

## **Contents**

## **Page No**

Chapter 1 : Introduction.....	1-4
1.1 Overview of Project	
1.2 Project Profile	
1.2.1 Motivation	
1.2.2 Problem Statement	
1.2.3 General Details	
1.3 Overview of the Organization	
1.4 Introduction to Shapefiles	
1.4.1 What is Shapefiles?	
1.4.2 Why Shapefiles?	
1.4.3 How Shapefiles Can Be Created?	
1.5 Report Structure	
Chapter 2 : What is GIS?.....	5-10
2.1 Applications	
2.2 Uses of GIS	
2.3 GIS techniques and technology	
2.3.1 Relating information from different sources	
2.3.2 Relating information from different sources	
2.3.3 Data representation	
2.3.3.1 Raster	
2.3.3.2 Vector	
2.3.3.3 Advantages and disadvantages	
2.3.4 Spatial analysis with GIS	
2.3.4.1 Data modeling	
2.3.4.2 Topological modeling	
2.3.4.3 Cartographic modeling	
2.3.4.4 Data output and cartography	
2.4 References	
Chapter 3 : Shapefile Technical Description.....	11-32
3.1 Naming Conventions	
3.2 Numeric Types	
3.3 Organization of the Main File	
3.3.1 Byte Order	
3.3.2 The Main File Header	
3.3.3 Record Headers	
3.3.4 Main File Record Contents	
3.3.4.1 Point	
3.3.4.2 MultiPoint	
3.3.4.3 PolyLine	
3.3.4.4 Polygon	
3.3.4.5 PointM:	

3.3.4.6	MultiPointM	
3.3.4.7	PolyLineM	
3.3.4.8	PolygonM	
3.3.4.9	PointZ	
3.3.4.10	MultiPointZ	
3.3.4.11	PolyLineZ	
3.3.4.12	PolygonZ	
3.3.4.13	MultiPatch	
3.4	Organization of the Index File	
3.4.1	The Index File Header	
3.4.2	Index Records	
3.5	Organization of the dBASE File	
Chapter 4	: Feasibility Analysis.....	33-35
4.1	Introduction	
4.2	System architecture	
4.3	Requirement for software development	
4.4	Behavioral Aspects	
4.5	Project Feasibility	
4.5.1	Technical Feasibility	
4.5.2	Economic Feasibility	
4.5.3	Operational Feasibility	
4.6	Conclusion	
Chapter 5	: System Analysis.....	36-39
5.1	Introduction	
5.2	Context Diagram	
5.3	Class dependency Diagram	
5.4	Class Diagram	
Chapter 6	: Software Requirement specification.....	40-42
6.1	Introduction	
6.1.1	Purpose	
6.1.2	Scope	
6.2	Overall Description	
6.2.1	Product Perspective	
6.2.2	Product Function	
6.2.3	User Characteristics	
6.2.4	Assumptions and dependencies	
6.3	External Interface Requirements	
6.3.1	User Interfaces	
6.3.2	Hardware Interface	
6.3.3	Software Interface	
6.4	Performance Requirement	

Chapter 7 : System Design.....	43-45
7.1 Introduction	
7.2 System architecture	
7.3 Module Design	
7.3.1 Class Design	
7.3.2 Layout Design	
Chapter 8 : System Implementation.....	46-48
8.1 Hardware Requirement	
8.2 Software Environments	
8.3 Developers Environment	
8.4 Project Accomplishment Status	
Chapter 9 : System Testing.....	49-51
9.1 Introduction	
9.2 BLACK BOX TESTING	
Chapter 10 : Conclusion And Future Works.....	52
10.1 Conclusion	
10.2 Some Limitation of the System	
10.3 Future Works	
Screen Shots .....	53-60
References.....	61