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# **Process Recipes**

# **Execute a built-in Process**

Create a Process from a built-in process by name

```
Process process = new Process("vec:Bounds")
String name = process.name
println name
```

vec:Bounds

### Get the title

```
String title = process.title println title
```

Bounds

## Get the description

```
String description = process.description println description
```

Computes the bounding box of the input features.

### Get the version

```
String version = process.version println version
```

1.0.0

### Get the input parameters

```
Map parameters = process.parameters
println parameters
```

[features:class geoscript.layer.Cursor]

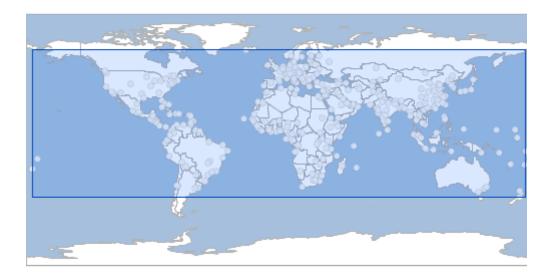
### *Get the output parameters*

```
Map results = process.results println results
```

```
[bounds:class geoscript.geom.Bounds]
```

Execute the Process to calculate the bounding box of all Features in a Layer

```
Workspace workspace = new GeoPackage('src/main/resources/data.gpkg')
Layer layer = workspace.get("places")
Map executeResults = process.execute([features: layer])
Bounds bounds = executeResults.bounds
```



# **Listing built-in Processes**

Get the names of all built-in Processes

```
List<String> processes = Process.processNames
processes.each { String name ->
    println name
}
```

```
ras:AddCoverages
ras:Affine
ras:AreaGrid
ras:BandMerge
ras:BandSelect
ras:Contour
ras:ConvolveCoverage
```

ras:CoverageClassStats ras:CropCoverage ras:MultiplyCoverages ras:NormalizeCoverage ras:PolygonExtraction ras:RangeLookup ras:RasterAsPointCollection ras:RasterZonalStatistics ras:RasterZonalStatistics2 ras:ScaleCoverage ras:StyleCoverage vec:Aggregate vec:BarnesSurface vec:Bounds vec:BufferFeatureCollection vec:Centroid vec:Clip vec:CollectGeometries vec:Count vec:Feature vec:FeatureClassStats vec:Grid vec:Heatmap vec:InclusionFeatureCollection vec:IntersectionFeatureCollection vec:LRSGeocode vec:LRSMeasure vec:LRSSegment vec:Nearest vec:PointBuffers vec:PointStacker vec:Query vec:RectangularClip vec:Reproject vec:Simplify vec:Snap vec:Transform vec:UnionFeatureCollection vec:Unique vec:VectorToRaster vec:VectorZonalStatistics geo:buffer geo:union geo:intersection geo:isValid geo:difference geo:distance geo:numGeometries geo:isClosed geo:convexHull geo:area

```
geo:crosses
geo:boundary
geo:centroid
geo:interiorPoint
geo:getGeometryN
geo:isSimple
geo:isWithinDistance
geo:overlaps
geo:relate
geo:symDifference
geo:touches
geo:within
geo:simplify
geo:densify
geo:envelope
geo:numPoints
geo:dimension
geo:exteriorRing
geo:numInteriorRing
geo:geometryType
geo:reproject
geo:getX
geo:getY
geo:equalsExact
geo:isRing
geo:polygonize
geo:startPoint
geo:endPoint
geo:relatePattern
geo:interiorRingN
geo:pointN
geo:equalsExactTolerance
geo:splitPolygon
geo:length
geo:isEmpty
geo:contains
geo:disjoint
geo:intersects
```

# **Executing a new Process**

```
geoscript:convexhull
```

#### Get the title

```
String title = process.title
println title
```

convexhull

### Get the description

```
String description = process.description println description
```

Create a convexhull around the features

#### Get the version

```
String version = process.version println version
```

1.0.0

### *Get the input parameters*

```
Map parameters = process.parameters
println parameters
```

```
[features:class geoscript.layer.Cursor]
```

# *Get the output parameters*

```
Map results = process.results
println results
```

```
[result:class geoscript.layer.Cursor]
```

# Execute the Process created from a Groovy Closure

```
Workspace workspace = new GeoPackage('src/main/resources/data.gpkg')
Layer layer = workspace.get("places")
Map executeResults = process.execute([features: layer.cursor])
Cursor convexHullCursor = executeResults.result
```

