

Individual Work Log WEEK 4

Sofia Bahmutsky

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Tuesday May 19

1. Group meeting (9am - 3:30pm, 6.5 hours)
2. Presentation to Scott (20 mins)
3. Going through the QGIS work which I did last week with everyone. “tutorial” for everyone in the group to get familiar with the steps I took. (3 mins)
4. Trying to classify the DB’s into the PHU...trying various methods (5 hours)
5. Steps to fix the bad polygons in qGIS...
6. install plug-in Select Within
7. select a PHU
8. use select within button to hilight all the DB’s inside the PHU you selected.
9. Now select Vector > Geoprocessing Tools > Clip
10. Use the input layer DB’s, and overlay layer as PHU
11. If there are some DB’s which do not work you will see a message in the progress of the Clip.
12. To fix this, go to Settings > Options > Processing > General > Invalid Features filtering
13. Now change it to “ignore”
14. Try to run the Clip again
15. It will colour all the intersecting DB/PHU’s and any DB which is not properly being classified will not get coloured.
16. The reason is probably that there is a “hole” in the DB (one of the edges comes to a point, qGIS cannot understand it properly)
17. To fix these “holes”, there is a built-in function in QGIS.
18. Go to Processing > Toolbox > scroll down to Fix Geometries
19. The input layer should be “clipped” layer which you generated in step 9/10
20. Now there will be a new layer called “Fixed Gemotries” which corresponds to the DB which was not working earlier!
21. to combine the layers go to Vector > Data Management Tools > Merge Vector Layers
22. Select the Clipped and Fixed Geometries layers, now you will get the layer which contains the entire DB’s classified into the appropriate PHU!