COPY THE BELOW CODE INTO GOOGLE EARTH ENGINE TERMINAL TO RUN IT

```
// Creates random points within the labeled plantations and exports those random points as a shapefile
var featureCollection = ee.FeatureCollection('projects/gbsc-gcp-lab-emordeca/assets/costa_rica/plantations/2019/CRpineapple2019');
var borders = ee.FeatureCollection('FAO/GAUL/2015/level0');
var costa_rica = borders.filter(ee.Filter.eq('ADM0_NAME', 'Costa Rica'));

// Convert the feature collection to a list
var featureList = featureCollection.toList(featureCollection.size());

// Remove the first feature from the list
var featureCollectionWithoutFirst = ee.FeatureCollection(featureList.slice(1));

// Function to generate random points within each polygon
var generateRandomPoints = function(feature) {
  // Get the geometry of the feature
  var geometry = feature.geometry();

  // Generate ten random points within the polygon
  var randomPoints = ee.FeatureCollection.randomPoints(geometry, 1);

  // Set the original feature as a property of each random point
  var pointsWithProperties = randomPoints.map(function(point) {
    return point.set('original_feature', feature);
  });

  return pointsWithProperties;
};

// Map the function over the modified feature collection
var randomPointsPerPolygon =
featureCollectionWithoutFirst.map(generateRandomPoints);

// Flatten the resulting collection of point collections into a single collection
var flattenedRandomPoints = randomPointsPerPolygon.flatten();

var removeProperties = function(feature) {
  return feature.set('original_feature', null);
};

// Map the function over the feature collection
```

```
var flattenedRandomPoints = flattenedRandomPoints.map(removeProperties);

// Specify the export parameters
var exportParams = {
  collection: flattenedRandomPoints,
  description: '2019_pineapple_points',
  fileFormat: 'SHP'
};

// Export the feature collection to Google Drive
Export.table.toDrive(exportParams);


// Add the modified feature collection to the map
Map.centerObject(featureCollectionWithoutFirst, 10);
Map.addLayer(featureCollectionWithoutFirst, {color: 'blue'}, 'Modified Feature
Collection');

// Add the random points to the map
Map.addLayer(flattenedRandomPoints, {color: 'red'}, 'Random Points');
```