Beginning ArcGIS desktop development using .NET [

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Electronic books

Monografía

Get the very most out of the ArcGIS for Desktop products through ArcObjects and .NET ArcGIS for Desktop is a powerful suite of software tools for creating and using maps, compiling, analyzing and sharing geographic information, using maps and geographic information in applications, and managing geographic databases. But getting the hang of ArcGIS for Desktop can be a bit tricky, even for experienced programmers. Core components of ArcGIS platform is called ArcObjects. This book first introduce you the whole ArcGIS platform and the opportunities for development using various program

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Nota general: Includes index

Contenido: Beginning ArcGIS® for Desktop Development Using .NET; Copyright; About the Author; Credits; Acknowledgments; Contents; Introduction; Who This Book Is For; What This Book Covers; How This Book Is Structured; Part I: The Basics; Part II: .NET Programming Fundamentals; Part III: ArcObjects Programming; What You Need To Use This Book; Conventions; Source Code; Errata; P2P.Wrox.Com; Part I: The Basics; Chapter 1: Why Geospatial Is Special; A Tour of Geospatial Data; Why Geospatial Is Special; Various Kinds of GIS Software; Server GIS; Desktop GIS; Developer GIS; Mobile GIS Geospatial Data Models and StorageRaster; Vector; Geospatial Data as Text or Binary File; Geospatial Data in Georelational Models; Geospatial Data Inside Spatial DBMS; Geospatial Data in XML Structures; Esri Geodatabase; Personal Geodatabase; File Geodatabase; ArcSDE Geodatabase; Summary; Chapter 2: Introduction to ArcGIS for Desktop Applications Customization; Four Ways to Customize ArcGIS for Desktop; Customizing the User Interface; Scripting; Desktop Add-Ins; ArcObjects SDK; Summary; Part II: .NET Programming Fundamentals; Chapter 3: .NET Programming Fundamentals, Part I The .NET FrameworkThe C# Language; A Brief History of C#; Basic Concepts; Variables and Data Types; Nullable Data Types; Operations on Variables; Arrays; Decision-Making; Iteration; Object Manipulation; Data Type Conversion; Enumerations; Methods; Introduction to Object-Oriented Programming in C#; Object-Oriented

Programming in Action; Defining Properties; Defining Methods; Defining Constructors; Summary; Chapter 4: .
NET Programming Fundamentals, Part II; Overview of Object-Oriented Programming Concepts; Abstraction;
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Chapter 5: Understanding ArcObjects Object Model Diagrams; What Is ArcObjects?; Interface-Based
Programming in Brief; Understanding Object Model Diagrams; Types of Classes in ArcObjects; Relationships
between Classes; Members of Interfaces Interface InheritanceWormhole; Additional Tips for Using Object Model
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Maps and Layers; Introduction to Maps and Layers In ArcObjects; General Properties of All Layers; Working with
FeatureLayers; Working with RasterLayers; Adding an Existing *.lyr File to a Map; Adding *.lyr Files Using
GxDialog; Saving *.lyr and *.mxd Files; Summary; Chapter 7: Working with Tables and FeatureClasses;
Accessing Tables and FeatureClasses; Adding and Deleting Fields Adding Existing FeatureClasses, Tables, and
Rasters to a Map

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Materia Título preferido: ArcGIS

Materia: Computer software- Development Geodatabases Geographic information systems- Computer programs

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