Principles of Geographic Information System						
Practical		Title	Steps	Pdf		
1	1A	Creating & Managing vector data a. Adding vector layer b. Setting properties c. Vector layer formatting	■ Practical 1 abc	■ 1abc.pdf		
	1B					
	1C					
	1D	Calculating line lengths and statistics	■ Practical 1D	■ 1D.pdf		
2	2A	Adding raster layers	Practical 2 AB	2ab.pdf		
	2В	Raster Styling and Analysis	■ Practical 2 AB	■ 2ab.pdf		
	2C	Raster Mosaicking and Clipping	■ Practical 2 C	■ 2C.pdf		
3	3A	Making a Map	■ Practical 3a	■ 3a.pdf		
	3В	Importing Spreadsheets or CSV files	■ Practical 3B	■ 3B.pdf		
	3C	Using Plugin	■ Practical 3C	■ 3C.pdf		
	3D	Searching and Downloading OpenStreetMap Data	■ Practical 3D	■ 3D.pdf		
4	4A	Working with attributes	■ Practical 4a	■ 4a.pdf		
	4B	Terrain Data and Hill shade analysis	■ Practical 4B	■ 4b.pdf		
5	5	Working with Projections and WMS Data	■ Practical 5	■ 5.pdf		
6	6A	Georeferencing Topo Sheets and Scanned Maps	■ Practical 6a	■ 6a.pdf		
	6B	Georeferencing Aerial Imagery	■ Practical 6B	■ 6b.pdf		
	6C	Digitizing Map Data	■ Practical 6C	■ 6c.pdf		
7	7A	Table Join	Practical 7a	■ 7a.pdf		
	7B	Spatial Join	■ Practical 7B	■ 7b.pdf		
	7C	Points in polygon	■ Practical 7c	■ 7c.pdf		

8	8A	Nearest Neighbour Analysis	Practical 8A	■ 8a.pdf
	8C	Interpolating Point Data	Practical 8C	■ 8c.pdf
9	9	Batch Processing using Processing Framework	■ Practical 9	■ 9.pdf
10	10	Network Analysis	■ Practical 10	■ 10.pdf