**Assignment 22: Turf and Proj JS Playground**

Five tools of turf that I wish to use in a future project are explained below:

**1. Distance:** This tool enable us to calculate the distance between two points in degrees, radians, miles, or kilometers. In several assignments, we used important landmarks or points. This tool might allow us to show us show the distance as pop and make the map more informative and interactive.

**2. Combine:** This is another feature I want to use in future. In many maps (to show particular types of landmarks, roads) I wanted to combine the feature collections. This tool enable us to combine the collection.

**3. Random:** I think random is another important tool which can be used in future. In an assignment, we generated 10 random marks. Also, in weather maps and any other maps for testing, it is useful to use random and generate quick maps. So, I think, in future we can use the tool for testing or generating different weather related maps.

**4. Line Distance:** Line distance is a useful tool which takes a Line-String or Polygon and measures its length in the specified units. I think it can be used in future projects for designing bus routes, walking trails or other transportation related maps.

**5. Circle:** Circle is another tool which drew my interest. It takes a Point and calculates the circle polygon given a radius in degrees, radians, miles, or kilometers. It Gis maps we often create buffer area to show the impact area. In interactive maps, we can also use circle to show impact areas.