# **Workshop Requirements:**

Python Download Link: Mac / Windows

Linux

1. Download and extract Python:

```
cd ~
wget https://www.python.org/ftp/python/3.9.22/Python-3.9.22.tgz
tar -xzf Python-3.9.22.tgz
cd Python-3.9.22
```

2. Configure and build:

```
./configure --prefix=$HOME/python392 --enable-optimizations
make -j4
make install
```

**3.** Add Python to your path:

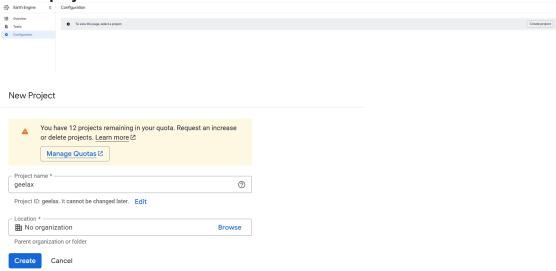
```
echo 'export PATH="$HOME/python392/bin:$PATH"' >> ~/.bashrc
source ~/.bashrc
```

4. Verify installation:

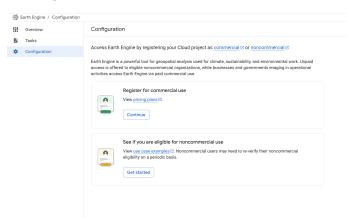
```
python3.9 --version
```

# **Google Earth Engine Account Link: Signup:**

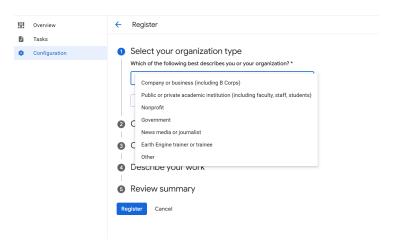
**Create project** 



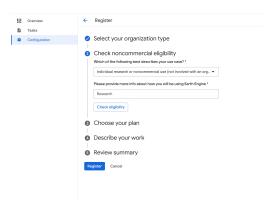
# Pick eligible for noncommercial use:



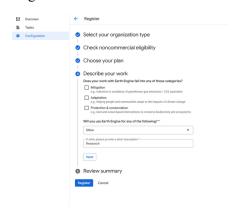
#### Pick Other



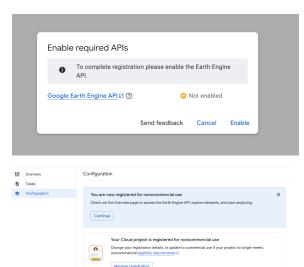
## Pick Individual research.



# Register:



## Enable API:



## **Visual Studio Code Download and setup:**

Download link: Download VS code

## **Setup Guide:**

## Windows

Use the official installer (admin access may be required)

- 1. Download from: VS Code for Windows
- 2. Run the installer and follow the setup instructions.
- 3. After installation, open Command Prompt or Start Menu, and run:

```
code
```

#### macOS

- 1. Download the macOS Universal installer: VS Code for macOS
- 2. Open the .zip file and drag Visual Studio Code to the Applications folder.
- 3. Open Terminal and run:

```
code

If code is not found, open VS Code, press Cmd+Shift+P, and run: Shell Command: Install 'code'
command in PATH
```

### Linux (no sudo)

- Extract and run from a .deb file manually
- 1. Download the latest .deb file: VS Code .deb
- 2. Extract contents without installing system-wide:

```
ar x code_*.deb
tar -xf data.tar.xz -C ~/code_extracted
~/code_extracted/usr/share/code/bin/code
```

3. (Optional) Add to PATH:

```
echo 'alias code="$HOME/code_extracted/usr/share/code/bin/code"' >> ~/.bashrc
source ~/.bashrc
```

4. Launch VS Code with:

```
code
```

✓ You now have VS Code running without needing admin rights.

Git Download and Setup Instructions: Git Download

# **Tool Index-Visualizer: Visualize and compare Spatial data**

Clone the repository:

git clone https://github.com/Saurav-JSU/Index-Visualizer.git
cd Index-Visualizer

Create and activate a virtual environment:

python3 -m venv .venv
source .venv/bin/activate

Upgrade pip and install requirements:

pip install -upgrade pip
pip install -r requirements.txt

Authenticate with Google Earth Engine:

earthengine authenticate

Open the project in VS Code:

code .

Select the virtual environment and play around with notebook.

#### Cleanup

rm -rf Index-Visualizer
deactivate

# **GeoClimate-Fetcher: Download Average timeseries or Grided data.**

Clone the repository:

git clone https://github.com/Saurav-JSU/GeoClimate-Fetcher.git
cd GeoClimate-Fetcher

Create and activate a virtual environment:

python3 -m venv .venv
source .venv/bin/activate

Upgrade pip:

pip install -upgrade pip

Install the package in development mode:

pip install -e .

Authenticate with Google Earth Engine:

earthengine authenticate

#### **Running the Interactive GUI**

jupyter notebook geoclimate\_fetcher/notebooks/interactive\_gui.ipynb Play around with the notebook.

#### Cleanup

rm -rf GeoClimate-Fetcher
deactivate

# Tool GroundData-validator: Download, Compare and validate modeled data against ground station readings.

Clone the repository:

git clone https://github.com/Saurav-JSU/GeeData-GroundData-validator.git
cd GeeData-GroundData-validator

Create and activate a virtual environment:

python3 -m venv .venv
source .venv/bin/activate

Upgrade pip and install requirements:

pip install -upgrade pip
pip install -r requirements.txt

Authenticate with Google Earth Engine:

earthengine authenticate

Run the tool with python.

Python main.py

Earth Engine tab and authenticate first.

Play around with the tool.

Recommended Download Select 1-2 year period, Montana state less stations DAYMET PRISM.

Analysis Tab: Run analysis.

Visualization Tab: Timeseries, Dataset comparison. Spatial Distributions.

#### Cleanup

rm -rf GeeData-GroundData-validator
deactivate