

# 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 prominent dialog box in the center is titled 'Add Data To Map'. It has tabs for 'Load Files', 'Tileset', 'Load Map using URL', and 'Load from Storage'. Below the tabs, there's a message: 'Upload CSV, Json, GeoJSON, Arrow, Parquet or saved map Json. Read more about supported file formats.' A large dashed rectangular area is provided for dragging files or clicking to browse. At the bottom of the dialog, it says: "'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." In the top right corner of the main map area, there's a message: 'Kepler.gl 3.1 + DuckDB is here! Click here to check out the preview of Kepler.gl 3.1 with DuckDB enabled.'