

```
from isshaghvizlib.election_map.loader import load_adm, load_results
from isshaghvizlib.election_map.process import compute_turnout
from isshaghvizlib.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)
```

```

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3 from isshaghvizlib.election_map.bokeh_map import create_election_map
4 from bokeh.io import show
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6 results = load_results()
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8 for level in ["adm1", "adm2", "adm3"]:
9     print(f"Rendering {level.upper()}.map...")
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11     gdf = load_adm(level)
12     merged = compute_turnout(gdf, results, level)
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14     p = create_election_map(
15         merged,
16         title=f"Election Turnout ({level.upper()})"
17     )
18
19     show(p)
20

```

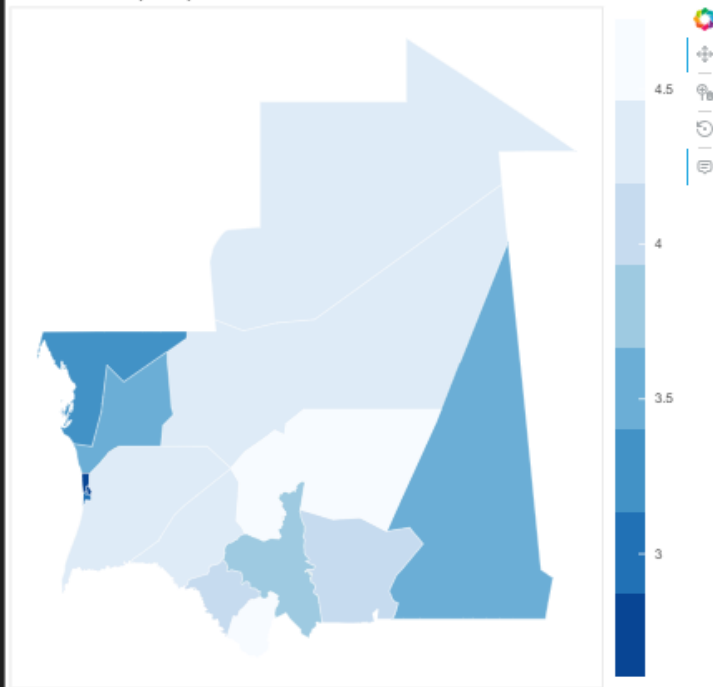
✓ 22s

Rendering ADM1 map...



BokehJS 3.8.1 successfully loaded.

Election Turnout (ADM1)



Rendering ADM2 map...

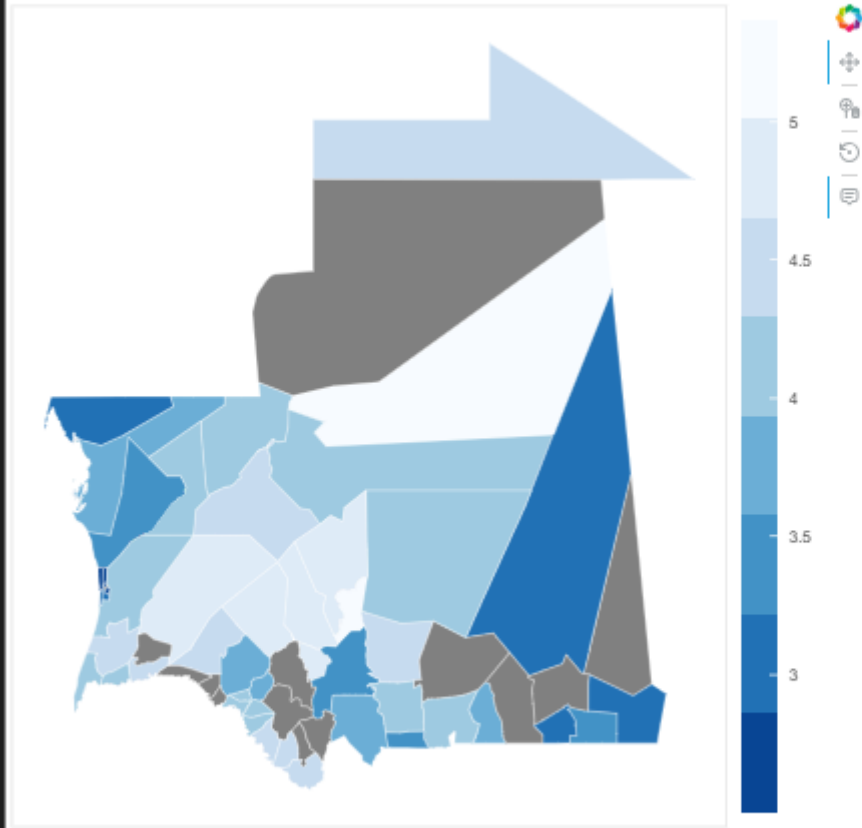


BokehJS 3.8.1 successfully loaded.



BokehJS 3.8.1 successfully loaded.

Election Turnout (ADM2)



Rendering ADM3 map...



BokehJS 3.8.1 successfully loaded.

BokehJS 3.8.1 successfully loaded.

Election Turnout (ADM3)

