

USIT 6P4 Principles of Geographic Information Systems Practical #4

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Class	TY BSC IT	Division	C
Subject/Course	USIT 6P4 Principles of Geographic Information Systems		
Topic	Working with attributes of vector data, terrain Data		

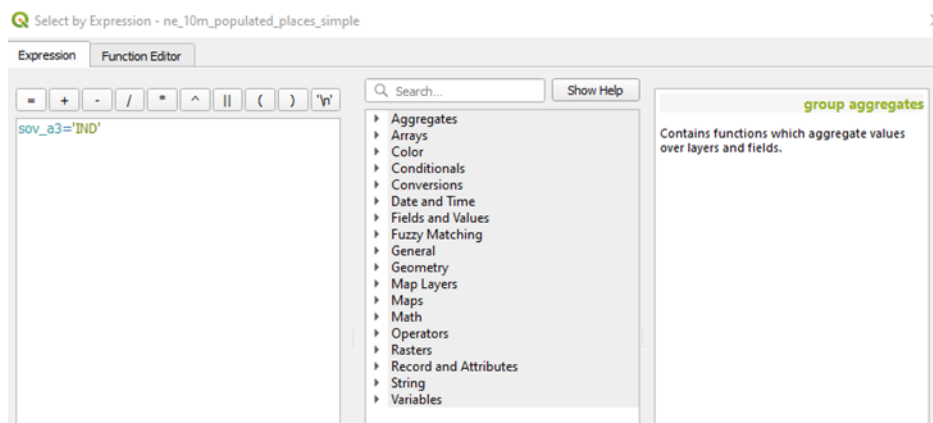
Explain Terrain Data

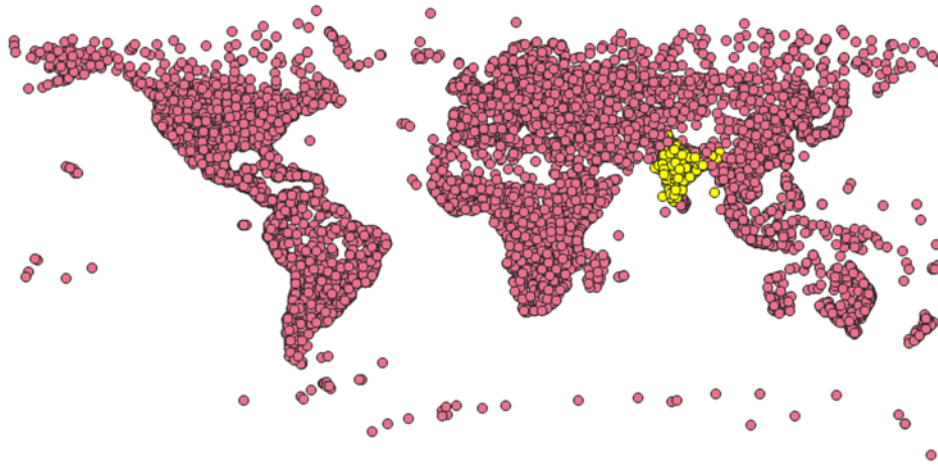
A Terrain Dataset Is a multiresolution, Tin-based Surface Built from measurements stored as features in a Geodatabase. They're typically made from Lidar, Sonar, and Photogrammetric sources. Terrains reside in the Geodatabase, inside feature datasets with the features used to construct them.

Working with attributes of Vector Data (Select features): [Write steps and add screenshots]

Filename: ne_10m_populated_places_simple.shp

Steps: Attribute Table -> select feature (using expressions) -> column_name='IND'





Query -

soc_a3='IND'

soc_a3='IND' or soc_a3='AUS'

sov_a3='IND' or sov_a3='AUS' and pop_max>100000

sov_a3='IND' or sov_a3='AUS' or sov_a3='BRA' and pop_max>100000

sov_a3='IND' and (rank_max > '8')

Terrain Data and Hill shade analysis: [Write steps and add screenshots]

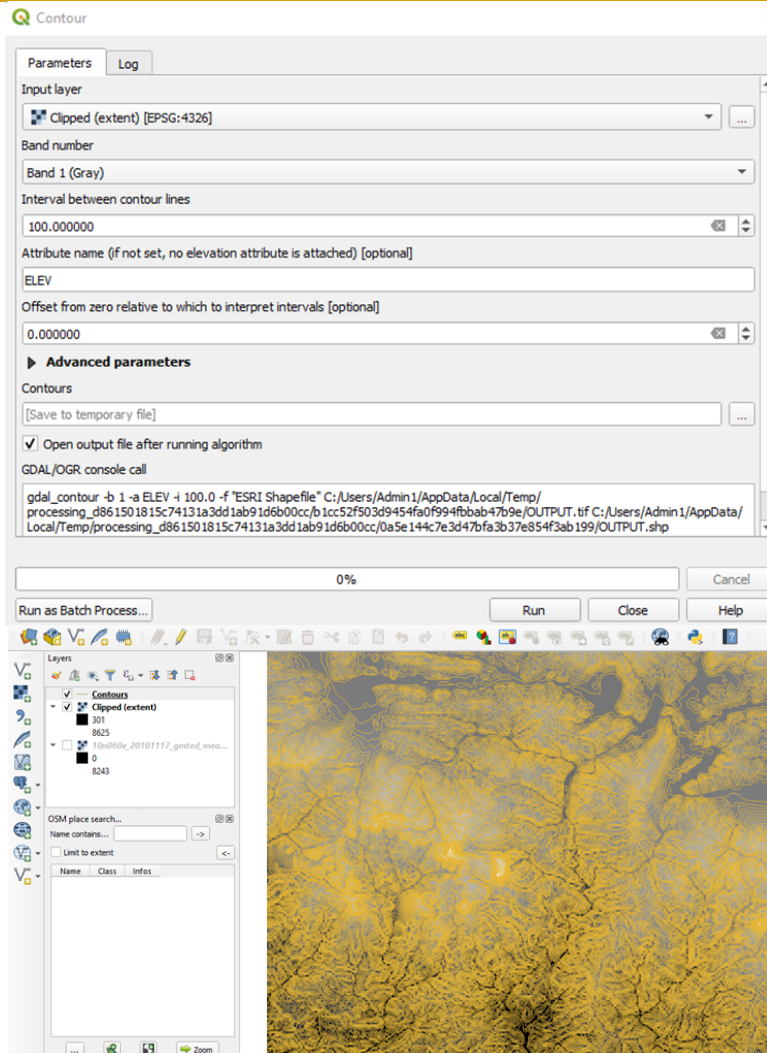
Filename: 10n060e_20101117_gmted_mea300.tif (raster layer)

Steps -

Raster->Extraction->Clip to extend-> use canvas extend

Raster->Analysis->Hillshade->clipped

Raster->extraction->contour->input (select clipped layer)



Contours :: Features Total: 2872, Filter

	ID	ELEV
1	2038	3400.000000000...
2	2039	3700.000000000...
3	2036	5500.000000000...
4	2037	1700.000000000...
5	1994	5000.000000000...

