

# *Deep Sea Mapper*

DIVE INTO CALM, DIVE INTO GIS



USER MANUAL



<b>Introduction</b>	<b>3</b>
<b>1. Welcome to Deep Sea Mapper</b>	<b>4</b>
1.1 What Can You Use Deep Sea Mapper for?	4
1.2 What data can be used?	4
1.3 Tasks that can be performed	4
<b>2. Getting started</b>	<b>5</b>
2.1 Prerequisites	5
2.2 Starting the program	5
2.3 Navigating the interface	6
2.4 Adding layers to the map	7
<b>3. Performing operations</b>	<b>8</b>
3.1 Local Operations	8
3.2 Focal Operations	8
3.3 Zonal Operations	9



## 🐠 Introduction

Welcome to the user manual for Deep Sea Mapper. This manual is designed to introduce you to Deep Sea Mapper, and will guide you through the methods and procedures for conducting a GIS project. No matter if you are new to GIS, or already an avid user, Deep Sea Mapper can help you feel like you are on vacation while still getting the job done. Let us dive into calm, dive into GIS.



## 1. Welcome to *Deep Sea Mapper*

Welcome aboard *Deep Sea Mapper*, your gateway to exploring the depths of geographic information! Designed to combine productivity with the serenity of an underwater escape, this software invites you to dive into GIS tasks while enjoying the feel of a relaxing vacation. Whether you're charting new waters or navigating complex spatial data, *Deep Sea Mapper* makes the journey smooth, intuitive, and even a little fun.

With *Deep Sea Mapper*, you can tackle analysis for your GIS project. The program's underwater-inspired design keeps your workflow calm and engaging, so you can focus on solving problems while feeling like you're drifting through deep blue waters.

So grab your gear, set sail, and let *Deep Sea Mapper* help you chart a course to success. Your GIS adventure begins here!

### 1.1 What Can You Use *Deep Sea Mapper* for?

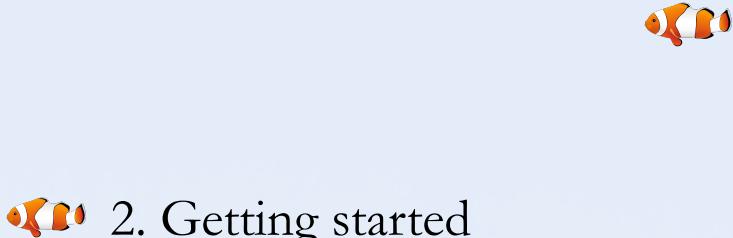
*Deep Sea Mapper* is designed for performing simple operations and analysis on raster data. Whether you're visualizing datasets, running spatial analyses, or processing raster imagery, the program provides the essential tools to get the job done efficiently and effectively.

### 1.2 What data can be used?

*Deep Sea Mapper* can read and visualize ASCII files and text files.

### 1.3 Tasks that can be performed

With *Deep Sea Mapper*, you can import and visualize geographical data as layers, making it easier to explore and understand your raster datasets. You can also perform raster operations on a single layer, or combine multiple layers in order to get new insights from your data.



## 2. Getting started

This chapter will guide you through everything you need to know before diving into *Deep Sea Mapper*. From system requirements and launching the program to understanding the interface and adding your first layers, this section will provide you with the foundation you need to get started.

### 2.1 Prerequisites

Before you can run *Deep Sea Mapper*, ensure that the following requirements are met:

1. **Java Development Kit (JDK):**

You'll need to have Java Development Kit (JDK) 21 installed on your system. *Deep Sea Mapper* is built using this version of Java, so it is essential for running the program

2. **Eclipse IDE:**

Download and install Eclipse IDE for Enterprise Java and Web Developers. You can get the latest version from [eclipse.org](https://www.eclipse.org).

3. **Importing the Project:**

After setting up Eclipse, follow these steps to import the program:

- Create a new project in Eclipse by selecting **File > New > Java Project**
- Name the project **DeepSeaMapper** and select **Finish**.
- The project called “DeepSeaMapper” will appear to the left in the package explorer. Right click “DeepSeaMapper” and select **Properties > Libraries > ModulePath** and select **“Add External JARs”**
- Choose the JAR file that DeepSeaMapper.jar where you stored it on your computer.
- Press **Apply and Close**.

Once these prerequisites are in place, you'll be ready to start using *Deep Sea Mapper*.

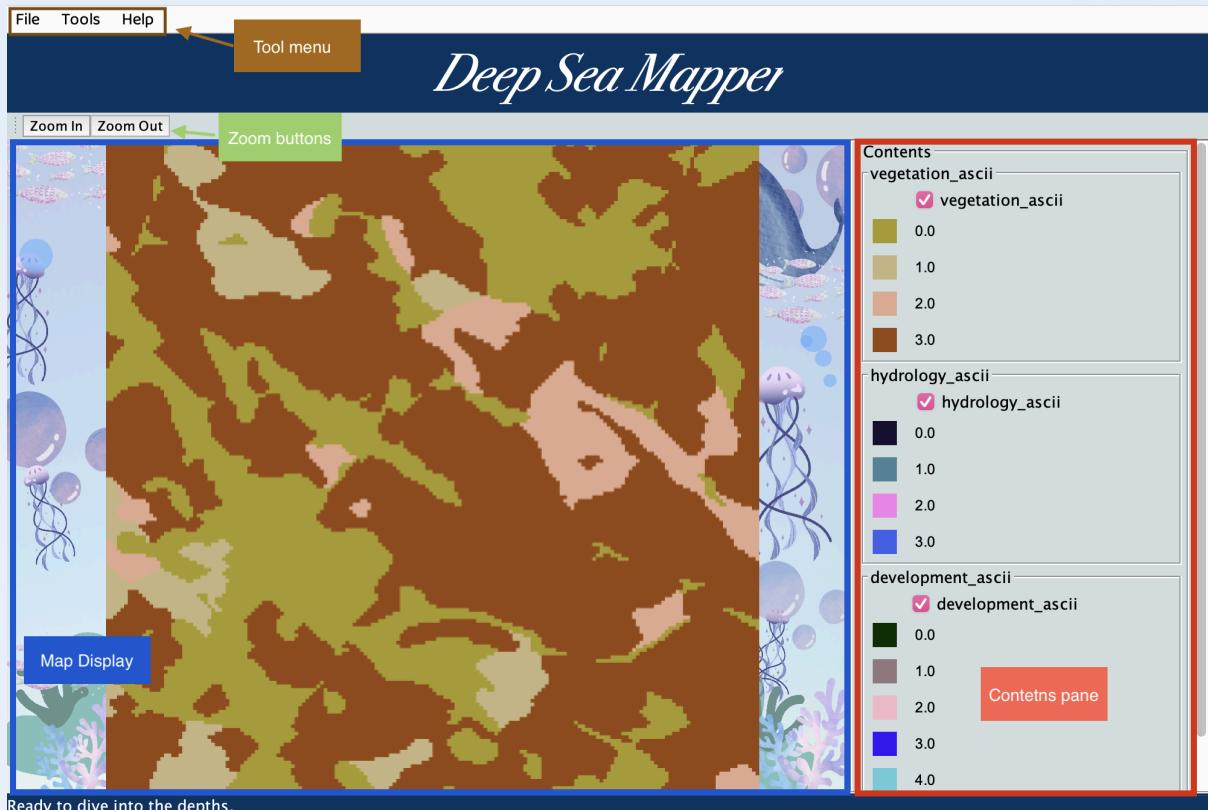
### 2.2 Starting the program

- To start Deep Sea Mapper, you open Eclipse and right click your “DeepSeaMapper” in the Project Explorer and choose **Run as > Run with configurations**.
- Make sure the project selected is “DeepSeaMapper”, and that the Main class selected is “com.tutorial.project.GUI”.
- Press **Run** to start the program.



## 2.3 Navigating the interface

This section provides an overview of the components of the interface. When you first open the program, you'll see the main workspace divided into several sections.



**Figure 1:** The workspace and its components.

### Tool menu

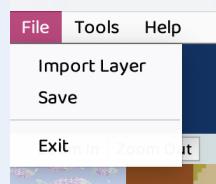
The toolbar helps you operate the software. The **File** button offers the options **Import Layer**, **Save** and **Exit**. The Import Layer button allows for loading files containing geographic data and displaying them on the map display. The **Save** button saves all visible layers in the map display to text-files. When pressing the **Exit** button, the program closes down.

The **Tool** button offers three types of operations that can be run, Local, Focal and Zonal.

The **Help** button includes the **User Instructions** option, which will lead to this guide in the case it is needed. The About option displayed information of the program, including its version and developers.

### Output Window

This window displays imported files as well as the output layers that are results from performed operations.



**Figure 2:** File



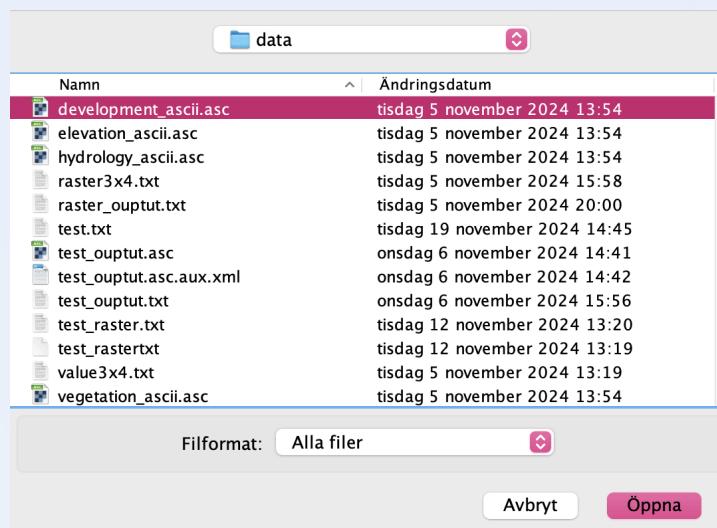
## Contents Pane

The contents pane allows you to manage the visibility of different map layers. Each layer displayed in the map is also displayed in the contents pane with a legend, where each value and its corresponding color in the layer is shown.

**Zoom in** and **Zoom out** adjust the map's display scale, allowing focus on specific areas, or get a broader view of the layer.

## 2.4 Adding layers to the map

In order to import a ASCII or text file, you press Import Layer in the Toolbar. The files on the device will be shown and you may select any compatible file and press “Open”, see Figure 3. The chosen file will be displayed in the Map display.



**Figure 3:** The window for selecting a file to import.

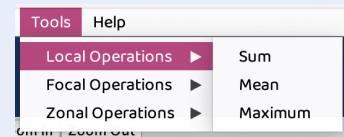


## 3. Performing operations

In this section, we will explore the basics of the different types of raster operations you can perform with *Deep Sea Mapper*. These include **local operations**, which process individual cells, **focal operations**, which analyze cells based on their neighbors, and **zonal operations**, which work across defined zones.

### 3.1 Local Operations

Local operations compute a raster output where the output layer's value at each location (cell) is a function of the values associated with the same location of the two input layers.

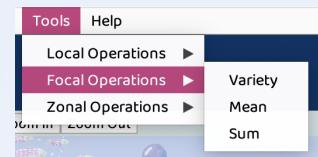


**Figure 4:** Local operations

- **Local Sum** adds the values of the input layers.
- **Local Mean** calculates the average of the corresponding cells from the two input raster layers. This operation provides a smoothed or generalized view of the data by averaging values across layers.
- **Local Maximum** identifies the maximum value among the corresponding cells in the two input raster layers.

### 3.2 Focal Operations

Focal operations, also known as neighborhood functions, compute a raster output dataset where the output value at each location (cell) is determined by analyzing the values within a defined neighborhood around that cell.



**Figure 5:** Focal operations

- **Focal Variety** calculates the number of unique values within the defined neighborhood for each cell. It is useful for identifying spatial diversity or heterogeneity within a localized area.
- **Focal Mean** computes the average value of all cell values within the specified neighborhood for each cell.
- **Focal Sum** calculates the sum of all cell values within the specified neighborhood for each cell.



### 3.3 Zonal Operations

Zonal operations compute a raster output dataset where the output value at each location (cell) is determined by summarizing values within a specific zone or region defined by a separate raster. These operations aggregate data based on spatial zones.



Figure 6: Zonal operations

- **Zonal Minimum** identifies the minimum value among all cell values within each defined zone or region.
- **Zonal Maximum** identifies the maximum value among all cell values within each zone.
- **Zonal Mean** calculates the average value of all cell values within each zone.