

Google Earth Engine App To Source Code

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In [ ]: #####
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##### (C) 2023 #####
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Install geeadd package

```
In [ ]: # # Install geeadd library
# conda install -c conda-forge geeadd
# conda install -c conda-forge geeadd=1.0.1 # check for update
# pip install geeadd
```

Import Libraries

```
In [ ]: import argparse
import geeadd
import subprocess
```

Run GEE App to Source Code

```
In [ ]: def extract_gee_script(url, outfile):
    try:
        # Use subprocess to execute the geeadd command
        cmd = f'geeadd app2script --url "{url}" --outfile "{outfile}"'
        subprocess.run(cmd, shell=True, check=True)
        print(f"JavaScript source code has been saved to '{outfile}'")

    except subprocess.CalledProcessError as e:
        print(f"Error: {e}")

    except Exception as e:
        print(f"An error occurred: {str(e)}")

if __name__ == "__main__":

    # Enter the Google Earth Engine application Link
    app_link = input("Enter the Google Earth Engine application link: ")

    # Enter the complete output file path
    output_file = input("Enter the output file path (e.g., C:\\path\\to\\output.js): ")

    # Call the function to extract and save the JavaScript source code
    extract_gee_script(app_link, output_file)
```

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