

# REPRESENTATION OF GEOGRAPHIC DATA

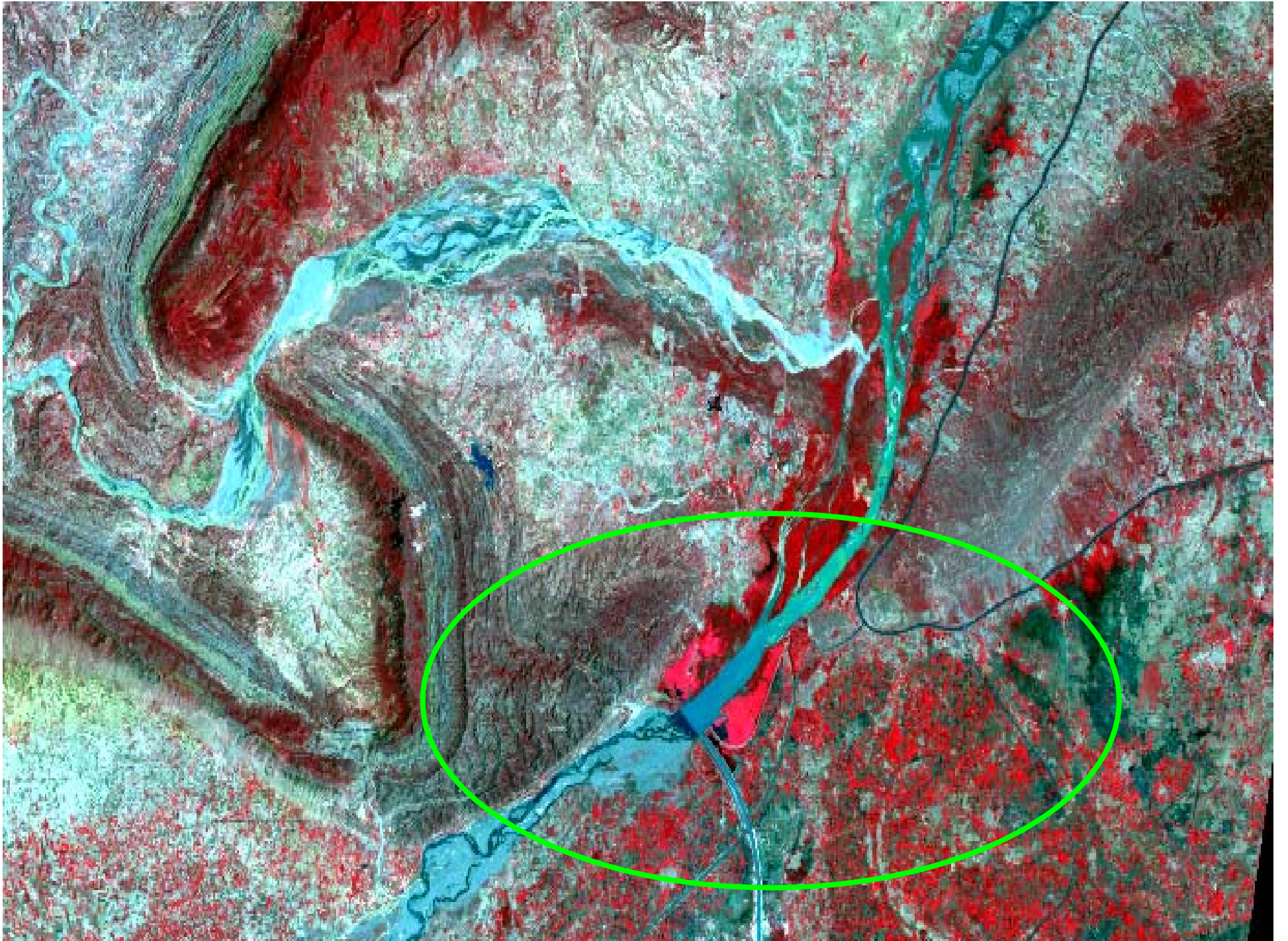
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## Vector Graphics:

- Images are built-up from points, lines(**segments**) and areas (**Polygons**).
- Each defined by pair of X-Y co-ordinates.
- Preparing a map by digitization is converted into vector data in computer.

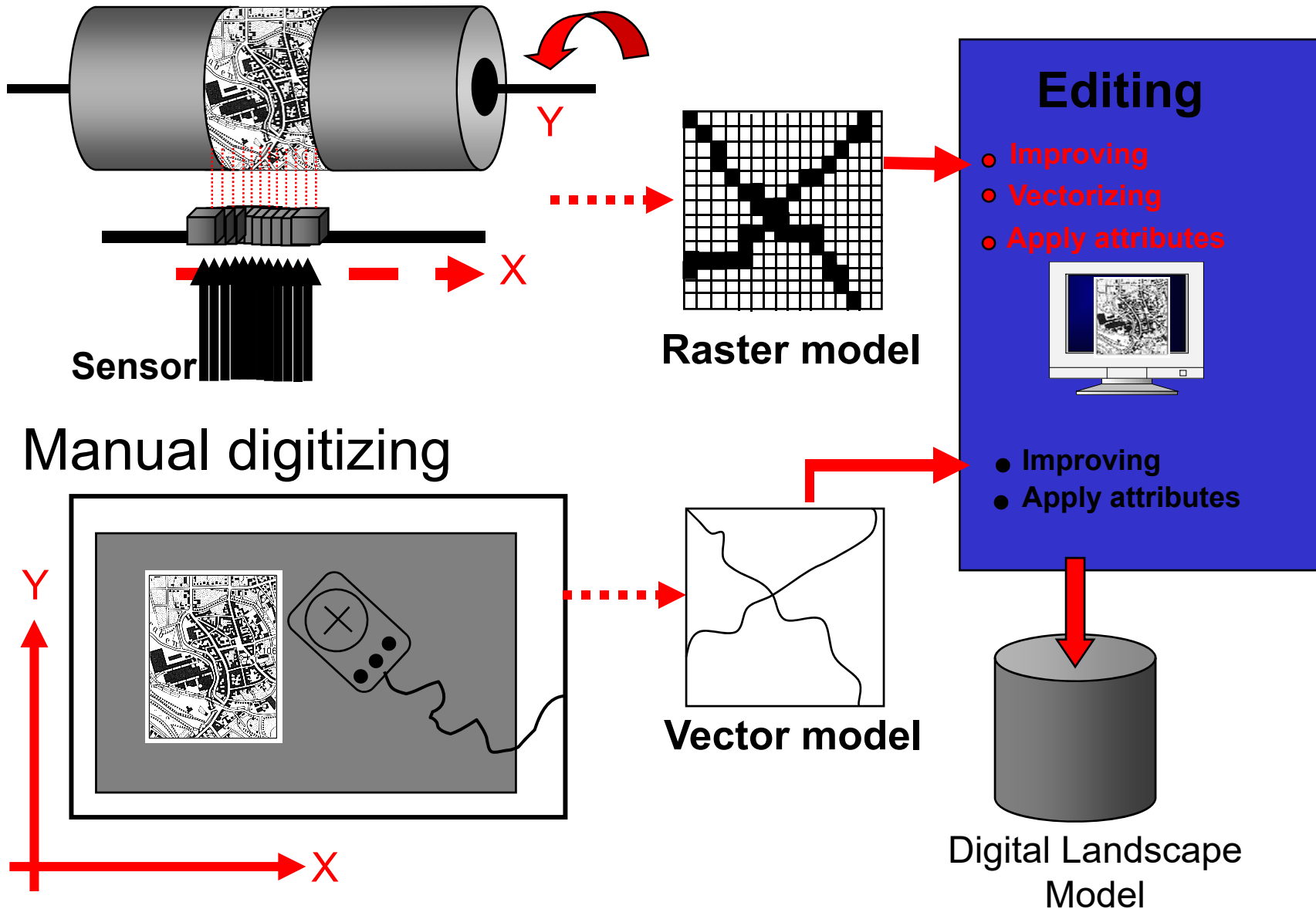
## Raster Graphics:

- Images are built-up from cells which is called as Pixels.
- In raster graphics, the smaller the area of land that each cell represents, the higher the resolution of the data and higher the spatial accuracy, ultimately the larger the files needed to store the data.

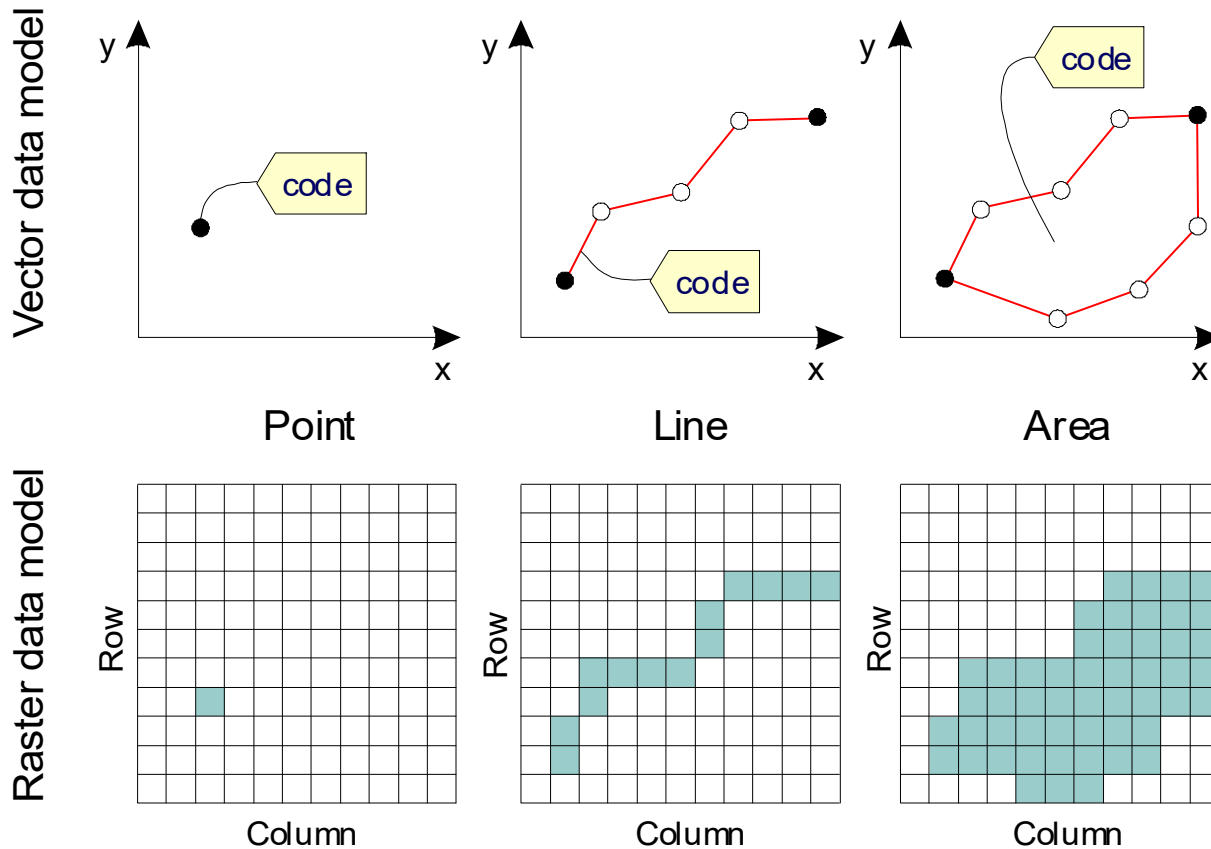


# SPATIAL DATA INPUT

## Scanning (automatic digitizing)

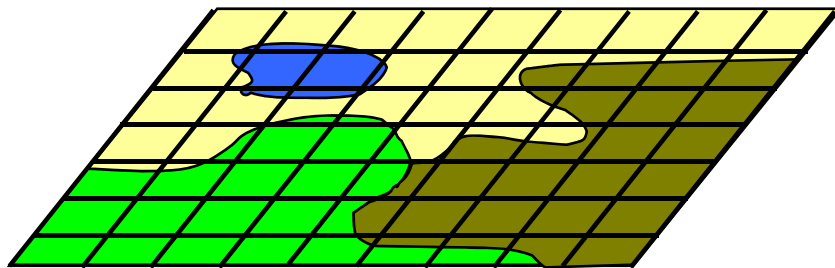
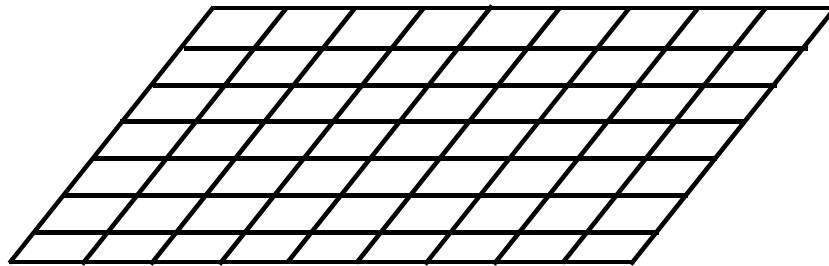
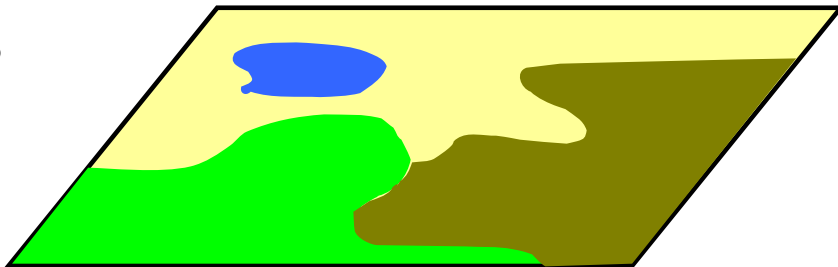


# Vector and Raster representations of points, lines and areas



Key for the vector models: ○ intermediate point  
● node

Features



Raster model)

