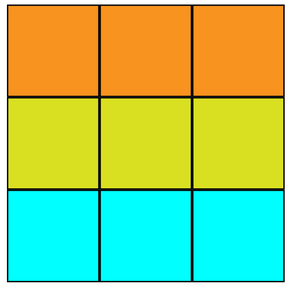
1.



DISSOLVE
on category field

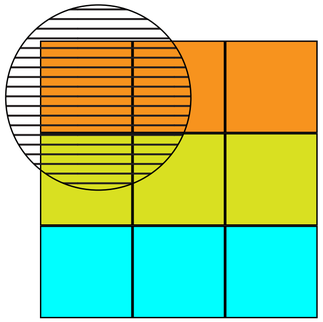
draw the resulting geometry:

category	value
	3
	1
	5
	4
	2
	9
	7
	3
	8

category	value
	3
	1
	5

* in QGIS, when dissolving based on one field the values in the output layer's attribute table are the ones of the first input feature that happens to be processed

2.



INTERSECT

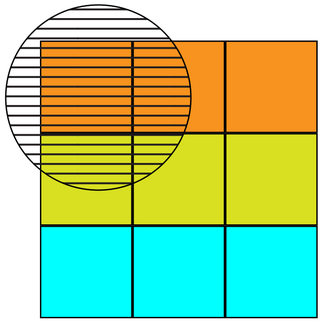
id	score
01	70

category	value
	3
	1
	5
	4
	2
	9
	7
	3
	8

2a. draw the resulting geometry:

2b. write the resulting attribute table:

3.



UNION

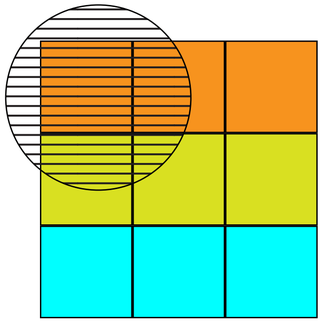
id	score
01	70

category	value
	3
	1
	5
	4
	2
	9
	7
	3
	8

3a. draw the resulting geometry:

3b. write the resulting attribute table:

4.



CLIP

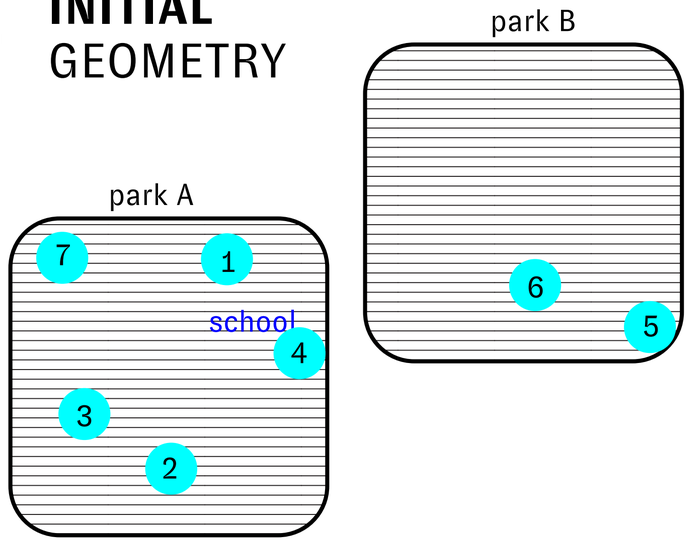
id	score
01	70

category	value
	3
	1
	5
	4
	2
	9
	7
	3
	8

4a. draw the resulting geometry:

4b. write the resulting attribute table:

5. INITIAL GEOMETRY



INITIAL ATTRIBUTES

parks_buffer attribute table

name	value
park A	3
park B	1

id	school_name
1	School A
2	School B
3	School C
4	School D
5	School E
6	School F
7	School G

SPATIAL JOIN *BUFFERS TO SCHOOLS*

5a.

Which is the input layer?

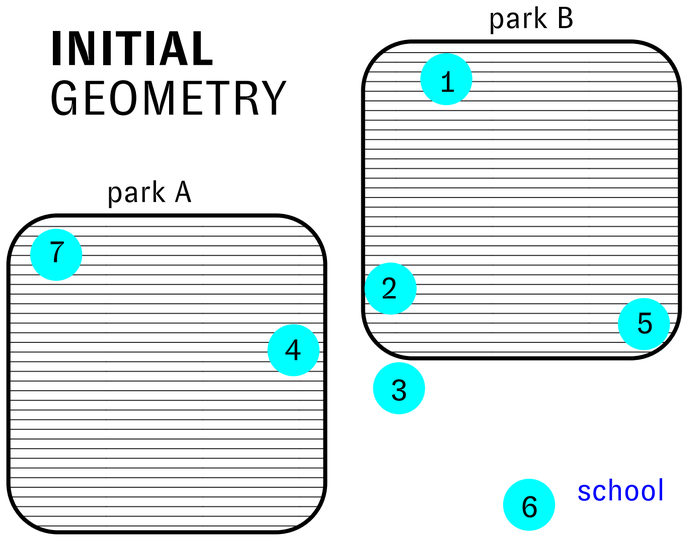
Which is the join layer?

5b. draw the resulting geometry:

5c. fill in the resulting attribute table

id	school_name	name	value
1	School A		
2	School B		
3	School C		
4	School D		
5	School E		
6	School F		
7	School G		

6. **INITIAL** GEOMETRY



INITIAL ATTRIBUTES

parks_buffer attribute table

name	value
park A	3
park B	1

schools attribute table

id	school_name
1	School A
2	School B
3	School C
4	School D
5	School E
6	School F
7	School G

SPATIAL JOIN
SCHOOLS TO BUFFERS
SUMMARIZE METHOD: SUM

6a.

Which is the input layer?

Which is the join layer?

6b. draw the resulting geometry:

6c. fill in the resulting attribute table

name	value
park A	3
park B	1