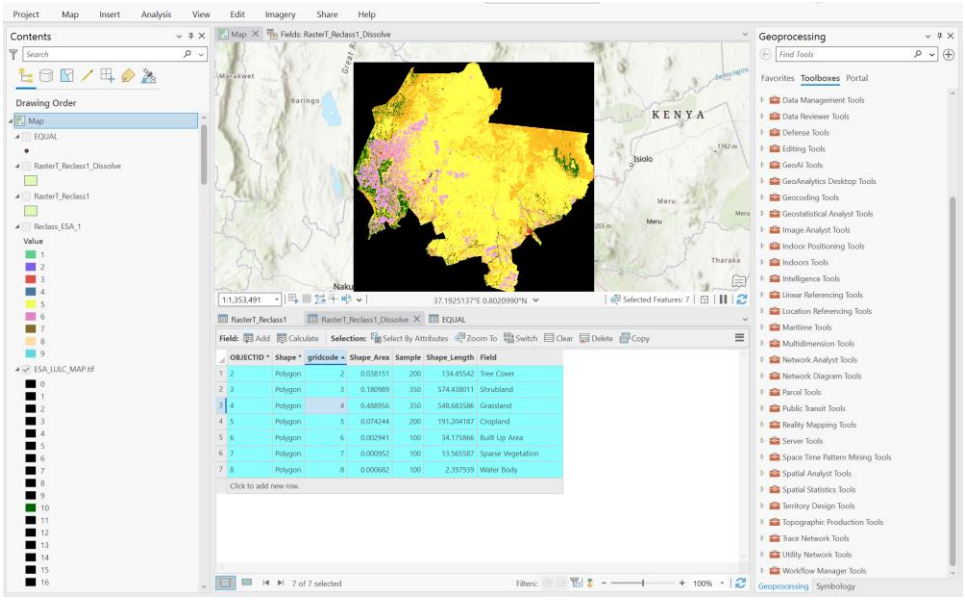
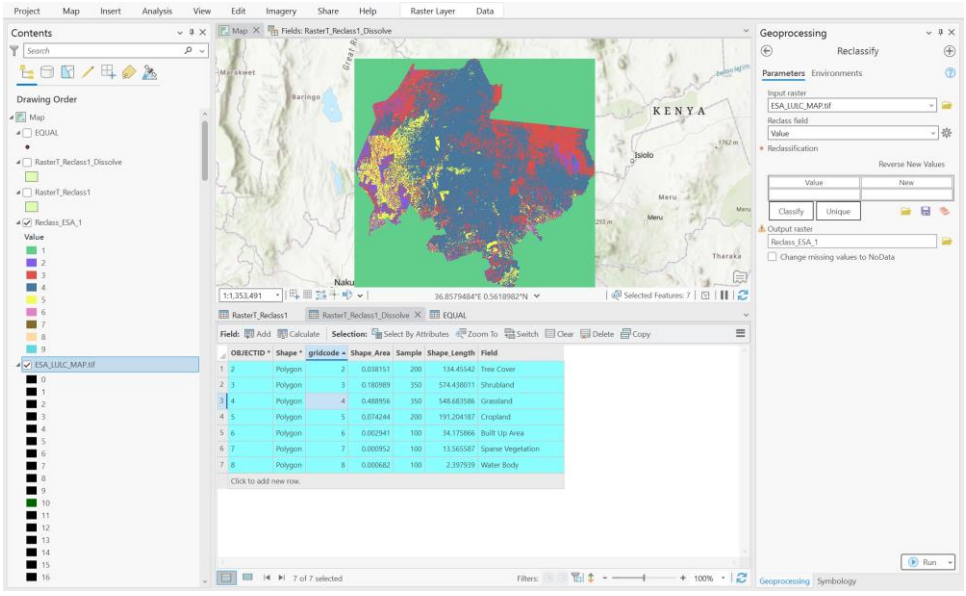
CREATING A STRATIFIED RANDOM SAMPLING

USING ARC-GIS Pro

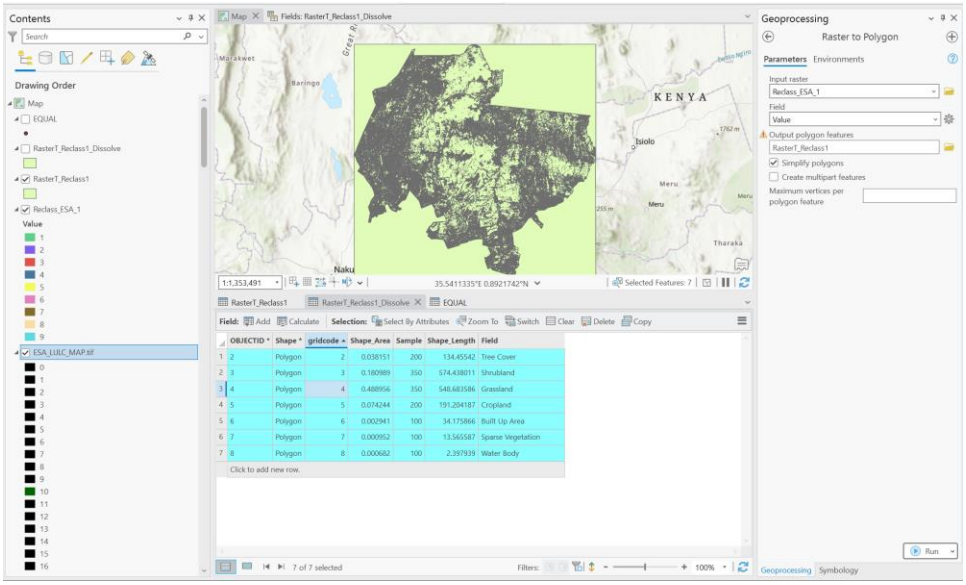
1. Download LULC Raster map from Google Earth Engine and add it to ARC-GIS Pro.



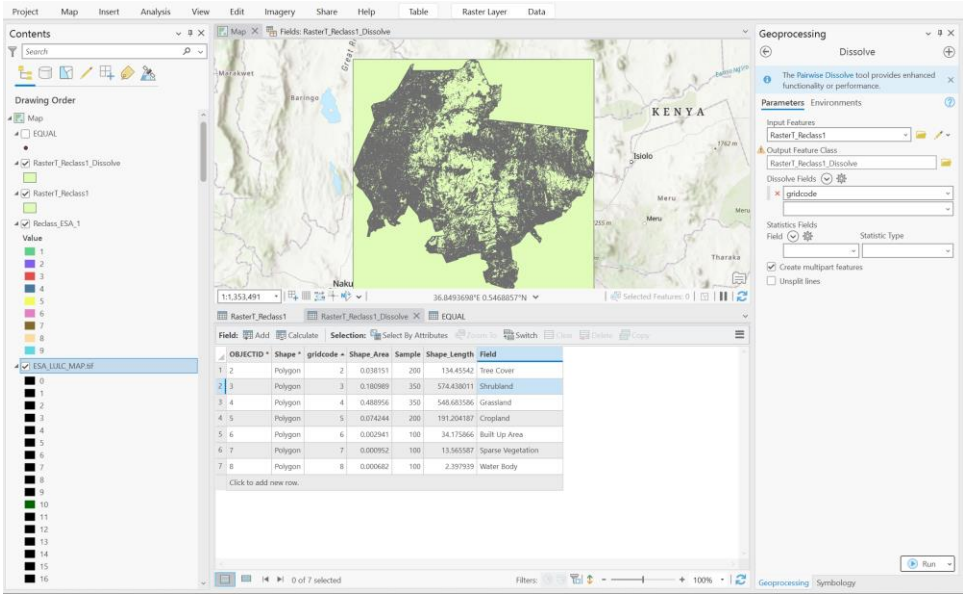
2. Reclassify the given LULC map with the number of landscape categories it represents. In the Geoprocessing toolbox in the Spatial Analyst Tools section select Reclassify under subsection Reclass.



3. Covert Raster to vector by choosing Raster to Polygon under Conversion tools.

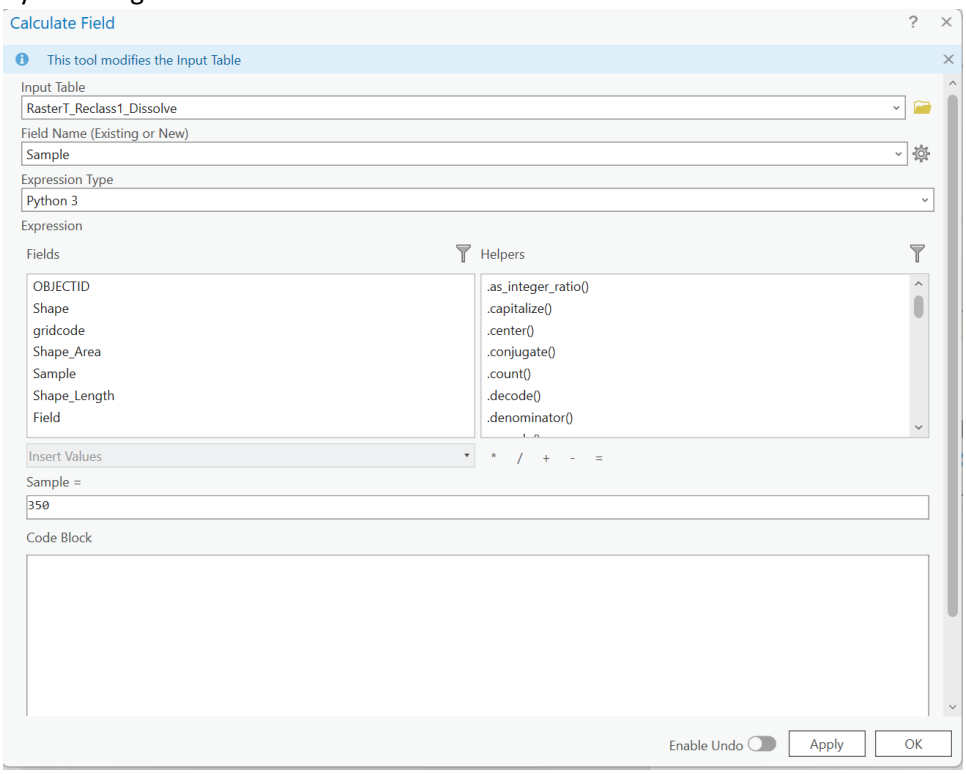


4. Dissolve the above layer by selecting Dissolve under Data Management Tools.

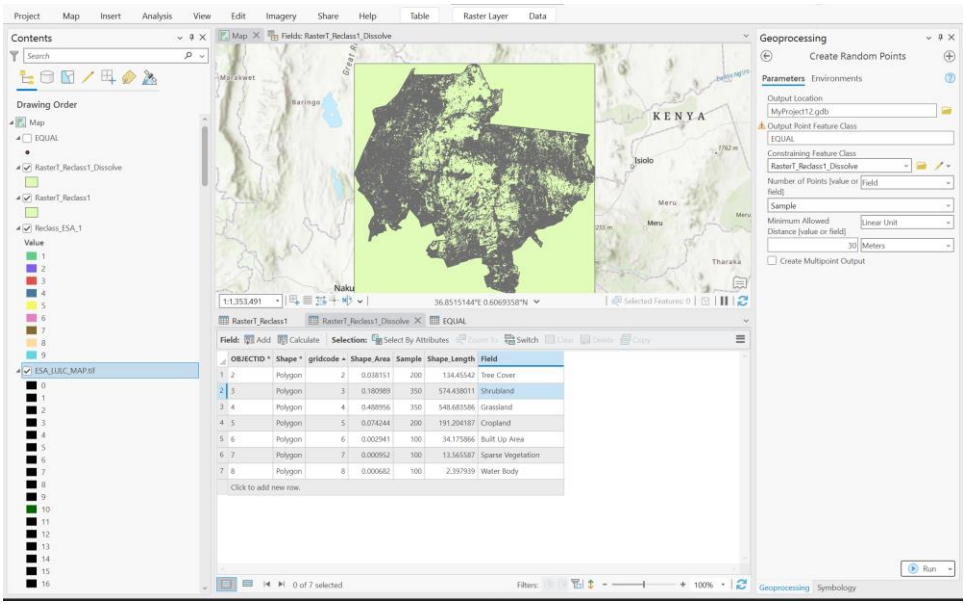


5. Open attribute layer for the above table remove unwanted rows like classes outside region of interest or small classes.

6. Create a sample column which indicates the number of random points required for each section by selecting Calculate.



7. Then we can edit the number of sample points required for each class according to proportion or based on criteria like area or length.
8. Select Create Random points from Data Management tools and generate random points.



Note: All the values selected above are for this project at UF IFAS.