

QGIS

CUSTOMIZING QGIS USING PYTHON PART I



Objective

At the end of the Workshop, the participant will acquire the knowledge and the skills necessary to automate tasks and processes in the Open-Source Geographic Information System QGIS using the Python language.

Topics

1. Knowing the console Python of QGIS
2. Introduction to PyQGIS
3. Programming with PyQGIS.
 - 3.1. Layers vector and layers raster
 - 3.2. Tools of Geoprocessing
 - 3.3. To access to the structure of the board of a shape
 - 3.4. Access to geometry
 - 3.5. Operations of Geometry with Predicates and Operations
 - 3.6. Connection to Bases of Data
4. Building a plugin of QGIS with Python

Characteristics of the equipment of calculation required

To attend the workshop, it is necessary that each participant has a computer with internet access and the following minimum characteristics:

RAM memory	8Gb
Processor	Intel i5 processor or equivalent
HDD	20GB free hard drive
Browser	Browser Latest versions of Chrome and Mozilla Firefox
Accessories	Headband with microphone, camera not necessary



Duration: 20 hours

An effective workshop time of 20 hours has been considered. 10 sessions of 2 hours are recommended.

Maximum group capacity

- 25 people.



Schedule:

- Group 1: from 8:30 to 10:30, Mexico time.
- Group 2: from 12:00 to 2:00 p.m., Mexico time.
- September 23 to October 8, 2024. 1st. October non-working day.
- Last day for registration March 29, 2024.

Pre-installed software

- QGIS 3.28.6 LTR
- Microsoft Teams

Attendee Requirements

- Knowledge basic of QGIS
- Knowledge basic in programming
- Concepts basic of mapping.



Contact:

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