

DEVELOPMENT ON QGIS WITH PYTHON

BEGINNER PROFILE

PEDAGOGICAL OBJECTIVES

Discover the world of QGIS development.

At the end of the course, participants will be able to:

- Understand the basics of Python development and programming concepts
- Use basic PyQGIS commands
- Build graphical interfaces with Qt
- Start developing graphical plugins in QGIS



TARGET AUDIENCE

General public



PREREQUISITES

Solid computer skills and/or mastery of a computer language other than Python.
Knowledge of QGIS



TEACHING RESOURCES

Digital support material given to trainees.



DURATION > 3 days (21h training)



RATES > On quotation



TERMS AND CONDITIONS

Face-to-face training only
Dates to be defined



REGISTRATIONS

E-mail > formation@arxit.com

Tel. > + 33 (0)5 46 34 07 71

For disabled access, please consult us

CONTENTS

Day 1:

- Fundamentals of Python development

Day 2:

- Manipulating PyQGIS base classes on geographic data
- Introduction to Qt and GUI creation

Day 3:

- Creating a plugin to automate simple processes using PyQGIS and Qt

Days 2 and 3 also enable you to complete your knowledge of Python through QGIS.

DAY 1

FUNDAMENTALS OF PYTHON DEVELOPMENT

Learning the syntax and basics of Python 3 development (variables, loops, conditions, functions, etc.)

Reading/Writing files

Creating classes, organizing code in different files

DAY 2

PYQGIS BASICS AND GRAPHICAL INTERFACES

Introduction to Python in QGIS

PyQGIS documentation and use of basic commands

Introduction to Qt and Qt Designer

Creating and using a customized attribute form for QGIS with Qt

DAY 3

DEVELOPING PLUGINS WITH PYQGIS

Overview of useful plugins for developing with QGIS

Organizing plugin files

Creating, customizing and executing a QGIS plugin.

