Contribution ID : 136

A Python sweeps in the GRASS

Friday 15 Sep 2006 at 08:30 (00h30')

The GRASS project started in the 80s, survived in 90s and entered the 2000 in good shape, with a multi-disciplinary team of developers and users that characterize GRASS since its beginning. As time flows, new software projects and languages enter the scene, but GRASS still remains a solid sofware system for storing/processing/retreiving spatially-referenced data, written in C with the chance of shell for scripting purposes.

Following its design goal "Fill the gap between shell and C", the Python programming language can give an extra boost on both functionality and extra features to GRASS.

Among the various advantages GRASS project can benefit from Python, it can also give an easy access to object oriented programming, allowing to use an object oriented or a structured programming paradigm as it is needed by the type of implementation.

In 2006 various contributions allowed to experiment first python-GRASS applications. A review of what has been done and use of python within GRASS will be presented.

Primary authors : Dr. FRIGERI, Alessandro (Università degli Studi di Perugia, Italy)

Co-authors :

Presenter : Dr. FRIGERI, Alessandro (Università degli Studi di Perugia, Italy)

Session classification : Session 11 : GRASS-DEV

Track classification : --not yet classified--

Type : Conference