

GOOGLE EARTH ENGINE APP TO SOURCE CODE

```
In [ ]: #####
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##### (C) 2023 #####
#####
```

You may use and distribute but don't modify without consent

Base Package Installation

This tool assumes that Earth Engine Python API is installed as described [here](#)

Summery Steps for EE installation

Install the EE API to an arbitrary Python environment using [pip](#). You need to perform ee installation task once for every new environment.

```
In [ ]: pip install earthengine-ap
```

```
In [ ]: pip install earthengine-api --upgrade # Check for update and upgrade
```

Import the EE Python API package called ee

```
In [ ]: import ee
```

Install geeadd package

To learn about the geeadd package check [here](#).

```
In [ ]: pip install geeadd
```

```
In [ ]: # pip install geeadd --user # Alternative method
```

```
In [ ]: ##### You can install geeadd using conda #####
# conda install -c conda-forge geeadd
# conda install -c conda-forge geeadd=1.0.1 # check for update
```

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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