

Basic Vector Styling

QGIS Tutorials and Tips



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QGIS is a free and open source GIS. QGIS is a GIS software that can be used to create maps and analyze spatial data. QGIS is a GIS software that can be used to create maps and analyze spatial data. QGIS is a GIS software that can be used to create maps and analyze spatial data.



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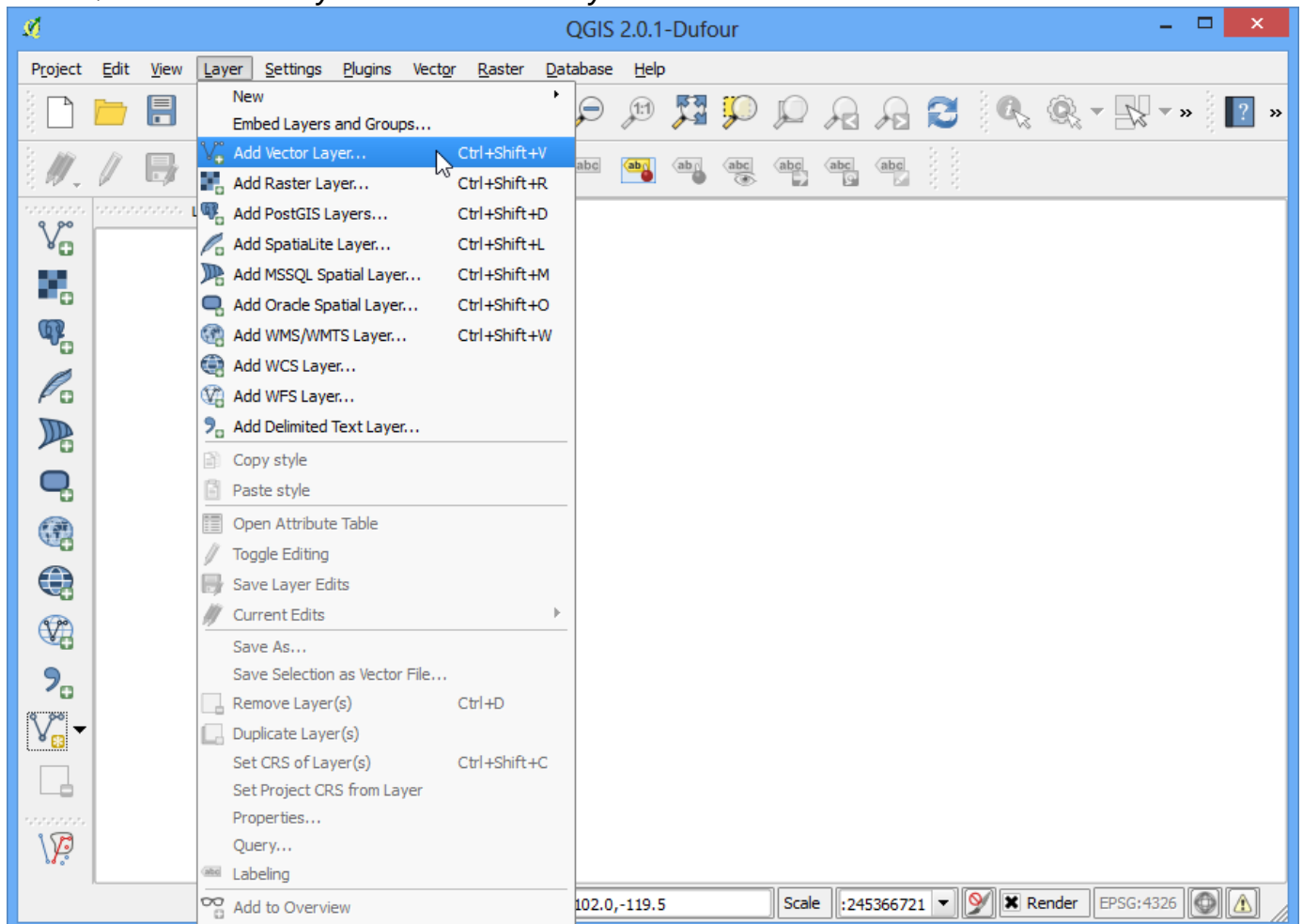
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lifeexpectancy.zip

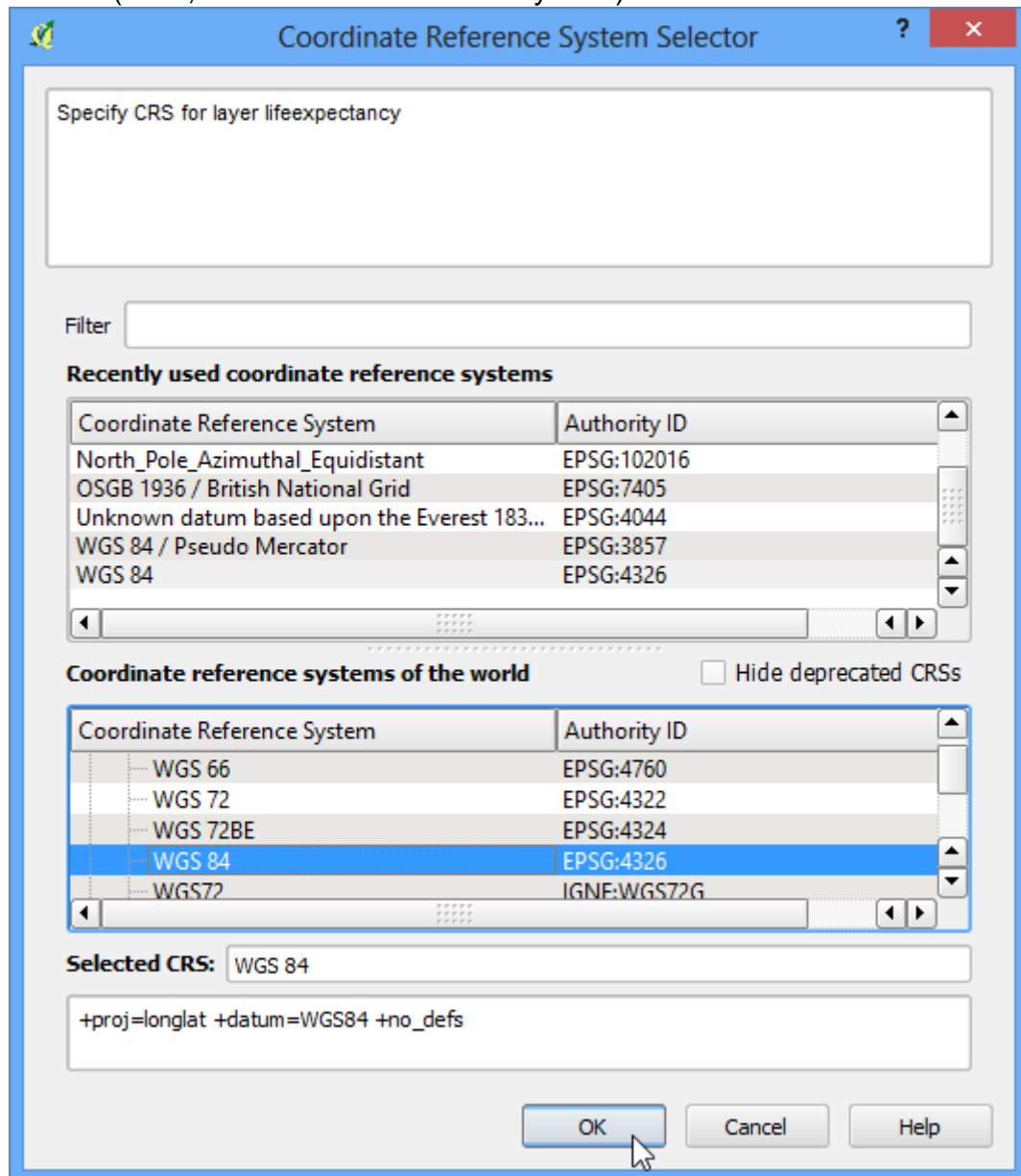
[SAGE]



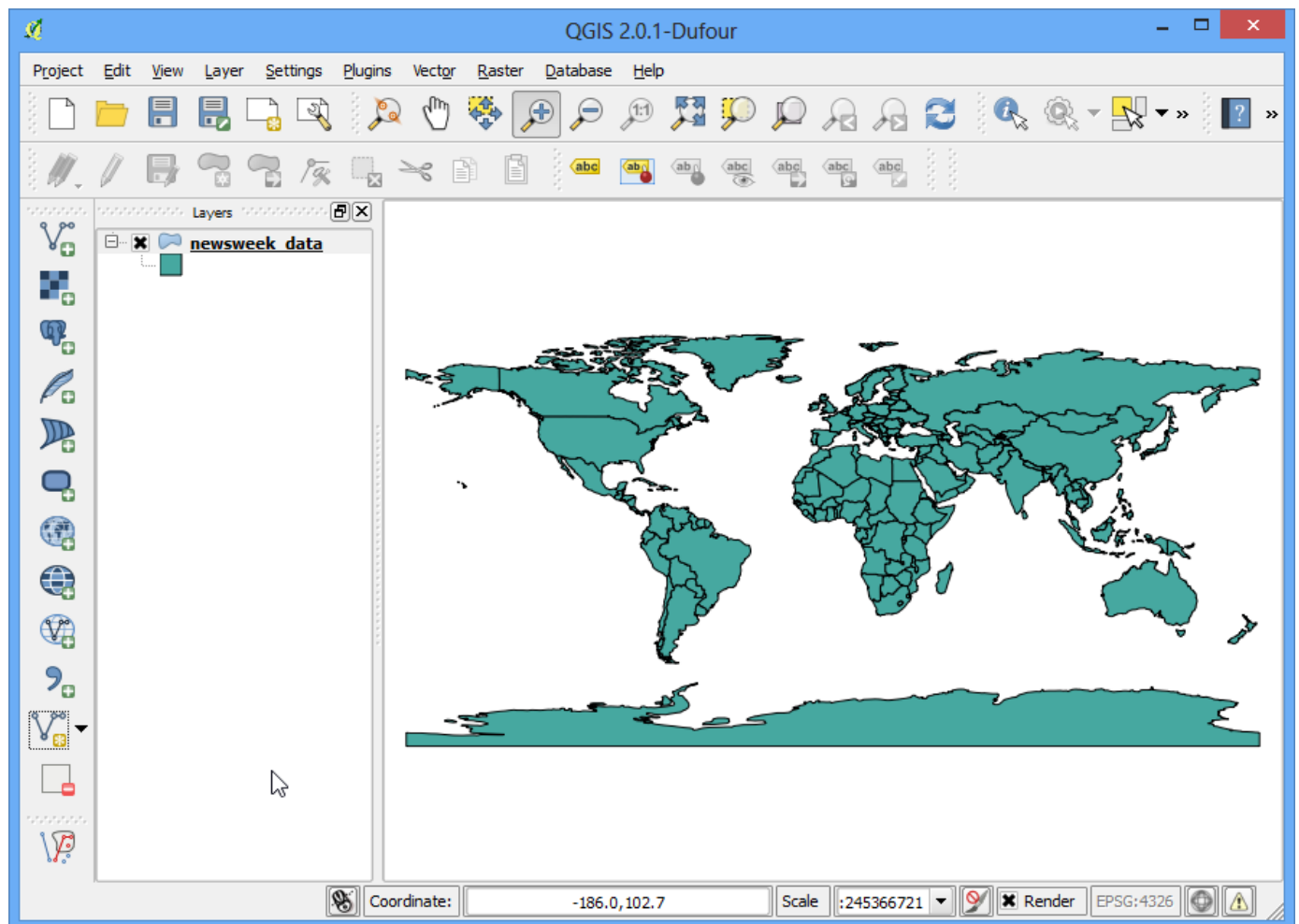
1. QGIS Layer Add Vector Layer...



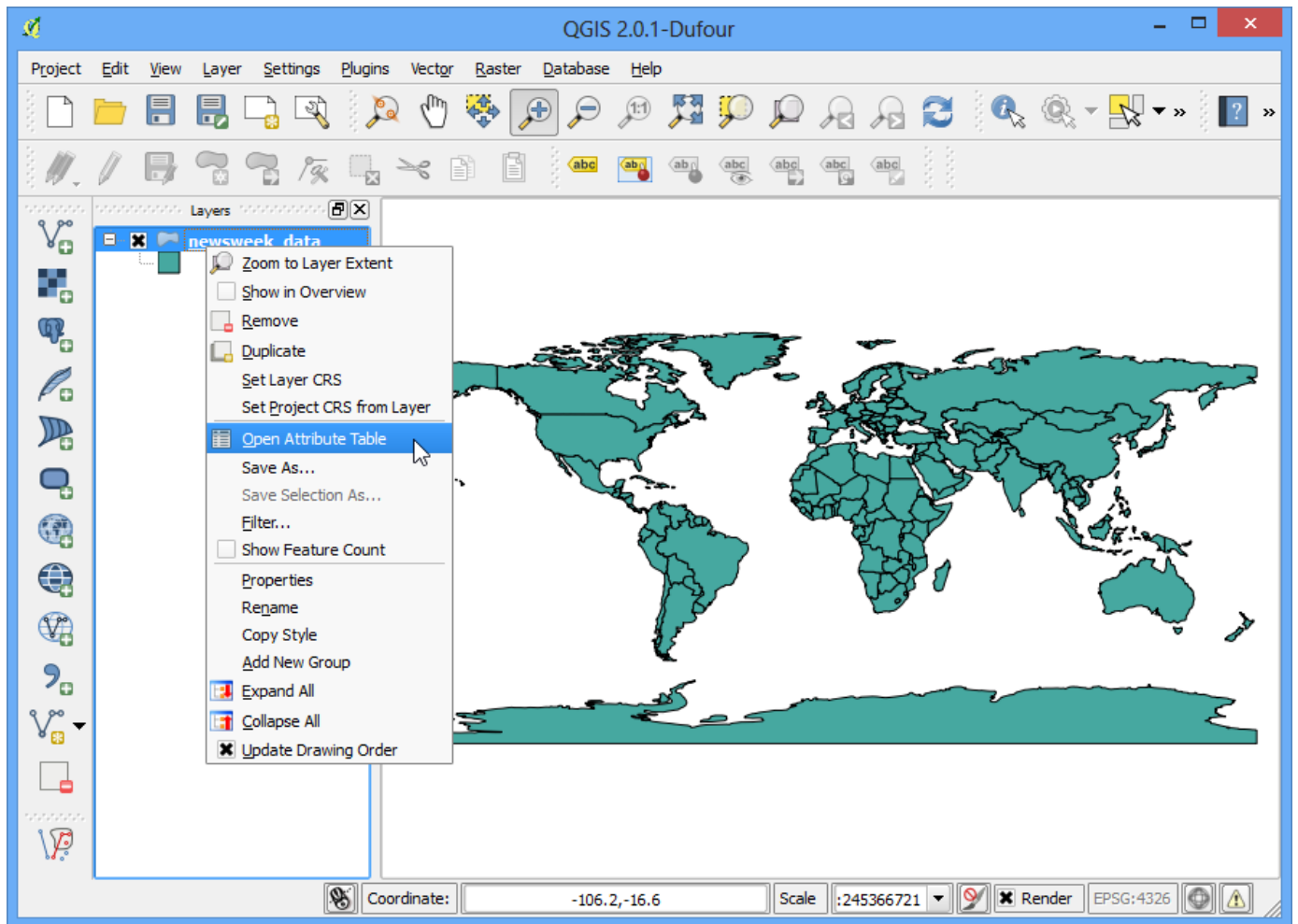
2. `lifeexpectancy.zip` :guilabel: `Open`
`newsweek_data.shp` :guilabel: `Open`
(CRS, Coordinate Reference System) `WGS84 EPSG:4326`



3. `zip`



4. ■■■■ ■■■■ ■■■■ ■■■■ ■■■■ ■■■■ ■■■■ :guilabel:`Open Attribute Table` ■■■■ ■■■■ ■■■■.



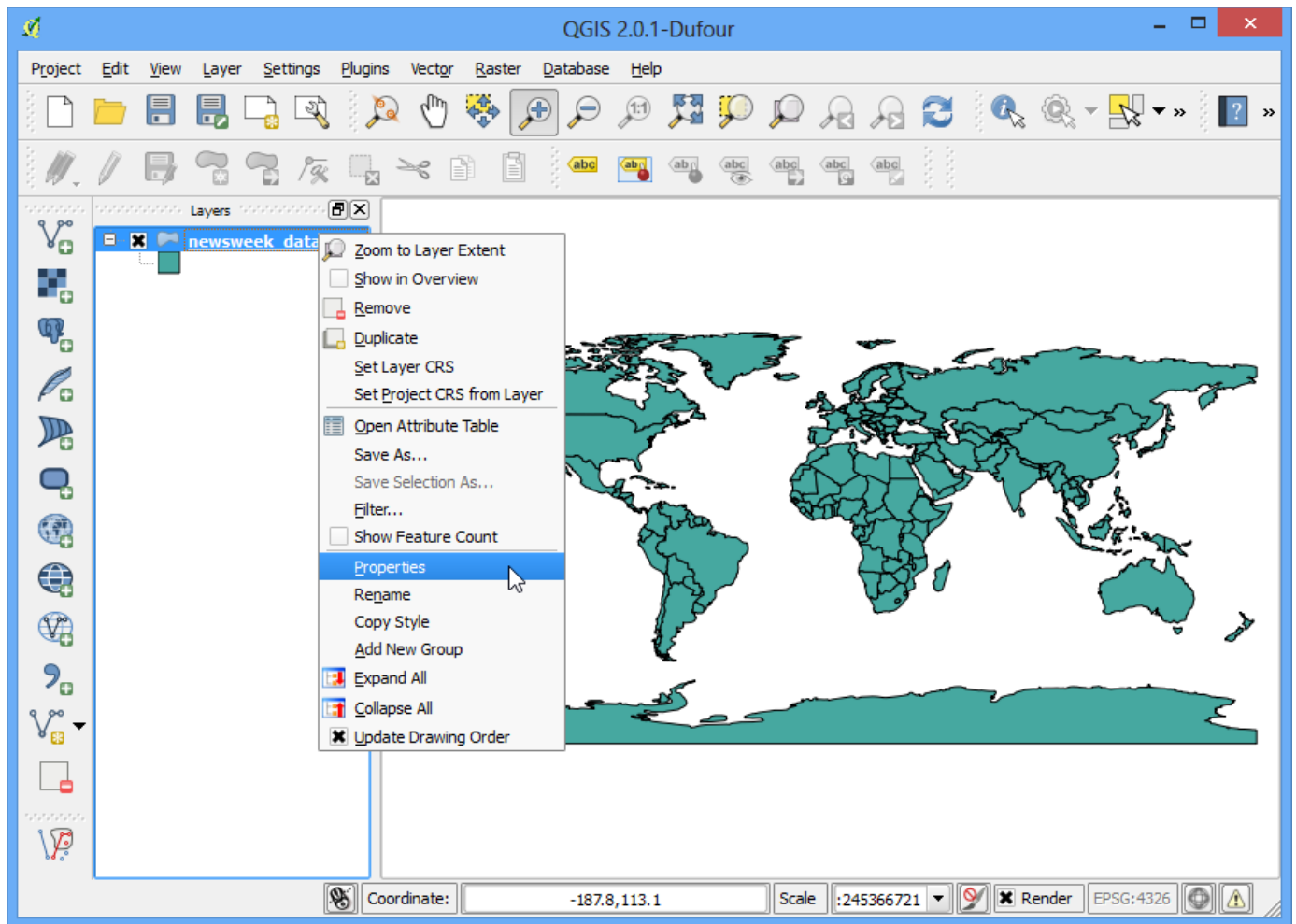
5. `self.setAttributeTableProvider(`
`column`
 :guilabel:`LIFEXPCT``

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. ■■■■■■■■ ■■■■■■. ■■ ■■■■■■■■ ■■■■ ■■■■■■ ■■■■■■ ■■■ ■■, :guilabel: `Properties` ■■■■■■■■.



7. **Style** **Single Symbol**, **Categorized**, **Graduated**, **Rule Based** and **Point displacement**.



8. `Single Symbol`` `XXXXXXXXXX`. `█` `██` `██████████` `██` `██` `██` `██████████` `████` `██` `██████`. `██████` `██████` `████████████████████` `██████` `██` `██████` `█` `██████████`. `██████` `██████` ``fill`` `██` `██` ``outline`` `██` `██████` `█` `█` `██████`. `█` `██` `██████` `:guilabel:`dotted`` `██████` `██████` `:guilabel:`OK`` `█` `██████████`.



11. The 'Layer Properties' dialog box is used to modify the style of a layer. In this case, the 'Style' tab is selected, and the 'Categorized' option is chosen. The 'Column' dropdown is set to 'LIFEXPCT', and the 'Color ramp' is set to 'Blues'. The 'Classify' button is highlighted, indicating that the layer will be classified based on the values in the 'LIFEXPCT' field.

Note

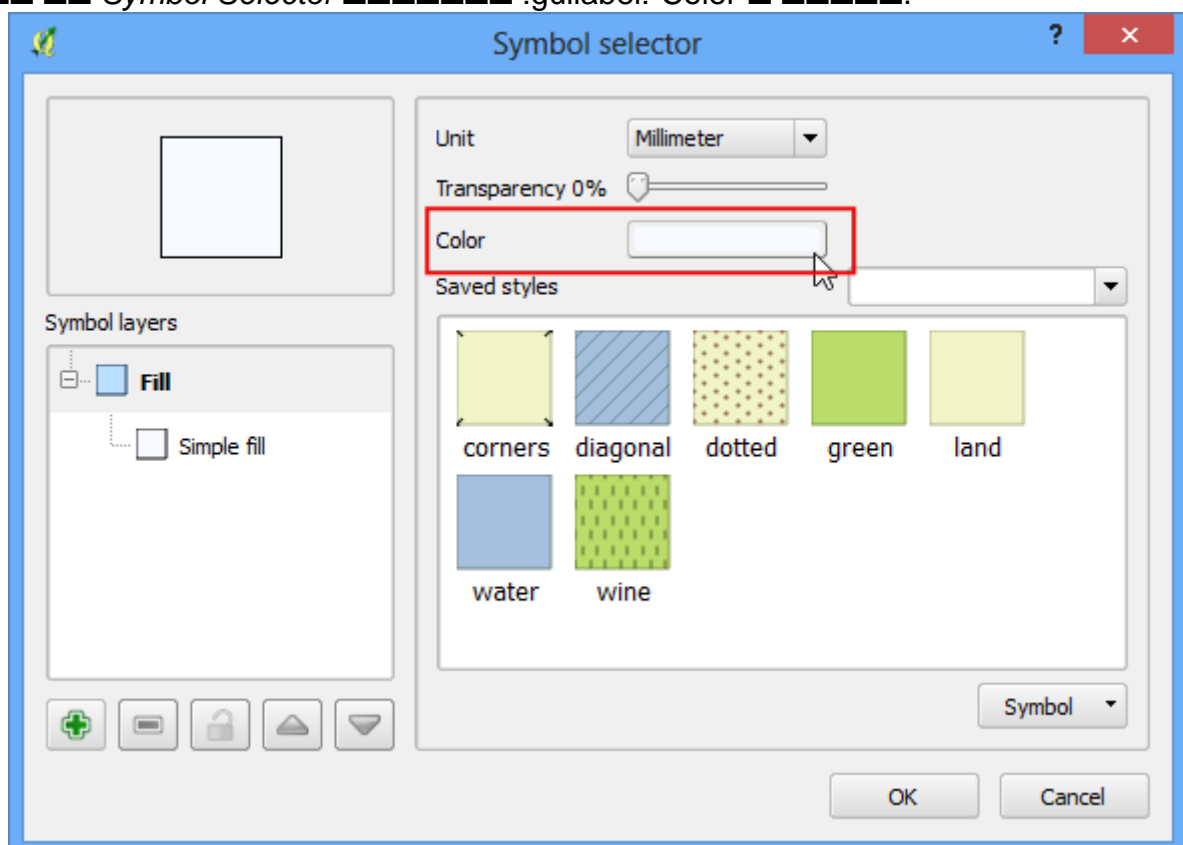
Click the **Style** tab in the Layer Properties dialog. The **Style** tab is highlighted. The **Style** tab is highlighted. The **Style** tab is highlighted.



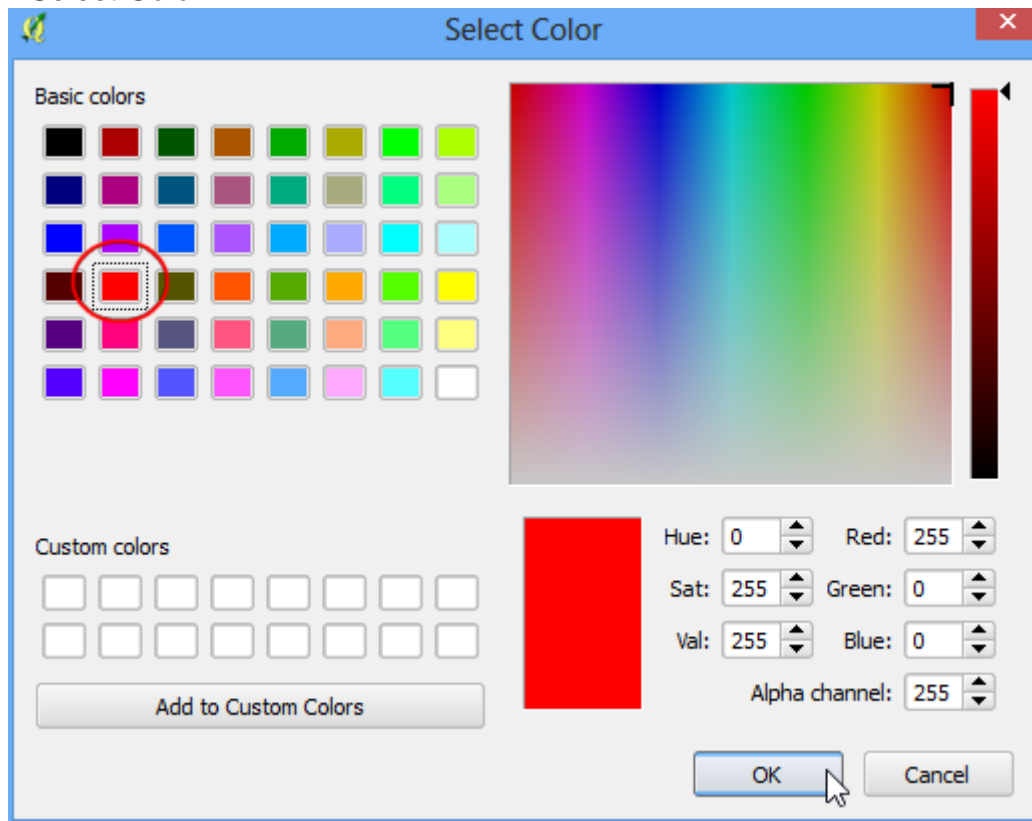
13. Click the **OK** button to apply the style changes.



15. ■■■ ■■■ *Symbol Selector* ■■■■■■■■■■ :guilabel:`Color` ■■■■■■■■■■.



16. ■■■ ■■■ *Select Color* ■■■■■■■■■■ ■■■ ■■■■■■.



17. ■■■■ ■■■ *Layer Properties* ■■■ ■■■■■ ■ ■■■ ■■■ ■■■ ■■■ *Label* ■ ■■■■■■■■ ■■■■■■ ■■■
 ■■■■■ ■■■ ■ ■■■■■. ■■■■■■■ ■■■ ■■■■■ ■■■ ■■■■■ ■■■ ■■■■■ *Value* ■ ■■■■■ ■ ■■■■■. ■■■
 ■■■■ ■■■■■ :guilabel: `OK` ■ ■■■■■■.

