GEOG 333. INTRODUCTION TO PROGRAMMING FOR SPATIAL SCIENCES.

Credits: 3

Offered by: Geography (Faculty of Science)

Terms offered: Fall 2025

View offerings for Fall 2025 in Visual Schedule Builder.

Description

Introduction to conceptual and practical aspects of programming for the spatial sciences, focusing on programming concepts and techniques irrespective of the specific programming language, framework, or software. Topics include spatial data structures, flow control, classes and objects, and basics of geospatial data modeling and analysis.

- Pre/co-requisite: GEOG 201
- Restrictions: Not open to students who have taken or are taking COMP 202, COMP 204, or COMP 208. May be taken before COMP 206 orCOMP 250, but not concurrently with or after either course. Not open to students who have taken GEOG 407 in Fall 2019 or 2020.
- No previous programming experience is expected.

Most students use Visual Schedule Builder (VSB) to organize their schedules. VSB helps you plan class schedules, travel time, and more.

Launch Visual Schedule Builder