

About the project:

The google earth project use to read a data from a CVS files and convert them to a KML files for google earth use.

The project built from the next packages:

GEOM:

A package of geometry that includes points, lines, paths, circles, squares, etc.

Point3D-Implements Geom_element. representing a point in space or on map using both polar coordinates or cartezian.

GIS:

Geographic Information System-

Geographic - geometric knowledge, divided into layers, including reference to time, place of text, color, etc.

Metadata- implements Meta_data interface and contains the data of GIS type object.

MetaDataGroup- also implements Meta_data use for the info of the time && date.

Element- implements GIS_element representing a single GIS element (mostly a point, a single CSV row in file) by the metadata and Point3D objects.

Layer- implements GIS_layer. a set of multiple Elements.

Project- implements GIS_project. a set of multiple Layers.

File format:

Contains the next classes:

CsvReader- use for read the csv files.

ListToLayer-takes the list from the reader and put it in layers.

Csv2kml-creating the KML file.

AllDataToKml-creating KML file from many CSV files.

Algorithms:

This package contains one class:

MultiCSV-reading multiple CSV files from given directory and its sub-directories into a project object.

How to use?

First of all-the path: you should know the path of your CSV files, Whether you want to convert one or several files. Note that if you use the class MultiCSV, the class will upload any files that are CSV even in the sub-folders.

If you like to read a multiple CSV files you should use the MultiCSV class and write down the path on the `mainpath`. Now the algorithm will read all the CSV files in your all directories.

If you like to read one CSV file you should use the CSVreader class and write down the path on the `csvFile`

Whether you use multiple files or single files, you should go to the class of all files to kml or csv to kml file (respectively). Write down the path you want to save the file and its name. Note that the file must end with ".kml".

Now your file with all the data is ready!
