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Filter Recipes

Creating Literals

Create a literal Expression from a number

```
Expression expression = new Expression(3.56)
println expression
```

3.56

Create a literal Expression from a string

```
Expression expression = new Expression("Seattle")
println expression
```

Seattle

Evaluating a literal Expression just gives you the value

```
Expression expression = new Expression(3.56)
double number = expression.evaluate()
println number
```

3.56

Creating Properties

Create a Property from a string

```
Property property = new Property("name")
println property
```

name

Create a Property from a Field

```
Field field = new Field("geom", "Polygon")
Property property = new Property(field)
println property
```

geom

Evaluating Properties

Evaluate a Property to get values from a Feature. Get the id

```
Feature feature = new Feature([
    id: 1,
    name: "Seattle",
    geom: new Point(-122.3204, 47.6024)
], "city.1")

Property idProperty = new Property("id")
int id = idProperty.evaluate(feature)
println id
```

```
1
```

Get the name

```
Property nameProperty = new Property("name")
String name = nameProperty.evaluate(feature)
println name
```

```
Seattle
```

Get the geometry

```
Property geomProperty = new Property("geom")

Geometry geometry = geomProperty.evaluate(feature)

println geometry
```

```
POINT (-122.3204 47.6024)
```

Creating Colors

Create a Color from a RGB color string

```
Color color = new Color("0,255,0")
```



Create a Color from a CSS color name

```
Color color = new Color("silver")
```



Create a Color from a hexadecimal string

```
Color color = new Color("#0000ff")
```



Create a Color from a RGB List

```
Color color = new Color([255,0,0])
```



Create a Color from a RGB Map

```
Color color = new Color([r: 5, g: 35, b:45])
```



Create a Color from a HLS Map

```
Color color = new Color([h: 0, s: 1.0, l: 0.5])
```



Get a Random Color

```
Color color = Color.getRandom()
```



Get a Random Pastel Color

```
Color color = Color.getRandomPastel()
```



Get a darker Color

```
Color color = new Color("lightblue")
Color darkerColor = color.darker()
```



Get a brighter Color

```
Color color = new Color("purple")
Color brigtherColor = color.brighter()
```



Getting Color Formats

Create a Color

```
Color color = new Color("wheat")
```



Get Hex

```
String hex = color.hex println hex
```

#f5deb3

Get RGB

```
List rgb = color.rgb
println rgb
```

```
[245, 222, 179]
```

Get HSL

```
List hsl = color.hsl
println hsl
```

```
[0.10858585256755147, 0.7674419030001307, 0.8313725489999999]
```

Get the java.awt.Color

```
java.awt.Color awtColor = color.asColor()
println awtColor
```

```
java.awt.Color[r=245,g=222,b=179]
```

Displaying Colors

Draw a List of Colors to a BufferedImage



Draw a List of Colors to a simple GUI

```
List<Color> colors = Color.getPaletteColors("YlOrBr")
Color.draw(colors, "horizontal", 50)
```



Using Color Palettes

Get all color palettes

```
List<String> allPalettes = Color.getPaletteNames("all")
allPalettes.each { String name ->
    println name
}
```

Y10rRd PRGn Pu0r RdGy Spectral Grays PuBuGn RdPu BuPu YlOrBr Greens BuGn Accents GnBu PuRd Purples RdYlGn Paired Blues RdBu Oranges RdY1Bu PuBu OrRd Set3 Set2 Set1 Reds PiYG Dark2 YlGn BrBG YlGnBu Pastel2 Pastel1 BlueToOrange GreenToOrange BlueToRed GreenToRedOrange Sunset Green YellowToRedHeatMap BlueToYellowToRedHeatMap DarkRedToYellowWhiteHeatMap LightPurpleToDarkPurpleHeatMap BoldLandUse MutedTerrain BoldLandUse MutedTerrain

Get diverging color palettes

```
List<String> divergingPalettes = Color.getPaletteNames("diverging")
divergingPalettes.each { String name ->
    println name
}
```

```
PRGn
PuOr
RdGy
Spectral
RdYlGn
RdBu
RdYlBu
PiYG
BrBG
BlueToOrange
GreenToOrange
BlueToRed
GreenToRedOrange
```

Get sequential color palettes

```
List<String> sequentialPalettes = Color.getPaletteNames("sequential")
sequentialPalettes.each { String name ->
    println name
}
```

```
Y10rRd
Grays
PuBuGn
RdPu
BuPu
YlOrBr
Greens
BuGn
GnBu
PuRd
Purples
Blues
Oranges
PuBu
OrRd
Reds
YlGn
YlGnBu
Sunset
Green
YellowToRedHeatMap
BlueToYellowToRedHeatMap
DarkRedToYellowWhiteHeatMap
LightPurpleToDarkPurpleHeatMap
BoldLandUse
MutedTerrain
```

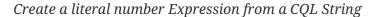
Get qualitative color palettes

```
List<String> qualitativePalettes = Color.getPaletteNames("qualitative")
qualitativePalettes.each { String name ->
    println name
}
```

```
Accents
Paired
Set3
Set2
Set1
Dark2
Pastel2
Pastel1
BoldLandUse
MutedTerrain
```

```
Get a Blue Green Color Palette
  List colors = Color.getPaletteColors("BuGn")
Get a Purple Color Palette with only four colors
  colors = Color.getPaletteColors("Purples", 4)
Get a Blue Green Color Palette
  colors = Color.getPaletteColors("MutedTerrain")
Get a Blue Green Color Palette
  colors = Color.getPaletteColors("BlueToYellowToRedHeatMap")
Create a Color palette by interpolating between two colors
  Color startColor = new Color("red")
  Color endColor = new Color("green")
  List<Color> colors = startColor.interpolate(endColor, 10)
Create a Color palette by interpolating between two colors
  Color startColor = new Color("wheat")
  Color endColor = new Color("lightblue")
  List<Color> colors = Color.interpolate(startColor, endColor, 8)
```

Creating Expressions from CQL



```
Expression expression = Expression.fromCQL("12")
println expression
```

12

Create a literal string Expression from a CQL String

```
Expression expression = Expression.fromCQL("'Washington'")
println expression
```

Washington

Create a Property from a CQL String

```
Expression expression = Expression.fromCQL("NAME")
println expression
```

NAME

Create a Function from a CQL String

```
Expression expression = Expression.fromCQL("centroid(the_geom)")
println expression
```

centroid([the_geom])