

	1. Opening and Navigating the Javascript API	2. Feature & Raster Data	3. Math with Images	4. Asset Management	5. Wrap Up, Opportunities
Time	10	20	30	10	10
Questions	What is the Google Earth Engine Javascript API and how do I use it?	What is the difference between feature and raster data in Earth Engine? How do I load, visualize and filter feature and image data?	What is a reducer and why is it mind-blowing? How do I do operations on stacks of images?	How do I get my own data in and out of GEE? What are the constraints?	How can I extend my GEE training?
Objectives	Access the Javascript API, write a script and save it Identify helpful elements of the Javascript Code Editor Peruse available EE datasets.	Load feature and image data and successfully visualize in the API Filter an image collection Export and import feature and image collections	Calculate slope from a digital elevation model Use a reducer to calculate the mean slope over an area Map a function over an image collection	Import an Image into my Asset Manager and share it with a collaborator. Share code and manage versions Export an image to my Google Drive.	Pose any remaining questions about the API Learn about opportunities for workshops and conferences
Key Points	GEE's enormous repository of cloud-based imagery allows you do to crazy operations on big datasets from a browser window without having to download anything. The Javascript Code Editor is a great way to get started with GEE because it has more robust documentation than the Python API. Three useful places to find help are the User Guides, the Forum and the example scripts that come pre-loaded in the repository.	Visualizing images in the Javascript API can take some guesswork: use the inspector to help. Feature data is vector data (like a shapefile) and rasters are represented as images in GEE.	Reducers take an input dataset and produce a single output. Never use for-loops in GEE; instead use map functions over collections! You can't make publication quality plots in GEE yet, but basic capabilities are present	You can directly export images to your Google Drive from the Code Editor. Shp Escape can be used to convert shapefiles into Fusion Tables for use in Earth Engine Assets and Fusion Tables can be shared just like a Google Doc.	Google offers a variety of workshops and ways to engage with the community.