



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

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