

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 'Datasets' and 'Layers' sections, and buttons for 'Layer Blending' (set to 'normal') and 'Map Overlay Blending' (set to 'normal'). The main area displays 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, Sonoma, Petaluma, Sebastopol, Santa Rosa, and Rohnert Park. A modal dialog box titled 'Add Data To Map' is open in the center. It has tabs for 'Load Files' (selected), 'Tiles', 'Load Map using URL', and 'Load from Storage'. Below the tabs is a section to 'Upload CSV, Json, GeoJSON, Arrow, Parquet or saved map Json'. It includes a file upload area with five document icons, a download icon, and a 'Drag & Drop Your File(s) Here' field. Below this is a link to 'browse your files'. 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.'