

```
from issaghvizlib.election_map.loader import load_adm, load_results
from issaghvizlib.election_map.process import compute_turnout
from issaghvizlib.election_map.bokeh_map import create_election_map
from bokeh.io import show

results = load_results()

for level in ["adm1", "adm2", "adm3"]:
    print(f"Rendering {level.upper()} map...")

    gdf = load_adm(level)
    merged = compute_turnout(gdf, results, level)

    p = create_election_map(
        merged,
        title=f"Election Turnout ({level.upper()})"
    )

    show(p)
```

```
> ~
1 from issaghvizlib.election_map.loader import load_adm, load_results
2 from issaghvizlib.election_map.process import compute_turnout
3 from issaghvizlib.election_map.bokeh_map import create_election_map
4 from bokeh.io import show
5
6 results = load_results()
7
8 for level in ["adm1", "adm2", "adm3"]:
9     print(f"Rendering.{level.upper()} map...")
10
11     gdf = load_adm(level)
12     merged = compute_turnout(gdf, results, level)
13
14     p = create_election_map(
15         ...merged,
16         ...title=f"Election Turnout ({level.upper()})"
17     )
18
19     show(p)
20
21] ✓ 22s
-- Rendering ADM1 map...
-- BokehJS 3.8.1 successfully loaded.

-- Election Turnout (ADM1)

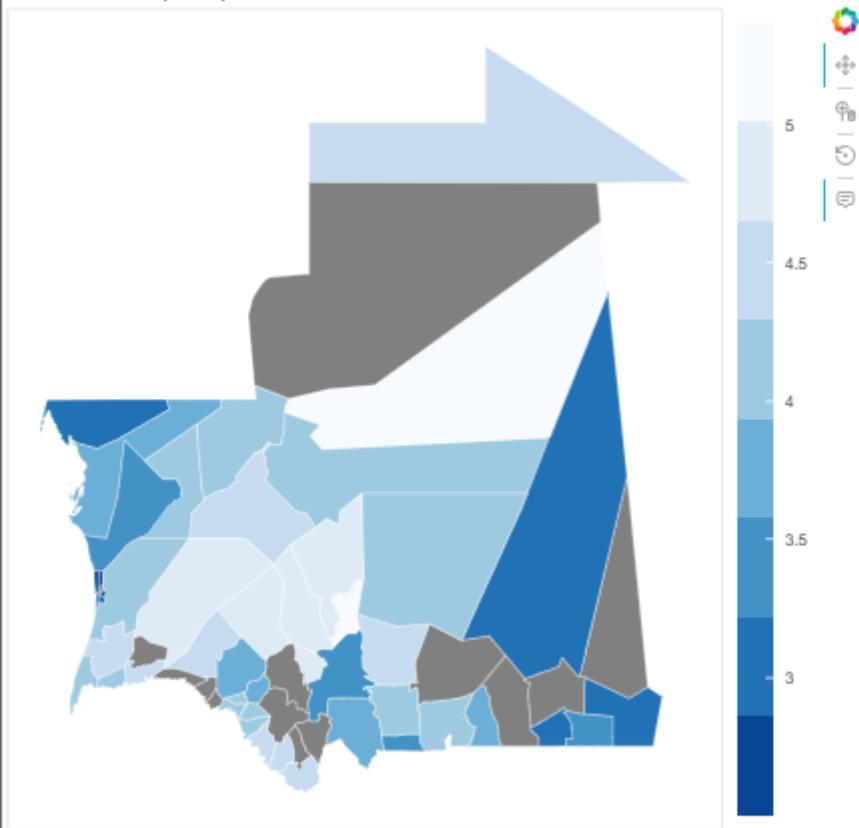
-- BokehJS 3.8.1 successfully loaded.

-- Rendering ADM2 map...
-- BokehJS 3.8.1 successfully loaded.
```



BokehJS 3.8.1 successfully loaded.

Election Turnout (ADM2)



Rendering ADM3 map...



BokehJS 3.8.1 successfully loaded.

BokehJS 3.8.1 successfully loaded.

