

Introdução a Algoritmos

Disciplina: Programação aplicada à engenharia cartográfica

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<https://kepler.gl/>

<https://kepler.gl/> Trabalho de alunos do 2º ano 2025:
<https://mauriciodev.github.io/progcart/ipe2.html>

The screenshot shows the Kepler.gl web application interface. On the left, there's a sidebar with navigation icons, a 'Datasets' section, and a 'Layers' section where a new layer can be added. The main area features a map of Northern California with various cities labeled: Petaluma, Fairfield, Vallejo, Sausalito, San Francisco, Alameda, Berkeley, Walnut Creek, Concord, Pleasant Hill, Martinez, Benicia, Vallejo, Napa, Rohnert Park, Santa Rosa, Sebastopol, Healdsburg, Geyserville, and Hopland. A specific region around San Francisco is highlighted in red. Overlaid on the map is a white 'Add Data To Map' dialog box. The dialog has tabs for 'Load Files', 'Tileset', 'Load Map using URL', and 'Load from Storage'. It includes a file upload area with a 'No data?' link and a 'Try sample data' button. Below this is a 'Drag & Drop Your File(s) Here' field with a 'browse your files' link. At the bottom of the dialog, a note states: "'kepler.gl' is a client-side application with no server backend. Data lives only on your machine/browser. No information or map data is sent to any server." The top right corner of the dialog shows a message: 'Kepler.gl 3.1 + DuckDB is here! Click here to check out the preview of Kepler.gl 3.1 with DuckDB enabled.'