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The GeoServer developers and community. So many have contributed to bringing this software to this point. Specifically, Andrea Aime, Chris Holmes, Gabrel Roldan, and David Winslow have fielded my questions on GeoServer's mailing list and in IRC. Their tireless commitment to the GeoServer project has helped me and so many others immensely.

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This step-by-step guide will teach you how to use GeoServer to build custom and interactive maps using your data. About This Book* Exploit the power of GeoServer to provide agile, flexible, and low -cost community projects* Share real-time maps quickly* Boost your map server's performance using the power and flexibility of GeoServer Who This Book Is For If you are a web developer with knowledge of server side scripting, have experience in installing applications on the server, and want to go beyond Google Maps by offering dynamically built maps on your site with your latest geospatial data stored in MySQL, PostGIS, MySQL, or Oracle, this is the book for you. What You Will Learn* Install GeoServer quickly* Access dynamic real-time geospatial data that you can easily integrate into your own web-based application* Create custom styles for lines, points, and polygons for great-looking maps* Command GeoServer remotely using REST* Tune your GeoServer instance for performance* Move GeoServer into production* Learn advanced topics to extend GeoServer's capabilities In Detail GeoServer is an opensource server written in Java that allows users to share, process, and edit geospatial data. This book will guide you through the new features and improvements of GeoServer and will help you get started with it. GeoServer Beginner's Guide gives you the impetus to build custom maps using your data without the need for costly commercial software licenses and restrictions. Even if you do not have prior GIS knowledge, you will be able to make interactive maps after reading this book. You will install GeoServer, access your data from a database, and apply style points, lines, polygons, and labels to impress site visitors with real-time maps. Then you follow a step-by-step guide that installs GeoServer in minutes. You will explore the web-based administrative interface to connect to backend data stores such as PostGIS, and Oracle. Going ahead, you can display your data on web-based interactive maps, use style lines, points, polygons, and embed images to visualize this data for your web visitors. You will walk away from this book with a working application ready for production. After reading GeoServer Beginner's Guide, you will be able to build beautiful custom maps on your website using your geospatial data. Style and approach Step-by-step instructions are included and the needs of a beginner are totally satisfied by the book. The book consists of plenty of examples with accompanying screenshots and code for an easy

learning curve.

This book is ideal for GIS experts, developers, and system administrators who have had a first glance at GeoServer and who are eager to explore all its features in order to configure professional map servers. Basic knowledge of GIS and GeoServer is required.

This book is written in a helpful, practical style with numerous hands-on recipes and chapters to help you save time and effort by using Python to power ArcGIS to create shortcuts, scripts, tools, and customizations. "Programming ArcGIS 10.1 with Python Cookbook" is written for GIS professionals who wish to revolutionize their ArcGIS workflow with Python. Basic Python or programming knowledge is essential(?).

If you are a GIS professional who intends to explore advanced techniques and get more out of GeoServer deployment rather than simply delivering good looking maps, then this book is for you.

A fast-paced guide to putting your GeoServer-based application into fast, user-friendly, and secure production Key Features Resolve bottlenecks, optimize data stores, and cluster server resources Use identity management and authentication for a user-specific, secure web application Go beyond traditional web hosting to explore the full range of hosting options in the cloud Book Description GeoServer is open source, server-side software written in Java that allows users to share and edit geospatial data. In this book, you'll start by learning how to develop a spatial analysis platform with web processing services. Then you'll see how to develop an algorithm by chaining together geospatial analysis processes, which you can share with anyone in the world. Next you'll delve into a very important technique to improve the speed of your map application—tile caching. Here, you'll understand how tile caching works, how to develop an effective tile cache-supported web service, and how to leverage tile caching in your OpenLayers web application. Further on, you'll explore important tweaks to produce a performant GeoServer-backed web mapping application. Moving on, you'll enable authentication on the frontend and backend to protect sensitive map data, and deliver sensitive data to your end user. Finally, you'll see how to put your web application into production in a secure and user-friendly way. You'll go beyond traditional web hosting to explore the full range of hosting options in the cloud, and maintain a reliable server instance. What you will learn Develop a WPS-processing service to allow web-based geospatial data processing Get to know important techniques to improve the speed of your web map application—tile caching, raster data optimization, and server clustering Find out which GeoServer settings resolve bottlenecks Develop an algorithm by chaining geospatial analysis processes together Put your application into production with hosting, monitoring, and automated backup and recovery Understand how to develop an effective tile cache-supported web service Master techniques that ensure resilient server deployment Who this book is for This book is for anyone who wants to learn about advanced interfaces, security, and troubleshooting techniques in GeoServer. A basic understanding of GeoServer is required

Learn the basics of Geographic Information Systems by solving real-world problems with powerful open source tools About This Book This easy-to-follow guide allows you to manage and analyze geographic data with ease using open source tools Publish your geographical data online Learn the basics of geoinformatics in a practical way by solving problems Who This Book Is For The book is for IT professionals who have little or no knowledge of GIS. It's also useful for those who are new to the GIS field who don't want to spend a lot of money buying licenses of commercial tools and training. What You Will Learn Collect GIS data for your needs Store the data in a PostGIS database Exploit the data using the power of the GIS queries Analyze the data with basic and more advanced GIS tools Publish your data and share it with others Build a web map with your published data In Detail The most commonly used GIS tools automate tasks that were historically done manually—compiling new maps by overlaying one on top of the other or physically cutting maps into pieces representing specific study areas, changing their projection, and getting meaningful results from the various

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layers by applying mathematical functions and operations. This book is an easy-to-follow guide to use the most matured open source GIS tools for these tasks. We'll start by setting up the environment for the tools we use in the book. Then you will learn how to work with QGIS in order to generate useful spatial data. You will get to know the basics of queries, data management, and geoprocessing. After that, you will start to practice your knowledge on real-world examples. We will solve various types of geospatial analyses with various methods. We will start with basic GIS problems by imitating the work of an enthusiastic real estate agent, and continue with more advanced, but typical tasks by solving a decision problem. Finally, you will find out how to publish your data (and results) on the web. We will publish our data with QGIS Server and GeoServer, and create a basic web map with the API of the lightweight Leaflet web mapping library. Style and approach The book guides you step by step through each of the core concepts of the GIS toolkit, building an overall picture of its capabilities. This guide approaches the topic systematically, allowing you to build upon what you learned in previous chapters. By the end of this book, you'll have an understanding of the aspects of building a GIS system and will be able to take that knowledge with you to whatever project calls for it.

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