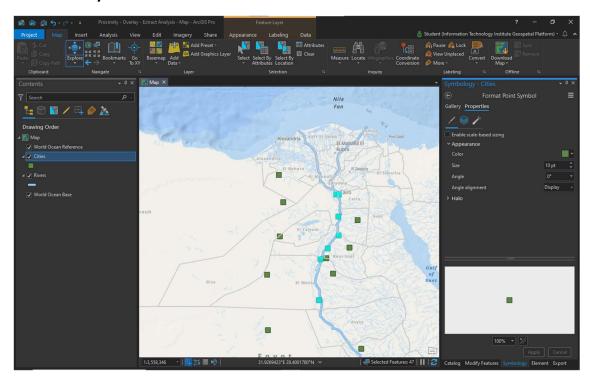
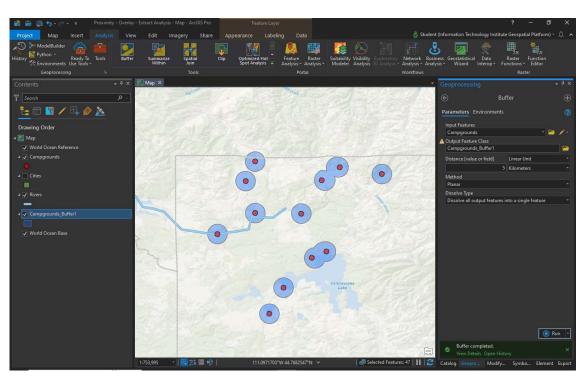
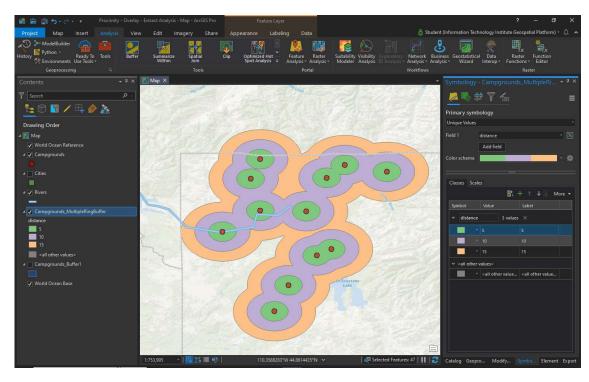
# Select By Distance



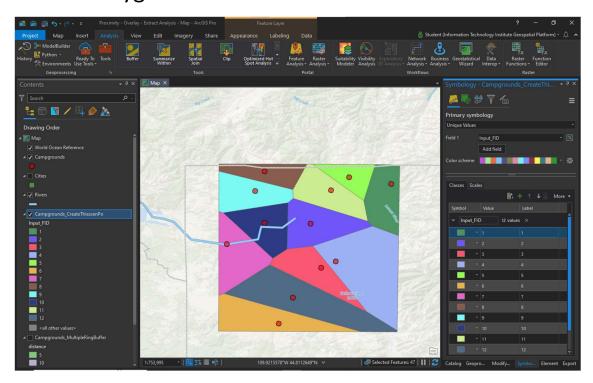
### Buffer



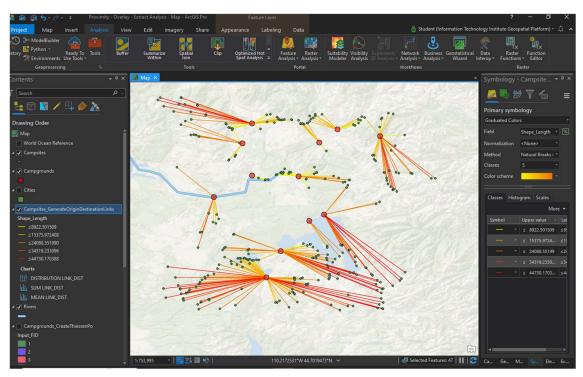
# Multi Ring File



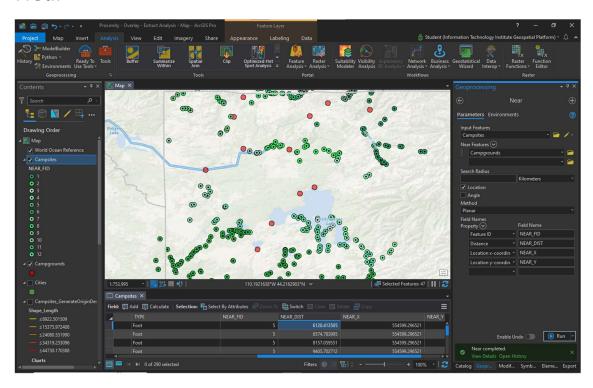
# Tassen Polygon



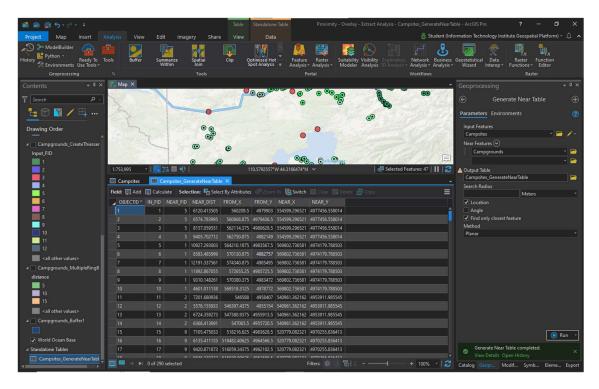
### **Generate Origin-Destination Links**



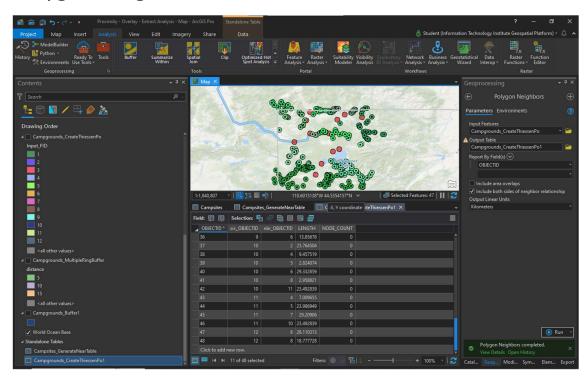
#### Near



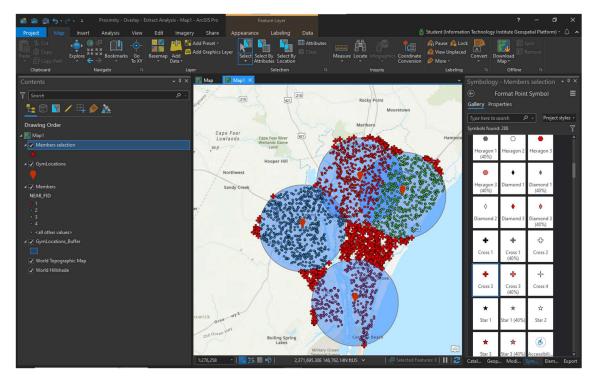
#### Generate Near Table



#### Polygon Neighbours

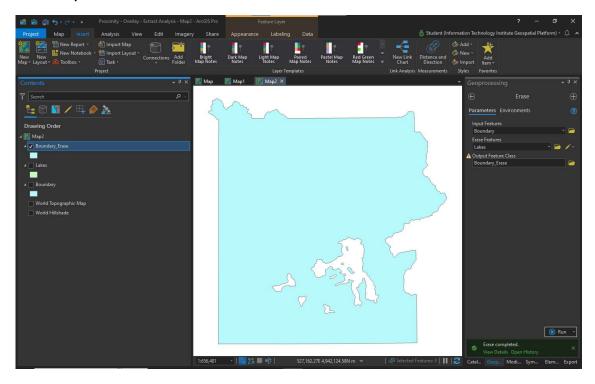


# **Gym Tasks**

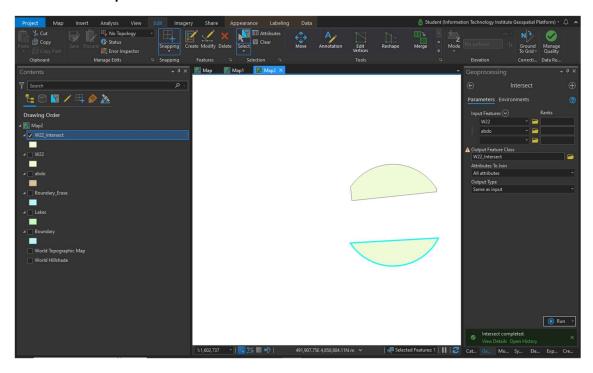


# Overlay Analysis Tools

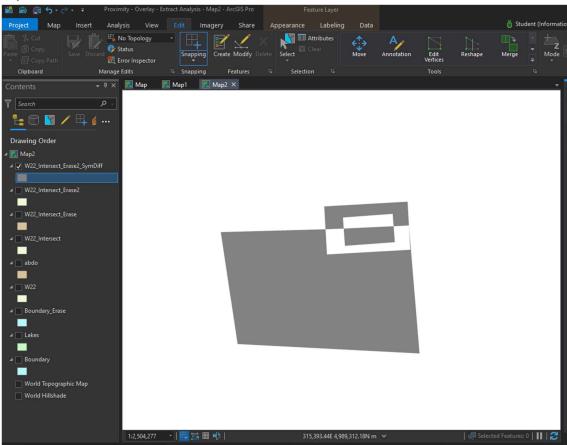
# Erase | Pairwise Erase



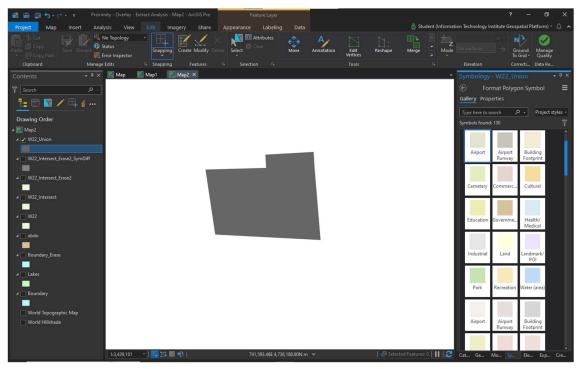
#### Intersect | Pairwise Intersect



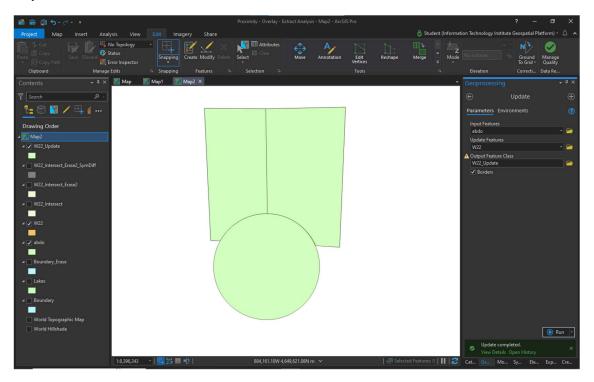
### Symmetrical Difference



### Union

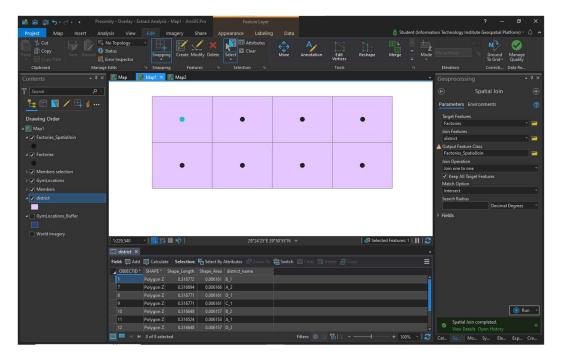


# Update



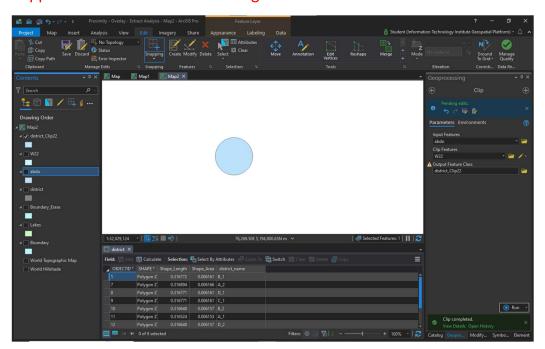
# **Spatial Join**

#### It is in the table down blow



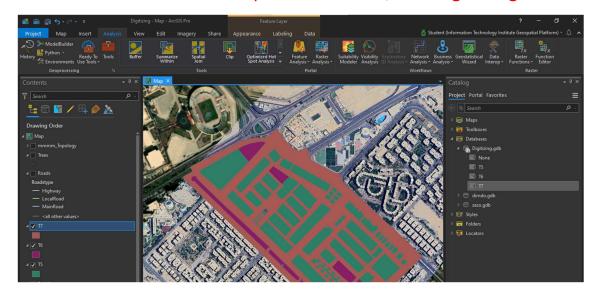
# Clip

#### Clipped the circle from the rectangle



# **Split By Attributes**

Here we have done it on the parcel for roads, buildings and gardens



### Final Boss Task

