

Week 3 Learning Objectives

1. To create test lines and flip lines
2. To convert points to lines, lines to points
3. To split lines
4. To create points along lines
5. To become proficient at basic geoprocessing of lines

To create test lines and flip lines

Create Fishnet

Creates a fishnet of rectangular cells. The output can be polyline

Flip Line

Reverses the from-to direction of line features.

You can view the orientation of line features by symbolizing line features with arrowheads.

To convert points to lines, lines to points

Points To Line

Input Features

Output Feature Class

Line Field (optional)

Sort Field (optional)

Close Line (optional)

Points To Line

Creates line features from points.

Feature Vertices To Points

Input Features

Output Feature Class

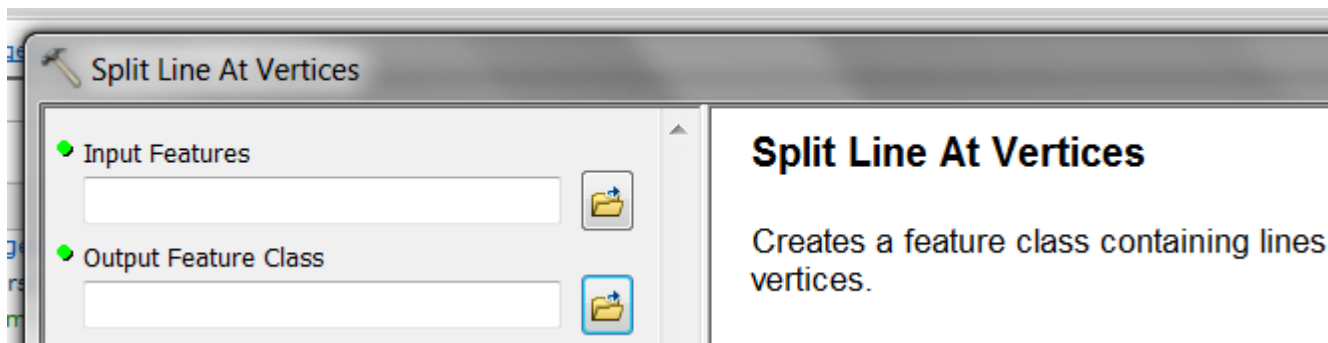
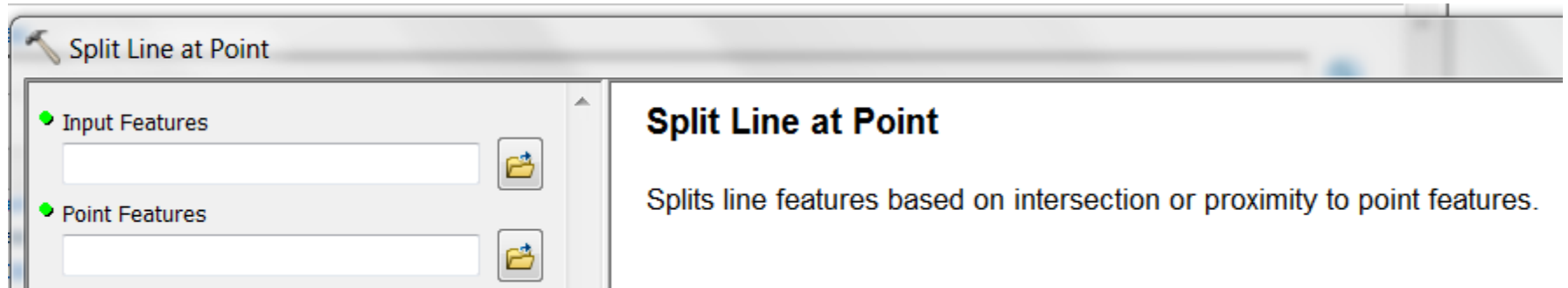
Point Type (optional)

Point Type (optional)

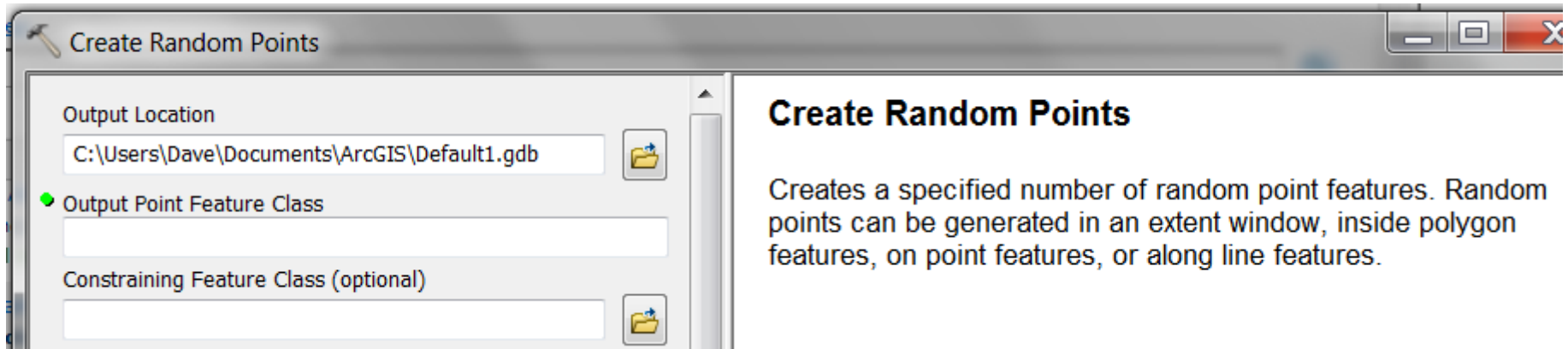
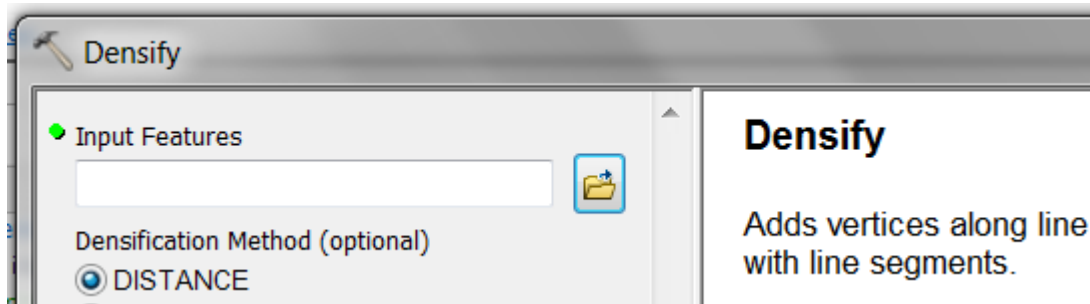
Specifies where an output point will

- ALL—A point will be created at every vertex.
- MID—A point will be created at the midpoint of every line.
- START—A point will be created at the start of every line.
- END—A point will be created at the end of every line.
- BOTH_ENDS—Two points will be created at the start and end of every line.
- DANGLE —A dangle point will be created at the end of every line not connected to another line at that vertex.

To split lines



To create points along lines



Geoprocessing Lines:

Buffer

Creates buffer polygons around input features to a specified distance.

Multiple Ring Buffer

Creates multiple buffers at specified distances around the input features. These buffers can optionally be merged and dissolved using the buffer distance values to create non-overlapping buffers.

Intersect

Computes a geometric intersection of the input features.

Near

Calculates distance and additional proximity information between the input features and the closest feature in another layer or feature class.

Spatial Join

Joins attributes from one feature to another based on the spatial relationship. The target features and the joined attributes from the join features are written to the output