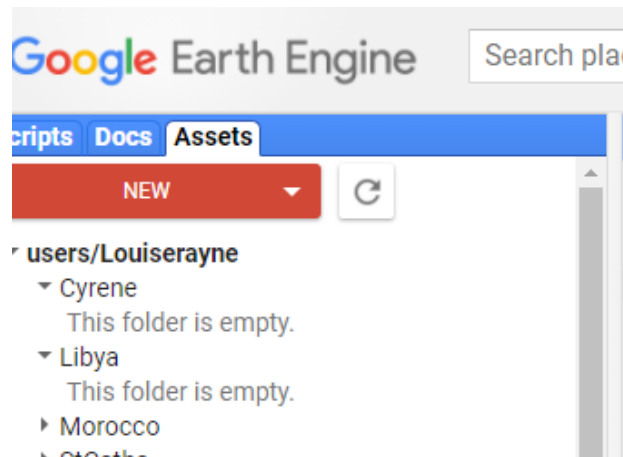


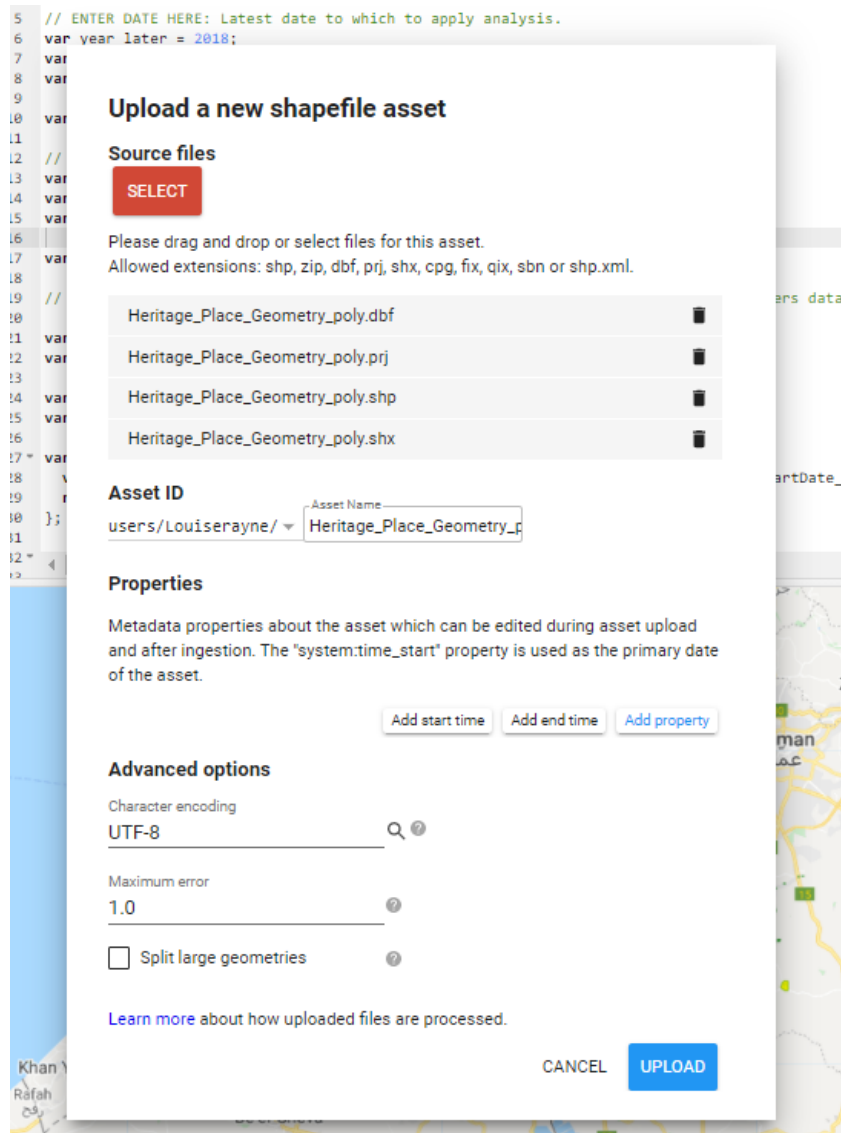
GIS TUTORIAL 7: Adding your own sites in GEE

We are now going to practice uploading our own sites to the Google Earth Engine script. We'll use a version of the same script which you used in Tutorial 6, but with the sites and geometry left blank so that you can upload your own.

1. Export your shapefile of points or polygons from the EAMENA database or locate another shapefile you wish to use.
2. Extract any zipped files and make sure that there are no spaces in the file name or file path. You might need to rename the files.
3. Open up the blank script:
<https://code.earthengine.google.com/5d59efe5f0ca1e696d9b6cdb88d1c3da>
 - a. There will be a message in the console that the geometry is not defined, but you can ignore this, as we will correct this below.
4. Click on the Assets tab > NEW > Shape files



5. In the window that appears, click on the select button and add in all the parts of your points shapefile (dbf, prj, shp, shx). Give it a name you can remember, without spaces.



6. Click Upload.
7. If you click on the 'Tasks' tab, you will see that the file is uploading.
8. When it is finished, the new file will be listed in your Assets. You may have to click the refresh button to see it appear.
9. Click on the file under Assets and in the window that opens, click Import.

Table: Jordan_sites



DESCRIPTION FEATURES PROPERTIES

Edit

No description.

Table ID

users/Louiserayne/Jordan_sites

Date

Start date: NA

End date: NA

File Size 119.15KB

Number of Features 151

Last modified 2021-01-11 10:22:44 UTC

IMPORT

DELETE

SHARE

CLOSE

10. You should see file appear as a variable (**var**) at the top of the script under Imports.

11. Click where it says 'table' and rename it to 'sites'.

```
add_sites_1 * Get Link Save
Imports (1 entry)
  var sites: Table users/Louiserayne/Jordan_sites
1 // This is a script designed to automatically detect change to
2 // It was written by Louise Rayne (louiserayne@googlemail.com)
3 // It has been adapted for these tutorials by Will Deadman (wi
4
5 // ENTER DATE HERE: Latest date to which to apply analysis.
6 var year_later = 2018;
7 var month_later = 9;
8 var day_later = 1;
9
```

12. Draw a geometry polygon as you learned in previous tutorials that covers the same area as your uploaded shapefile. It will appear as a second variable called 'geometry'.

13. Scroll down to line 128. This is where you will define your buffer, which is the distance around your polygons or points that the script will look for changes.
- If your shapefile displays points, keep the default of 10 m or change it to search a larger or smaller area.
 - If your shapefile displays polygons, you may wish to make the buffer smaller and only search within the defined polygon. In this case, you can make the buffer very small, e.g. 0.001 (1 mm), but note that you cannot reduce it to 0 or you will receive an error.

14. Change the other variables in the script, e.g. dates, according to your needs as you learned in previous tutorials.
15. Click Run and wait for the script to finish.
16. Export the results according to what you learned in Tutorial 6.
17. Remember to save the script so that you can come back to it and repeat the process.