Brandon Klein
Assignment 22

1. TURF – IDW Interpolation: I've used this process and related in many past projects, and expect to use in future projects as well. This tool helps predict unknown sample values at locations by weighting the nearby known sample values by the distance separating the known and unknown locations.

2. TURF – Distance to Degrees: This tool, and its inverse, are very helpful when creating offsets for project, but can also be helpful in many other ways. This tool does what it says, calculating degree differences based on actual distances (feet, miles, meters, etc.). As a side note, this tool can be deceiving. When working on large-scale projects, like using the whole state of Iowa, the scale of distances to degrees will change due to the inability of the current coordinate system to accurately reflect equal distance to the curvature of the earth. Therefore, multiple distance calculations will have to be run for regional differences.

3. TURF – Buffer: This tool seems to be the basis for many beginner GIS related projects. This tool will draw a polygon around a certain point/line/polygon feature that is a defined distance from the feature.

4. Proj4js – Named Projections: This function will allow the user to define a projection, like a variable, and use that shorter definition throughout the provided code. This helps cut down code length and will make it easier to read.

5. TURF – Union: Another tool that is fairly common in GIS applications, this tool allows the user to combine overlapping features into one, such as two polygons. It is also useful in combining multiple point or line data layers into one multipoint file.