ □□□□ □□□ □ □□□□. □□□□□ □□□ □□□ □□□ □□ □ Value □ □□□□ □ □ □□□□. □□ □□□ □□□□ :guilabel: `OK` □ □□□□□.



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