Geospatial Programming (CEGE0096)

Description
This course provides a foundation in programming in the context of geospatial science and technology. Using Python as the main language, students will learn the principles of programming, including but not limited to: languages and syntax, paradigms, variables, control flow and functions. Students will apply their programming skills to geospatial workflows, such as map production, geospatial data processing and analysis. Finally, students will learn the principles of object oriented programming and how it relates to geospatial science.

Aims & Learning Outcomes:
The aim of this module is to equip students with the programming skills required for a successful career as a geospatial scientist, GIS professional, academic researcher, or similar.

Learning Outcomes:
- To understand the principles of programming.
- To be comfortable with scripting geospatial analysis workflows.
- To understand the principles of object-oriented programming and how this relates to representation and modelling of geospatial data.
- To be able to write object oriented code.

Key information
- Year: 2019/20
- Credit value: 15 (150 study hours)
- Delivery: PGT L7, Campus-based
- Reading List: View on UCL website
- Tutor: Dr James Haworth
- Term: Term 1
- Timetable: View on UCL website

Assessment
- Coursework: 50%
- Group project: 50%

Find out more
For more information about the department, programmes, relevant open days and to browse other modules, visit ucl.ac.uk

Disclaimer: All information correct as of August 2019. Please note that aspects of the module may be subject to change. UCL will make best efforts to inform applicants of major changes.
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