

Introduction to GEE

Resources Cheat Sheet

This document provides you with the key links to helpful GEE resources.

Most of them can be found [here](#). See below for the guides available on the concepts covered in each session.

Session 1

- [The code editor](#)
- [A summary of Images and ImageCollections and other objects and methods available in GEE](#)
- [An introduction to Javascript in the code editor](#)
- [Client and server side object](#)

Session 2

- [Image functions and performing mathematical operations](#)
- [colorbrewer2](#)
- [Exporting data](#)

Session 3

- [FeatureCollections](#)
- [Assets](#)
- [Supervised classification in GEE](#)

Other useful stuff

- This [YouTube channel](#) has some very interesting and cool tutorial focused around using GEE for remote sensing and geospatial ecology.
- The [Support](#) tab can be very handy if you get stuck
- The [GEE Developer Forum](#) google group is a good place to start if you have any technical questions