GOOGLE EARTH ENGINE APP TO SOURCE CODE

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****Base Package Installation****

This tool assumes that Earth Engine Python API is installed as desribed 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.

****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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