

Kml File

Sayed Hashimi,Satya Komatineni,Dave MacLean

The KML Handbook Josie Wernecke, 2008-10-27 “The way the information is presented appeals to teachers, hobbyists, web designers—anyone looking for a way to enhance their content by using customized maps.” —Warren Kelly, Pastor “It could become the de-facto tutorial volume for the subject, as well as the classic reference guide.” —Thomas Duff, Lead Developer “This book is written so well and is so easy to follow it’s a joy to go through.” — Daniel McKinnon, Software Engineer KML began as the file format for Google Earth, but it has evolved into a full-fledged international standard for describing any geographic content—the “HTML of geography.” It’s already supported by applications ranging from Microsoft Virtual Earth and NASA WorldWind to Photoshop and AutoCAD. You can do amazing things with KML, and this book will show you how, using practical examples drawn from today’s best online mapping applications. Drawing on her extensive experience with the creators of KML, Wernecke teaches techniques that can be used by everyone from programmers to real estate agents, scientists, students, architects, virtual explorers, and more. Highlights include Incorporating rich content in Placemark balloons Creating overlays that superimpose your images on standard Earth browsers Generating animations that move through Placemarks, Overlays, and Models Controlling and updating map content across the Web Managing large data sets using regions and custom data types Complete KML language reference: elements, types, syntax, file structure, and conventions

Beginning Google Maps Mashups with Mapplets, KML, and GeoRSS Sterling Udell, 2008-11-21 Beginning Google Maps Mashups with Mapplets, KML, and GeoRSS is a beginner’s guide to creating web mashups using Google mapping technology. Serves as a single-source primer to displaying data on Google Maps Covers both Mapplets and the Google Maps API Provides everything you need to start participating in the geographic Web What you’ll learn “Mash up” GeoWeb services onto a Google map Package your mashup as a mapplet and publish it to maps.google.com Enhance your map with driving directions, local search, map advertising, and more Discover common Google-mapping mistakes to avoid Find out how and when to geocode existing data into mappable coordinates Deliver your own data as GeoXML Who this book is for This book is for web designers and developers who have not worked with Google Maps or geographic data before. A working knowledge of HTML is required, and some programming experience is beneficial.

KML Handbook: Geographic Visualization for the Web Josie Wernecke, 2008

Computational Actuarial Science with R Arthur Charpentier, 2014-08-26 A Hands-On Approach to Understanding and Using Actuarial Models

Computational Actuarial Science with R provides an introduction to the computational aspects of actuarial science. Using simple R code, the book helps you understand the algorithms involved in actuarial computations. It also covers more advanced topics, such as parallel computing and C/C++ embedded codes. After an introduction to the R language, the book is divided into four parts. The first one addresses methodology and statistical modeling issues. The second part discusses the computational facets of life insurance, including life contingencies calculations and prospective life tables. Focusing on finance from an actuarial perspective, the next part presents techniques for modeling stock prices, nonlinear time series, yield curves, interest rates, and portfolio optimization. The last part explains how to use R to deal with computational issues of nonlife insurance. Taking a do-it-yourself approach to understanding algorithms, this book demystifies the computational aspects of actuarial science. It shows that even complex computations can usually be done without too much trouble. Datasets used in the text are available in an R package (CASdatasets).

Hacks, Leaks, and Revelations Micah Lee, 2024-01-09 Data-science investigations have brought journalism into the 21st century, and—guided by The Intercept’s infosec expert Micah Lee—this book is your blueprint for uncovering hidden secrets in hacked datasets. Unlock the internet’s treasure trove of public interest data with Hacks, Leaks, and Revelations by Micah Lee, an investigative reporter and security engineer. This hands-on guide blends real-world techniques for researching large datasets with lessons on coding, data authentication, and digital security. All of this is spiced up with gripping stories from the front lines of investigative journalism. Dive into exposed datasets from a wide array of sources: the FBI, the DHS, police intelligence agencies, extremist groups like the Oath Keepers, and even a Russian ransomware gang. Lee’s own in-depth case studies on disinformation-peddling pandemic profiteers and neo-Nazi chatrooms serve as blueprints for your research. Gain practical skills in searching massive troves of data for keywords like “antifa” and pinpointing documents with newsworthy revelations. Get a crash course in Python to automate the analysis of millions of files. You will also learn how to: Master encrypted messaging to safely communicate with whistleblowers. Secure datasets over encrypted channels using Signal, Tor Browser, OnionShare, and SecureDrop. Harvest data from the BlueLeaks collection of internal memos, financial records, and more from over 200 state, local, and federal agencies. Probe leaked email archives about offshore detention centers and the Heritage Foundation. Analyze metadata from videos of the January 6 attack on the US Capitol, sourced from the Parler social network. We live in an age where hacking and

whistleblowing can unearth secrets that alter history. Hacks, Leaks, and Revelations is your toolkit for uncovering new stories and hidden truths. Crack open your laptop, plug in a hard drive, and get ready to change history.

Beginning Spatial with SQL Server 2008 Alastair Aitchison, 2009-01-20 Microsoft SQL Server 2008 introduces new geography and geometry spatial datatypes that enable the storage of structured data describing the shape and position of objects in space. This is an interesting and exciting new feature, with many potentially useful applications. *Beginning Spatial with SQL Server 2008* covers everything you need to know to begin using these new spatial datatypes, and explains how to apply them in practical situations involving the spatial relationships of people, places, and things on the earth. All of the spatial concepts introduced are explained from the ground up, so you need not have any previous knowledge of working with spatial data. Every section is illustrated with code examples that you can use directly in SQL Server. All of the topics covered in this book apply to all versions of SQL Server 2008, including the freely available SQL Server 2008 Express. What you'll learn Understand the fundamental concepts involved in working with spatial data, including spatial references and coordinate systems. Apply these concepts in the collection and storage of spatial data in SQL Server 2008, using the new geometry and geography field types. Create different types of spatial data objects—points, lines, and polygons—and use these to describe real-world objects. Learn how to analyze spatial data using a range of supported methods, and be aware of a number of different practical applications for these methods. Be shown how to integrate SQL Server with other tools, such as Microsoft Virtual Earth, to display a visual representation of spatial data. Know how to ensure the performance of spatially enabled databases by creating appropriate spatial indexes. Who this book is for SQL Server developers who wish to use spatial data in Microsoft SQL Server 2008.

GIS for Environmental Applications Xuan Zhu, 2016-05-26 GIS for Environmental Applications provides a practical introduction to the principles, methods, techniques and tools in GIS for spatial data management, analysis, modelling and visualisation, and their applications in environmental problem solving and decision making. It covers the fundamental concepts, principles and techniques in spatial data, spatial data management, spatial analysis and modelling, spatial visualisation, spatial interpolation, spatial statistics, and remote sensing data analysis, as well as demonstrates the typical environmental applications of GIS, including terrain analysis, hydrological modelling, land use analysis and modelling, ecological modelling, and ecosystem service valuation. Case studies are used in the text to contextualise these subjects in the real world, examples and detailed tutorials are

provided in each chapter to show how the GIS techniques and tools introduced in the chapter can be implemented using ESRI ArcGIS (a popular GIS software system for environmental applications) and other third party extensions to ArcGIS to address. The emphasis is placed on how to apply or implement the concepts and techniques of GIS through illustrative examples with step-by-step instructions and numerous annotated screen shots. The features include: Over 350 figures and tables illustrating how to apply or implement the concepts and techniques of GIS Learning objectives along with the end-of-chapter review questions Authoritative references at the end of each chapter GIS data files for all examples as well as PowerPoint presentations for each chapter downloadable from the companion website. GIS for Environmental Applications weaves theory and practice together, assimilates the most current GIS knowledge and tools relevant to environmental research, management and planning, and provides step-by-step tutorials with practical applications. This volume will be an indispensable resource for any students taking a module on GIS for the environment.

XML Kevin Howard Goldberg, 2010-04-26 What is XML? XML, or eXtensible Markup Language, is a specification for storing information. It is also a specification for describing the structure of that information. And while XML is a markup language (just like HTML), XML has no tags of its own. It allows the person writing the XML to create whatever tags they need. The only condition is that these newly created tags adhere to the rules of the XML specification. In the seven years since the first edition of “XML: Visual QuickStart Guide” was published, XML has taken its place next to HTML as a foundational language on the Internet. XML has become a very popular method for storing data and the most popular method for transmitting data between all sorts of systems and applications. The reason being, where HTML was designed to display information, XML was designed to manage it. “XML: Visual QuickStart Guide, 2nd Edition” is divided into seven parts. Each part contains one or more chapters with step-by-step instructions that explain how to perform XML-related tasks. Wherever possible, examples of the concepts being discussed are displayed, and the parts of the examples on which to focus are highlighted. The order of the book is intentionally designed to be an introduction to the fundamentals of XML, followed by discussions of related XML technologies.

Mapping in the Cloud Michael P. Peterson, 2014-03-19 This engaging text provides a solid introduction to mapmaking in the era of cloud computing. It takes students through both the concepts and technology of modern cartography, geographic information systems (GIS), and Web-based mapping. Conceptual chapters delve into the meaning of maps and how they are developed, covering such topics as map layers, GIS tools, mobile mapping, and

map animation. Methods chapters take a learn-by-doing approach to help students master application programming interfaces and build other technical skills for creating maps and making them available on the Internet. The companion website offers invaluable supplementary materials for instructors and students. Pedagogical Features *End-of-chapter summaries, review questions, and exercises. *Extensive graphics illustrating the concepts and procedures. *Downloadable PowerPoints for each chapter. *Downloadable code files (where applicable) for the exercises.

Applied Informatics and Communication, Part II Dehuai Zeng, 2011-08-02 The five volume set CCIS 224-228 constitutes the refereed proceedings of the International conference on Applied Informatics and Communication, ICAIC 2011, held in Xi'an, China in August 2011. The 446 revised papers presented were carefully reviewed and selected from numerous submissions. The papers cover a broad range of topics in computer science and interdisciplinary applications including control, hardware and software systems, neural computing, wireless networks, information systems, and image processing.

Scientific Computing and Cultural Heritage Hans Georg Bock, Willi Jäger, Michael J. Winckler, 2012-10-22 The sheer computing power of modern information technology is changing the face of research not just in science, technology and mathematics, but in humanities and cultural studies too. Recent decades have seen a major shift both in attitudes and deployment of computers, which are now vital and highly effective tools in disciplines where they were once viewed as elaborate typewriters. This revealing volume details the vast array of computing applications that researchers in the humanities now have recourse to, including the dissemination of scholarly information through virtual 'co-laboratories', data retrieval, and the modeling of complex processes that contribute to our natural and cultural heritage. One key area covered in this book is the versatility of computers in presenting images and graphics, which is transforming the analysis of data sets and archaeological reconstructions alike. The papers published here are grouped into three broad categories that cover mathematical and computational methods, research developments in information systems, and a detailed portrayal of ongoing work on documenting, restoring and presenting cultural monuments including the temples in Pompeii and the Banteay Chhmar temples of the Angkorian period in present-day Cambodia. Originally presented at a research workshop in Heidelberg, Germany, they reflect the rapidly developing identity of computational humanities as an interdisciplinary field in its own right, as well as demonstrating the breadth of perspectives in this young and vibrant research area.

Advances in Geoscience and Remote Sensing Gary Jedlovec,2009-10-01 Remote sensing is the acquisition of information of an object or phenomenon, by the use of either recording or real-time sensing device(s), that is not in physical or intimate contact with the object (such as by way of aircraft, spacecraft, satellite, buoy, or ship). In practice, remote sensing is the stand-off collection through the use of a variety of devices for gathering information on a given object or area. Human existence is dependent on our ability to understand, utilize, manage and maintain the environment we live in - Geoscience is the science that seeks to achieve these goals. This book is a collection of contributions from world-class scientists, engineers and educators engaged in the fields of geoscience and remote sensing.

Pro Android 5 Dave MacLean,Satya Komatineni,Grant Allen,2015-06-15 Pro Android 5 shows you how to build real-world and fun mobile apps using the Android 5 SDK. This book updates the best-selling Pro Android and covers everything from the fundamentals of building apps for smartphones, tablets, and embedded devices to advanced concepts such as custom components, multi-tasking, sensors/augmented reality, better accessories support and much more. Using the tutorials and expert advice, you'll quickly be able to build cool mobile apps and run them on dozens of Android-based smartphones. You'll explore and use the Android APIs, including those for media and sensors. And you'll check out what's new in Android, including the improved user interface across all Android platforms, integration with services, and more. By reading this definitive tutorial and reference, you'll gain the knowledge and experience to create stunning, cutting-edge Android apps that can make you money, while keeping you agile enough to respond to changes in the future.

Online GIS and Spatial Metadata Terry Bossomaier,Brian A. Hope,2015-12-02 Implement Your Own Applications Using Online GIS An in-depth study detailing the online applications of geographic information systems (GIS), Online GIS and Spatial Metadata, Second Edition outlines how GIS data are published, organized, accessed, searched, maintained, purchased, and processed over the web. This latest work describes how the internet has become a platform for the delivery and integration of geographic information. It highlights the growth that has taken place since the first edition and includes new chapters on popular XML formats used in online GIS, SDI Metadata Portals, Mobile GIS and Location-Based services. It also updates metadata standards and explains how metadata links it all together. Designed To Help Non-Technical Readers Understand Technical Issues The book provides a brief overview of the basic technology of online GIS before introducing the technical methods used to develop and implement GIS on the

web. It includes an introduction to the protocols and standards now in use online and provides technical background and real-world examples of scripts, markup, and other elements that make this technology work. Expanding on the previous edition, the book offers a global perspective of online GIS, contains links and references to online resources, and includes future directions, applications, and trends. Reviewing major advances that have occurred over the past decade, this seminal work: Discusses the detail of four XML-based standards now in common use for Online GIS and spatial metadata Outlines the nature of Information Networks, systems in which information is distributed across many different sites Examines the conceptual framework of metadata, by studying the RDF and similar standards for the Web Describes several metadata standards in use around the world for spatial metadata Provides current examples of SDI metadata portals, catalogues, and clearinghouses Looks at ways in which distributed information can be built into data warehouses, and introduces basic ideas in data mining

Pro Android 3 Sayed Hashimi,Satya Komatineni,Dave MacLean,2011-08-19 *Pro Android 3* starts with the basics, giving you a firm foundation in Android development. It then builds on this foundation to teach you how to build real-world and fun mobile applications using the new Android 3.0 SDK. This book covers advanced concepts in detail including maps, geocoding, services, live folders, drag and drop, touchscreens, and the new Android 3.0 features: fragments and ActionBar. *Pro Android 3* is uniquely comprehensive: it covers sensors, text to speech, OpenGL, live widgets, search, and the audio and video APIs. Using the code-heavy tutorials and expert advice, you'll quickly be able to build cool mobile apps and run them on dozens of Android-based smartphones. You'll explore and use the Android APIs, including those for media, sensors, and long-running services. And you'll check out what's new with Android 3.0, including the improved UI across all Android platforms, drag and drop, fragment dialogs, and more, giving you the knowledge to create stunning, cutting-edge apps, while keeping you agile enough to respond to changes in the future.

Pro Android 2 Sayed Hashimi,Satya Komatineni,Dave MacLean,2010-08-04 *Pro Android 2* shows how to build real-world and fun mobile applications using Google's latest Android software development kit. This new edition is updated for Android 2, covering everything from the fundamentals of building applications for embedded devices to advanced concepts such as custom 3D components, OpenGL, and touchscreens including gestures. While other Android development guides simply discuss topics, *Pro Android 2* offers the combination of expert insight and real sample applications that work. Discover the design and architecture of the Android SDK through practical examples, and how to build mobile

applications using the Android SDK. Explore and use the Android APIs, including those for media and Wi-Fi. Learn about Android 2's integrated local and web search, handwriting gesture UI, Google Translate, and text-to-speech features. Pro Android 2 dives deep, providing you with all the knowledge and techniques you need to build mobile applications ranging from games to Google apps, including add-ons to Google Docs. You'll be able to extend and run the new Google Chrome APIs on the G1, the G2, and other next-generation Google phones and Android-enabled devices.

QlikView Your Business Oleg Troyansky, Tammy Gibson, Charlie Leichtweis, 2015-08-10 Unlock the meaning of your data with QlikView The Qlik platform was designed to provide a fast and easy data analytics tool, and QlikView Your Business is your detailed, full-color, step-by-step guide to understanding Qlikview's powerful features and techniques so you can quickly start unlocking your data's potential. This expert author team brings real-world insight together with practical business analytics, so you can approach, explore, and solve business intelligence problems using the robust Qlik toolset and clearly communicate your results to stakeholders using powerful visualization features in QlikView and Qlik Sense. This book starts at the basic level and dives deep into the most advanced QlikView techniques, delivering tangible value and knowledge to new users and experienced developers alike. As an added benefit, every topic presented is enhanced with tips, tricks, and insightful recommendations that the authors accumulated through years of developing QlikView analytics. This is the book for you: If you are a developer whose job is to load transactional data into Qlik BI environment, and who needs to understand both the basics and the most advanced techniques of Qlik data modelling and scripting If you are a data analyst whose job is to develop actionable and insightful QlikView visualizations to share within your organization If you are a project manager or business person, who wants to get a better understanding of the Qlik Business Intelligence platform and its capabilities What You Will Learn: The book covers three common business scenarios - Sales, Profitability, and Inventory Analysis. Each scenario contains four chapters, covering the four main disciplines of business analytics: Business Case, Data Modeling, Scripting, and Visualizations. The material is organized by increasing levels of complexity. Following our comprehensive tutorial, you will learn simple and advanced QlikView and Qlik Sense concepts, including the following: Data Modeling: Transforming Transactional data into Dimensional models Building a Star Schema Linking multiple fact tables using Link Tables Combing multiple tables into a single fact able using Concatenated Fact models Managing slowly changing dimensions Advanced date handling, using the As of Date table Calculating running balances Basic and Advanced Scripting: How to use the Data Load Script language for implementing data modeling

techniques How to build and use the QVD data layer Building a multi-tier data architectures Using variables, loops, subroutines, and other script control statements Advanced scripting techniques for a variety of ETL solutions Building Insightful Visualizations in QlikView: Introduction into QlikView sheet objects – List Boxes, Text Objects, Charts, and more Designing insightful Dashboards in QlikView Using advanced calculation techniques, such as Set Analysis and Advanced Aggregation Using variables for What-If Analysis, as well as using variables for storing calculations, colors, and selection filters Advanced visualization techniques - normalized and non-normalized Mekko charts, Waterfall charts, Whale Tail charts, and more Building Insightful Visualizations in Qlik Sense: Introducing Qlik Sense - how it is different from QlikView and what is similar? Creating Sense sheet objects Building and using the Library of Master Items Exploring Qlik Sense unique features – Storytelling, Geo Mapping, and using Extensions Whether you are just starting out with QlikView or are ready to dive deeper, QlikView Your Business is your comprehensive guide to sharpening your QlikView skills and unleashing the power of QlikView in your organization.

Learn Raspberry Pi Programming with Python Wolfram Donat,2014-05-08 Learn Raspberry Pi Programming with Python will show you how to program your nifty new \$35 computer to make a web spider, a weather station, a media server, and more. You'll learn how to program in Python on your Raspberry Pi with hands-on examples and fun projects. Even if you're completely new to programming in general, you'll figure out how to create a home security system, an underwater photography system, an RC plane with a camera, and even a near-space weather balloon with a camera. You'll learn how to make a variety of fun and even useful projects, from a web bot to search and download files to a toy to drive your pets insane. You'll even learn how to use Pi with Arduino as well as Pi with Gertboard, an expansion board with an onboard ATmega microcontroller.

Professional Augmented Reality Browsers for Smartphones Lester Madden,2011-05-18 Create amazing mobile augmented reality apps with junaio, Layar, and Wikitude! Professional Augmented Reality Browsers for Smartphones guides you through creating your own augmented reality apps for the iPhone, Android, Symbian, and bada platforms, featuring fully workable and downloadable source code. You will learn important techniques through hands-on applications, and you will build on those skills as the book progresses. Professional Augmented Reality Browsers for Smartphones: Describes how to use the latitude/longitude coordinate system to build location-aware solutions and tells where to get POIs for your own augmented reality applications Details the leading augmented reality platforms and highlights the best applications Covers development for the leading augmented reality

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Pro Android 4 Satya Komatineni,Dave MacLean,2012-06-12 Pro Android 4 shows you how to build real-world and fun mobile apps using the new Android SDK 4 (Ice Cream Sandwich), which unifies Gingerbread for smartphones, Honeycomb for tablets and augments further with Google TV and more. This Android 4 book updates the best selling Pro Android 3 and covers everything from the fundamentals of building apps for embedded devices, smartphones, and tablets to advanced concepts such as custom 3D components, multi-tasking, sensors/augmented reality, better accessories support and much more. Using the tutorials and expert advice, you'll quickly be able to build cool mobile apps and run them on dozens of Android-based smartphones. You'll explore and use the Android APIs, including those for media and sensors. And you'll check out what's new with Android 4, including the improved user interface across all Android platforms, integration with services, and more. After reading this definitive tutorial and reference, you gain the knowledge and experience to create stunning, cutting-edge Android 4 apps that can make you money, while keeping you agile enough to respond to changes in the future.

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Kml File Introduction

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