



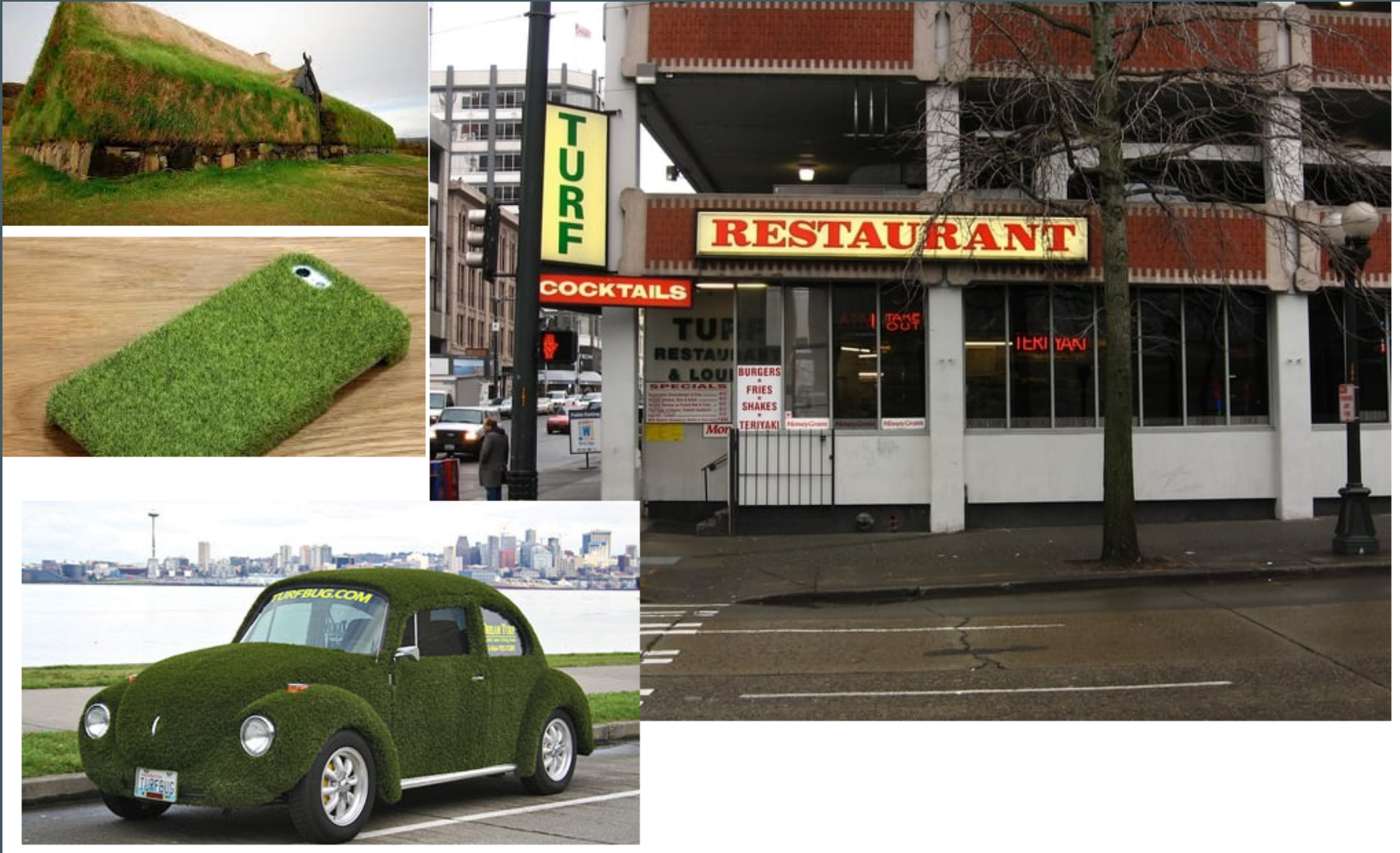
# ME

✨ Write software ✨

Trying to learn and improve 👉

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# Not this



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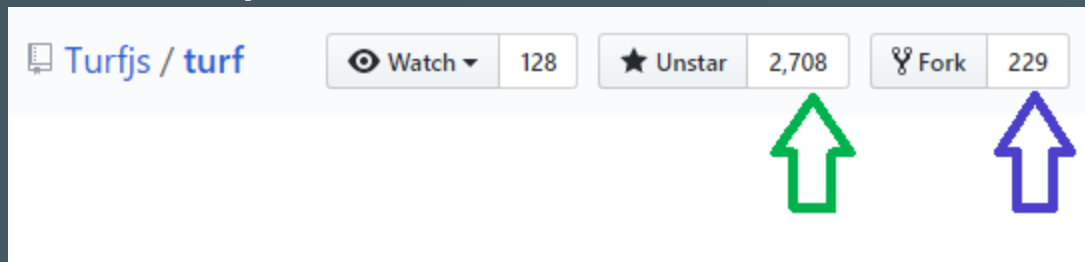
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# What is it?

Version 4.4 Released 2017-06-05, 77+ modules

- Lightweight JavaScript geospatial library
- Created by [Morgan Herlocker](#)
  - [Denis Carriere](#) - Active lead contributor
  - Actively maintained - 56+ contributors





- Open Source - ❤️ MIT License ❤️

# What is it?

- Complete engine available as
  - NPM module - `npm install @turf/turf`
  - Live link - `https://npmcdn.com/@turf/turf/turf.min.js`
- Customizable build options available
- Majority of operations work with [GeoJSON](#)

# TurfJS Goals

- **Simple** - Operations as independent functions
  -  -> **TurfJS Function** -> 
  - Majority of functions work with GeoJSON
- **Fast**
  - Benchmark code available in each function folder - Example [turf-centroid](#)
- **Modular**
  - Functions are organized as complete units - examples, types, tests, etc

# Implementation Notes

- **JavaScript** - Language of the modern web
  - Isomorphic - Code is the same server/client pick best location based on data
- **Respect** your data
  - GeoJSON datasets are often large if you need speed use the Node library on the server
- **Understand** your client and environments
  - Browsers, Web Servers, Connectivity



# GeoJSON

Geographic JavaScript Object Notation

- Superset of JSON



[Details, details, details](#) and [RFC 7946](#)

# Example

[Seattle City Center](#) - Renders from GitHub

```
{
  "type": "Feature",
  "geometry": {
    "type": "Point",
    "coordinates": [-122.3321, 47.6062]
  },
  "properties": {
    "name": "Seattle"
  }
}
```

Build your own tool [geojson.io](https://geojson.io)

# GeoJSON

## Common types from turf-helpers

```
Point, Polygon, LineString, FeatureCollection,  
Feature, MultiLineString, MultiPoint,  
MultiPolygon, GeometryCollection
```

### Format

```
const result = turf.[theType](  
  [coordinates],  
  [properties]);
```

# GeoJSON

## Point Example

```
const point = turf.point(  
  [-122.3321, 47.6062],  
  { name: 'Seattle' });
```

Creates a point at coordinates [[latitude](#), [longitude](#)] with a name attribute of '[Seattle](#)'

## [Example](#)

# GeoJSON - Common types

## LineString

```
const line = turf.lineString([
  [-122.3321, 47.6062], [-122.3321, 47.8062]
], { name: 'Seattle Line' });
```

Creates a point at coordinates [latitude, longitude] with a name attribute of 'Seattle Line'

## Example

# GeoJSON - Common types

## Polygon

```
const poly = turf.polygon([
  [
    [-122.38, 47.57], [-122.28, 47.57],
    [-122.28, 47.62], [-122.38, 47.62],
    [-122.38, 47.57]
  ]
], { name: 'Seattle Box' });
```

## Example

# GeoJSON - Common types

## FeatureCollection

```
const fc = turf.featureCollection([
  turf.point([-122.33136, 47.59909], {name: 'Seattle'}),
  turf.polygon(
    [
      [
        [-122.38, 47.57], [-122.28, 47.57],
        [-122.28, 47.62], [-122.38, 47.62],
        [-122.38, 47.57]
      ]
    ], { name: 'Seattle Box' })
]);
```

## Example

# GeoJSON

Less common types you might use that are available

- MultiPoint
- MultiLineString
- MultiPolygon
- GeometryCollection
- Feature



# Common Functions

- Aggregation
- Measurement
- Transformation
- Data methods
- Interpolation
- Join
- Classification
- Helpers

# The List

## Current Packages

# Walkthrough

random(type, count, options)

```
const points = turf.random('points', 2,  
{ bbox: [-122.3401, 47.5993, -122.3089, 47.6163] });
```

## Results

```
{"type": "FeatureCollection",  
"features": [{"type": "Feature", "geometry": {"type": "Point", "  
"coordinates": [122.3401, 47.5993]}}
```

# How

Glitch API example with a map and TurfJS

 <https://turfjs-random.glitch.me/> 

# Remix Time



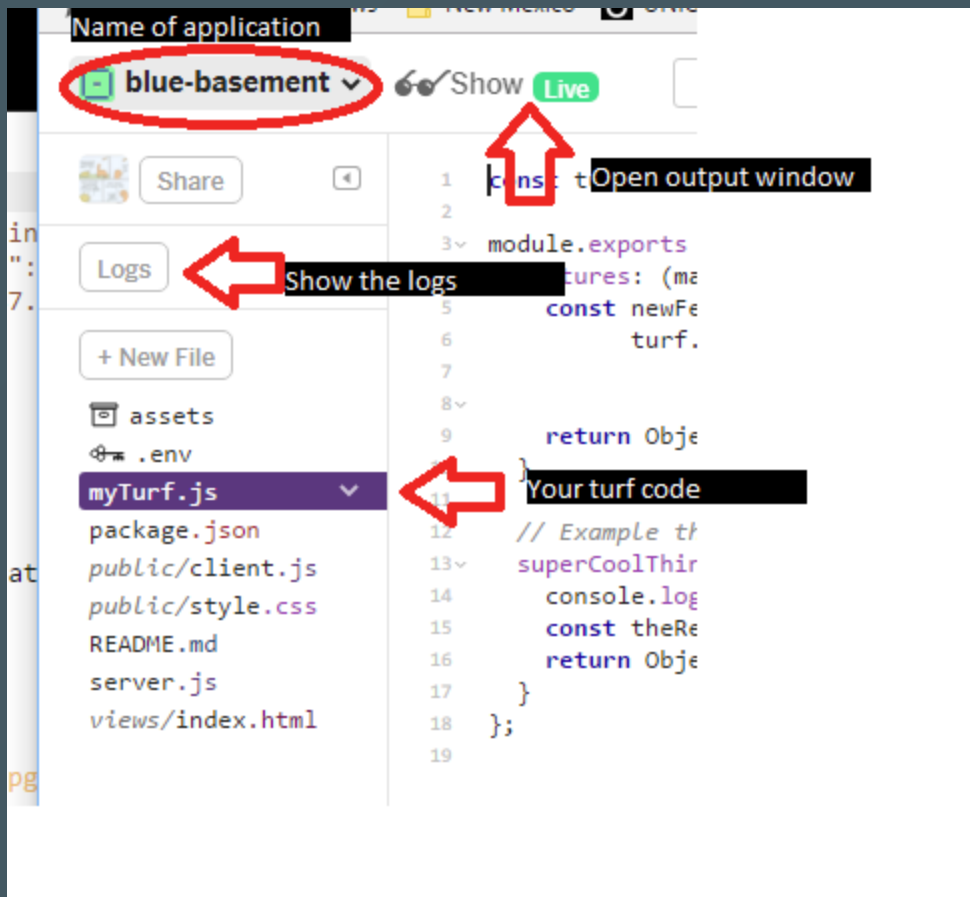
To make your own copy use the `Remix this in Glitch` option at the bottom of the page

Or collaborate with me on mine

<https://glitch.com/edit/#!/join/fad52299-6d48-47de-837b-3454041d3824>

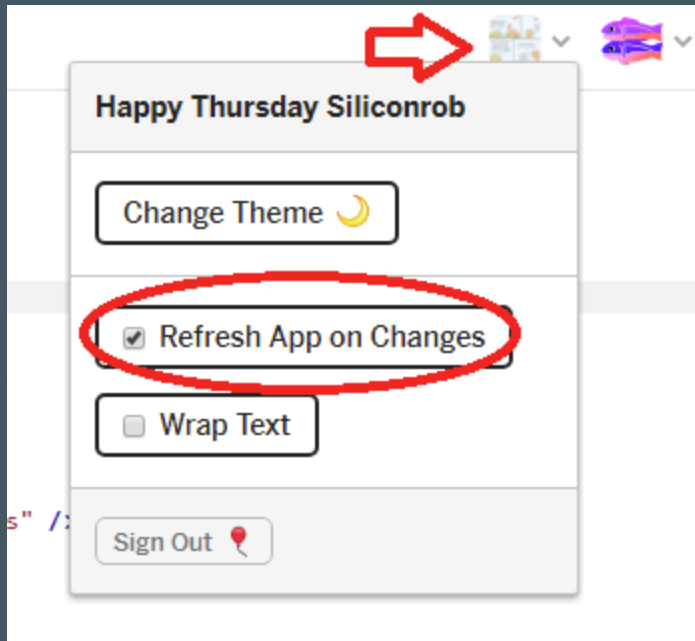
# How

Writing the turfjs code in the file `myTurf.js`









# How

Writing the turfjs code in the file `myTurf.js`



# What do you want to do?

- Explode  - <https://turfjs-explode.glitch.me/>
- Buffers  - <https://turfjs-buffer.glitch.me/>
- Simplify  - <https://turfjs-simplify.glitch.me/>
- Union/Intersect  - <https://turfjs-kinks.glitch.me/>
- Grids - square, triangle, hex  - <https://turfjs-grids.glitch.me/>
-  <https://www.mapbox.com/blog/60-years-of-tornadoes-with-turf/>



# Thanks to MaptimeSEA



Presentation

<https://github.com/Siliconrob/presentations/tree/master/turfjs>

Recommended local data source

<https://data.seattle.gov/>