



Beginning ArcGIS for Desktop Development using .NET

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Electronic book

Electronic books

Handbooks and manuals

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 programming languages. Then it focuses on ArcGIS for Desktop applications and makes you familiar with ArcObjects from .NET point of view. Whether you are an ArcGIS user with no background in programming or a programmer without experience with the ArcGIS platform, this book arms you with everything you need to get going with ArcGIS for Desktop development using .NET right away. Written by a leading expert in geospatial information system design and development, it provides concise, step-by-step guidance, illustrated with best-practices examples, along with plenty of ready-to-use source code. In no time you'll progress from .NET programming basics to understanding the full suite of ArcGIS tools and artefacts to customising and building your own commands, tools and extensions all the way through application deployment"--Provided by publisher

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Contenido: Part I. The basics. 1. Why geospatial is special -- 2. Introduction to ArcGIS for desktop application customization -- Part II. .NET programming fundamentals. 3. NET programming fundamentals, part I -- 4. .NET programming fundamentals, part II -- Part III. Arcobjects programming. 5. Understanding arcobjects object model diagrams -- 6. Accessing maps and layers -- 7. Working with tables and featureclasses -- 8. Subsets of records -- 9.

Constructing and using the geometry of features -- 10. Rendering geospatial data and using hyperlinks and maptips -- 11. Labeling, exporting activeview, and working with elements -- 12. Geoprocessing with tools and models -- 13. Feature data management -- 14. Advanced topics in arcobjects programming and deployment

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