**Geocomputing (Year 3)**

**Assignment 2: PostGIS, QGIS vector editing**

**Part 1: Create a PostGIS database**

- Use pgAdminIII to display the newly created database structure

**Part 2: Import a vector file into the PostGIS DB**

- Use SPIT plugin inside Quantum GIS

**Part 3: Edit a part of the polygon**

- Display in QGIS from postGIS layer

- Vector Digitizing Tools, change the building shape

- Save into PostGIS

Make two maps in QGIS, one before vector editing, and one after the modification, use the OpenLayers plugin to cast a high resolution raster image in the background of your shapefiles.