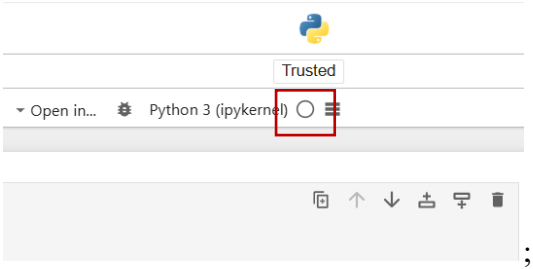
To Have The Map Function Properly:

- Run the first two chunks of code:
    - It Takes Time! Please wait for a few minutes. You can check the round dot to see if it changes from a filled grey one (still running) to an unfilled one (finished); or you can check the numbers on the left side of the code. If the number appears (not [ ]), the run is finished.



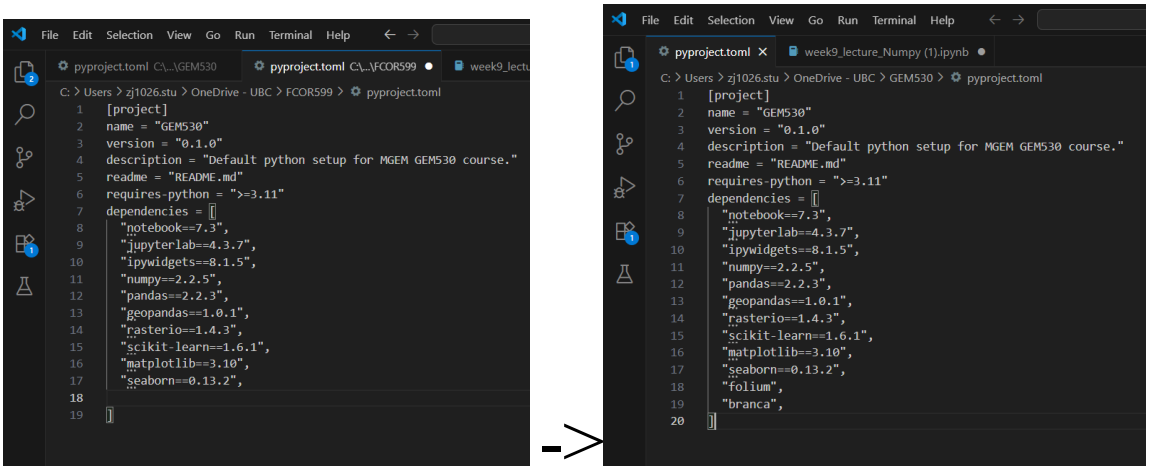
;


    - If you failed when running through the second code, try restart the kernel and run it again, or you may rerun the first code, then try the second one again.
- Change the file path:

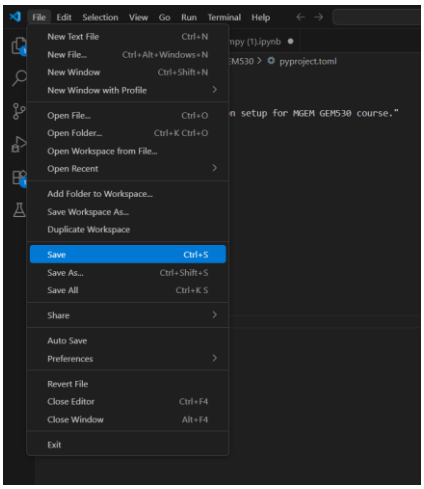
- Then we can run to the bottom!!!
- Notes:
    - If your map keeps flashing, refreshing your page will fix that!
    - The map takes time to react to your weight/preference choice. To speed up, you may consider using the uv environment. However, there are a few steps to do before starting jupyter in uv.

To load our interactive map in uv environment:

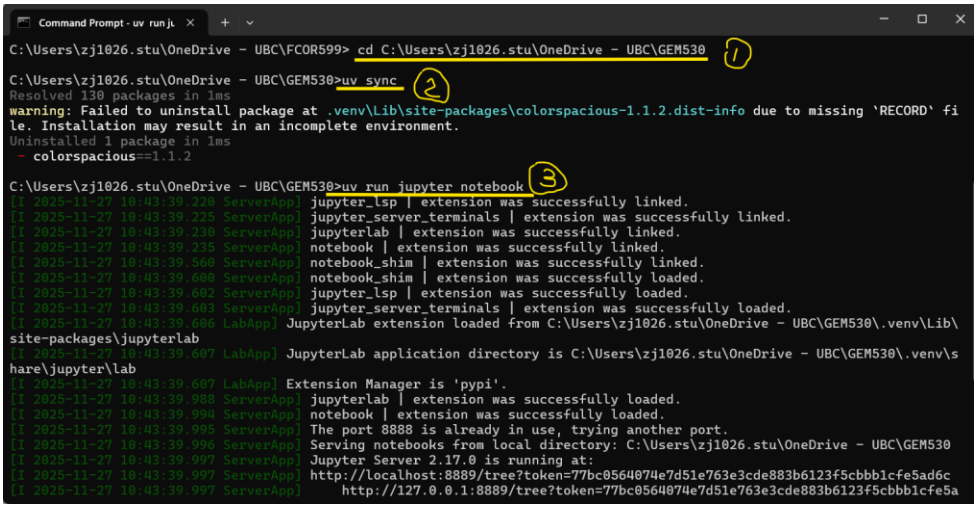
1. Change the pyproject.toml file which you already have in 530 like this.
   (add two lines: “folium”,
   “branca”,



2. Save the result:



3. Open the command prompt, then follow the three steps here:



1) Change the folder path to GEM530, you can try other folder path as well, but you may probably ran into some hardlink problem, which I don't know why…
2) uv sync helps you load those packages from your uploaded pyproject.toml
3) uv run jupyter notebook lets you open your Jupyter notebook.

4. **You can SKIP the first code!** Since you have already loaded them in your environment. Then everything else should be the same as above.