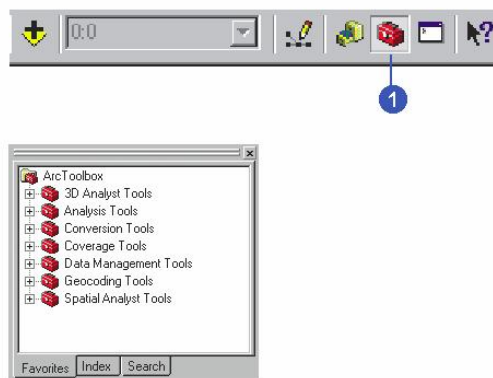







# ArcToolBox: Analysis

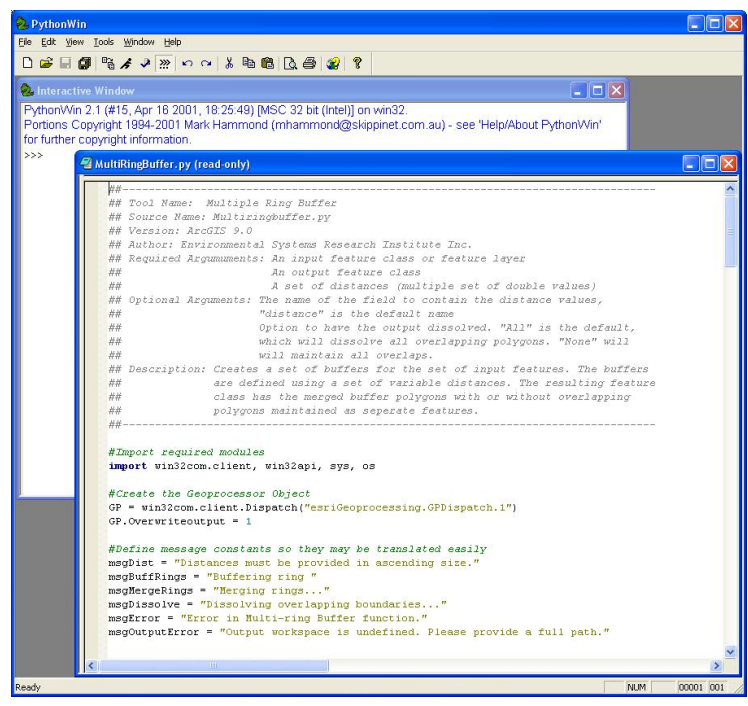


## ArcToolBox

ArcToolBox is available from both ArcCatalog and ArcMap.

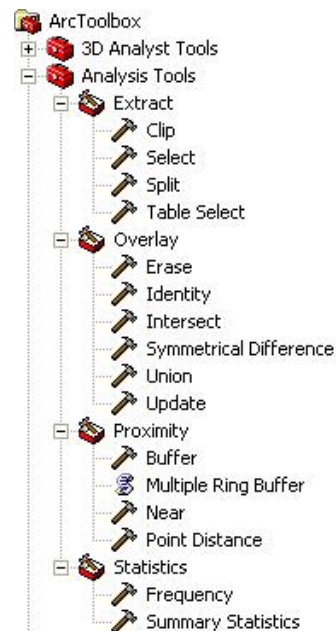
-  A toolbox can contain tools, toolsets, and scripts and is organized according to the collection of geoprocessing commands it contains.
-  A toolset can contain tools, toolsets, and scripts and is organized according to the geoprocessing commands it contains.
-  A tool is a single geoprocessing command.
-  A script is a set of instructions usually stored in a file and interpreted, or compiled, at run time.
-  A model consists of one process or, more commonly, multiple processes strung together.

# Scripts

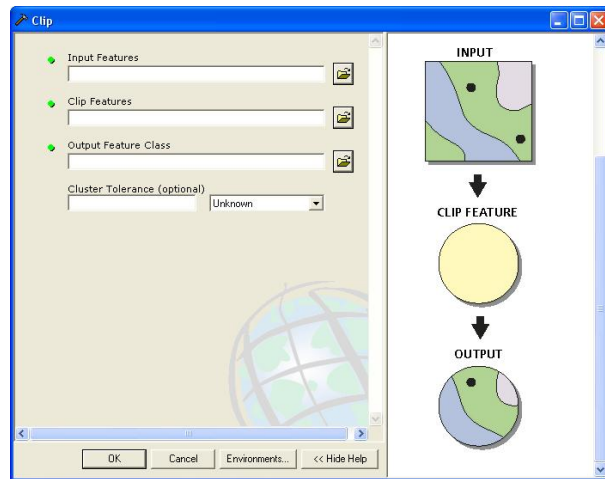


## Toolsets

- Extract
- Overlay
- Proximity
- Statistics

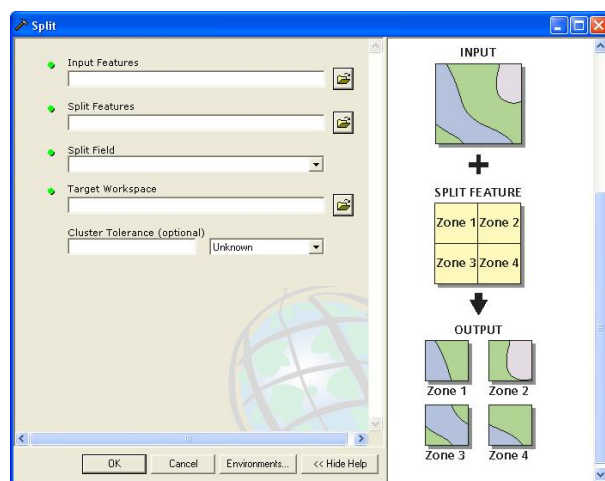


## Extract - clip



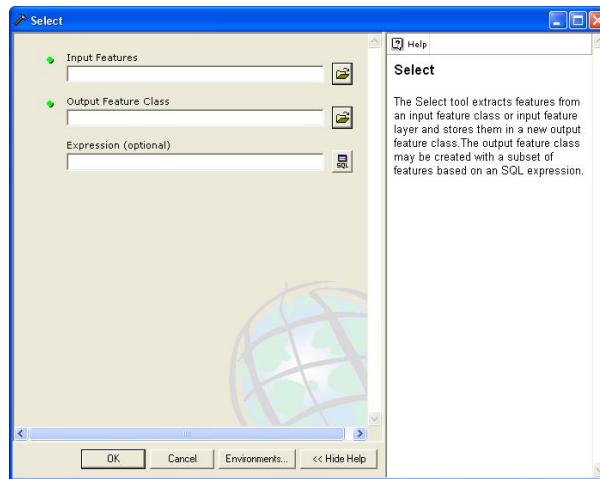
- Clip features must have polygon geometry.
- When using ArcMap layers as input, only the currently selected features are used in the CLIP operation.

## Extract - split

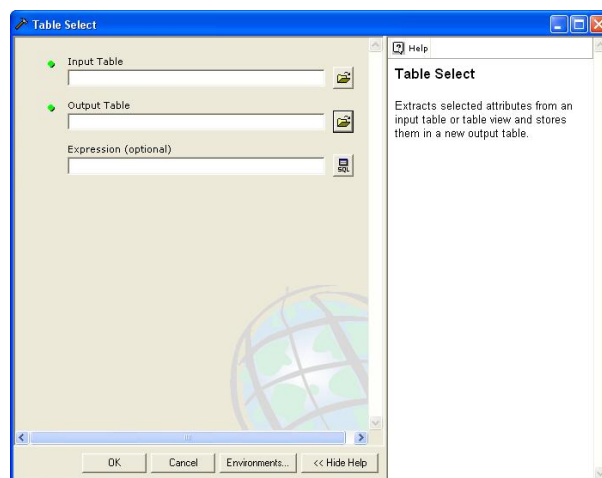


- Split features must be polygons.
- The Split Field datatype must be character.

## Extract - select



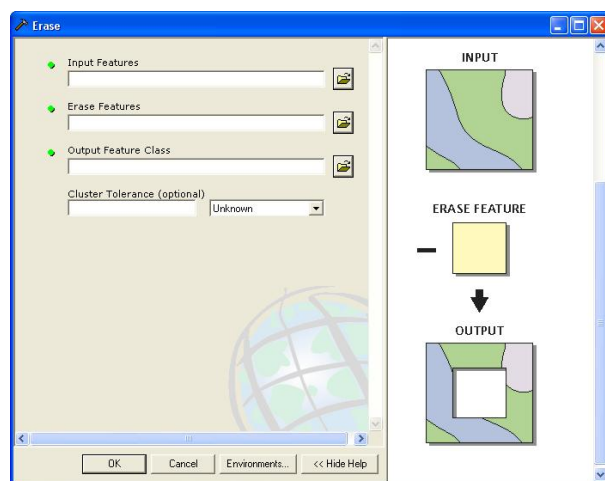
## Extract - table select



# Overlay Procedures

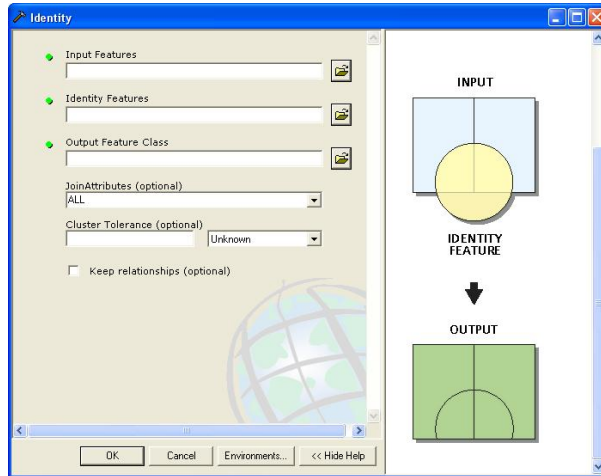
- Determine the spatial reference for processing. All the input feature classes are projected (on the fly) into this spatial reference.
- Crack and cluster the features.
- Discover geometric relationships (overlap) between the input features and the overlap features.
- Assign attributes based on the type of overlay.
- Remove features based on the combinations of attributes and overlay types.

## Overlay - erase



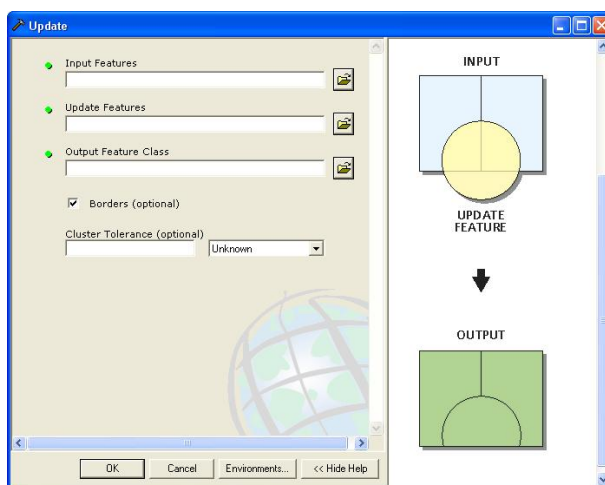
- Erase features must be polygons.

## Overlay - identity



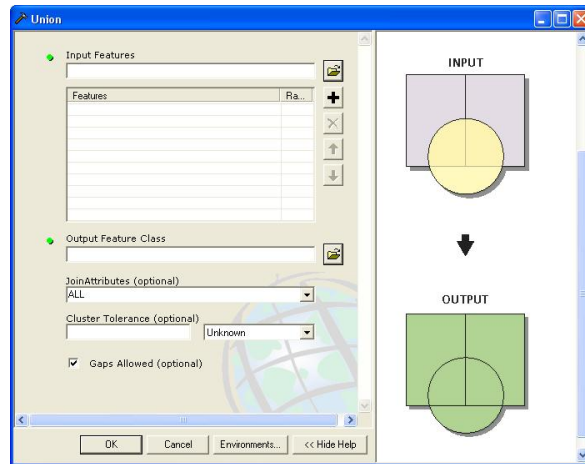
- Identity features must be polygons.

## Overlay - update



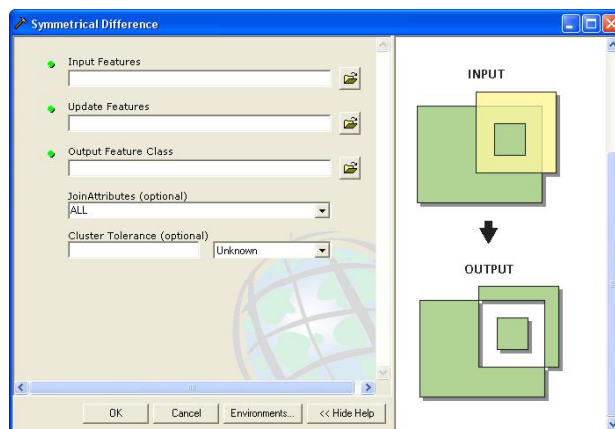
- Update features must be polygons
- The Input Features and Update Features field names must match

# Overlay - union



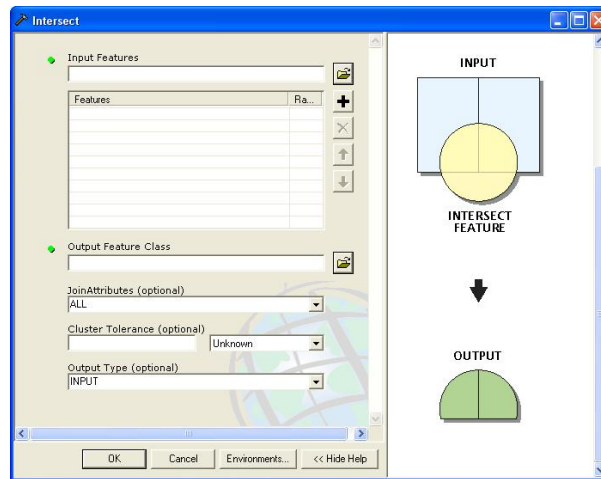
- Input features must be polygons

# Overlay – symmetrical difference

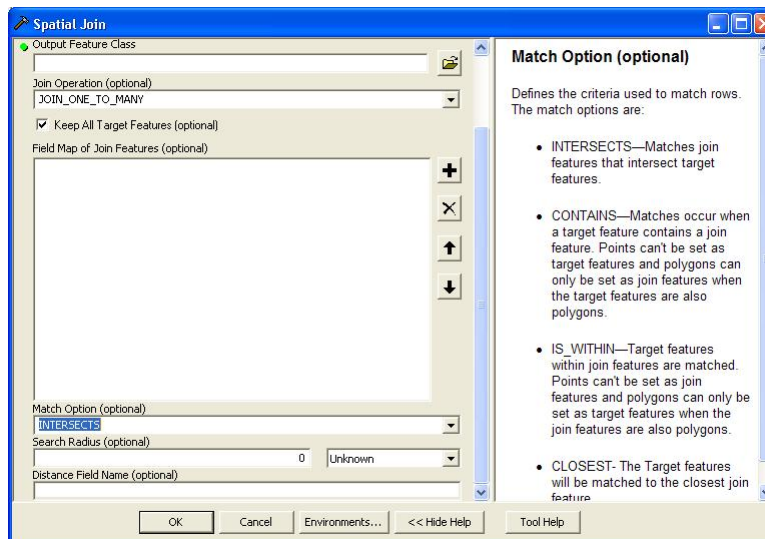


- Input and update features must be polygons

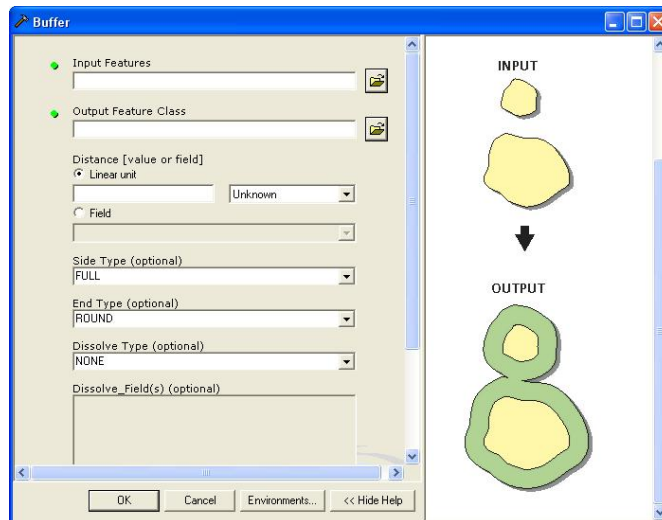
# Overlay - intersect



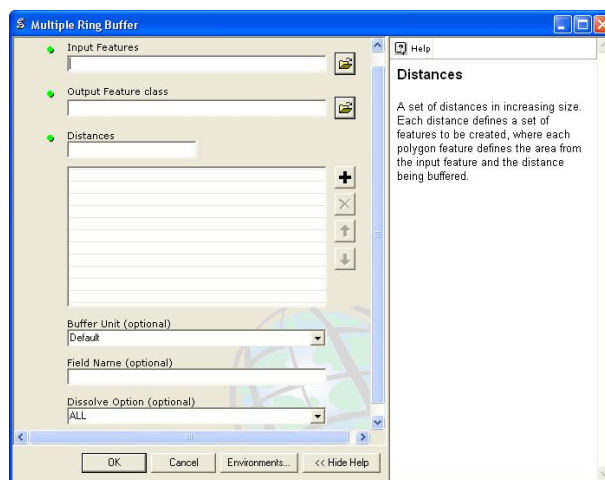
# Overlay – Spatial Join



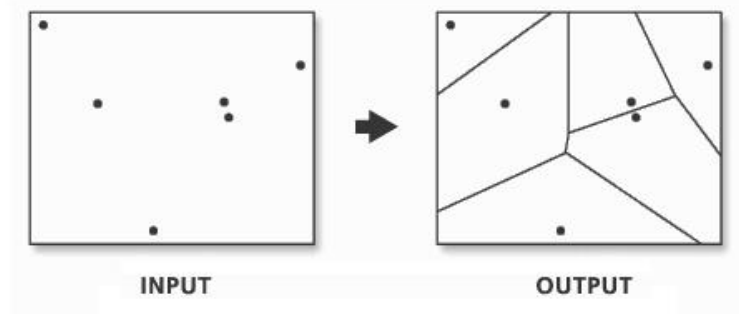
## Proximity - buffer



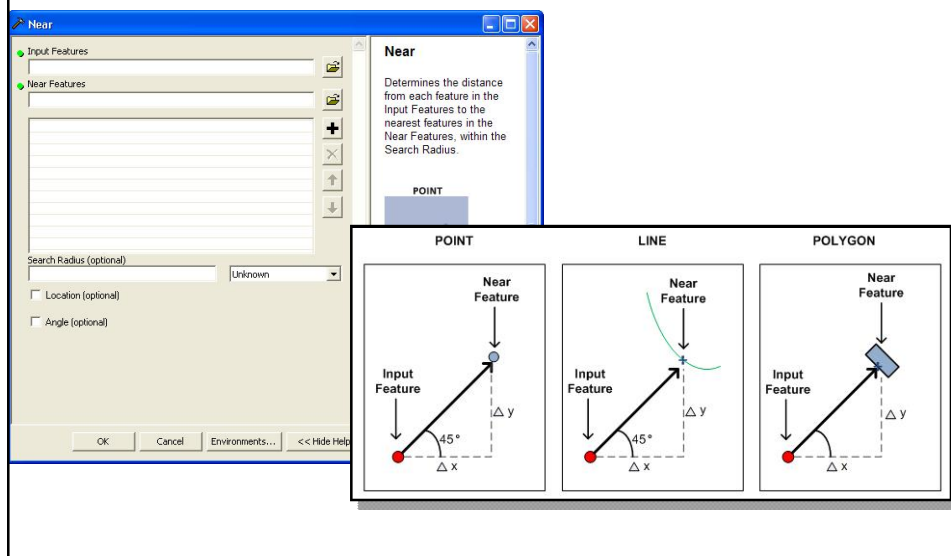
## Proximity – multiple ring buffer



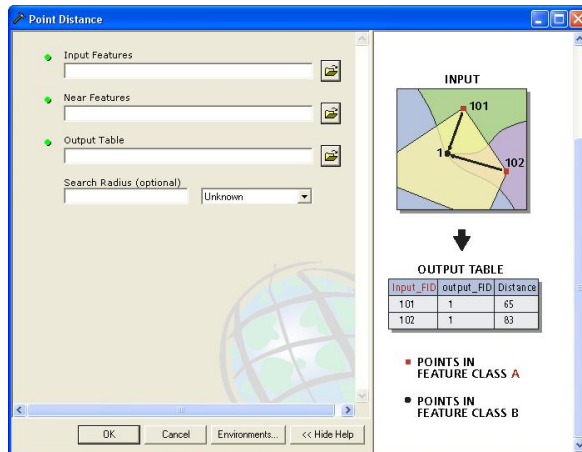
## Proximity – create Thiessen polygons



## Proximity – near - generate near table

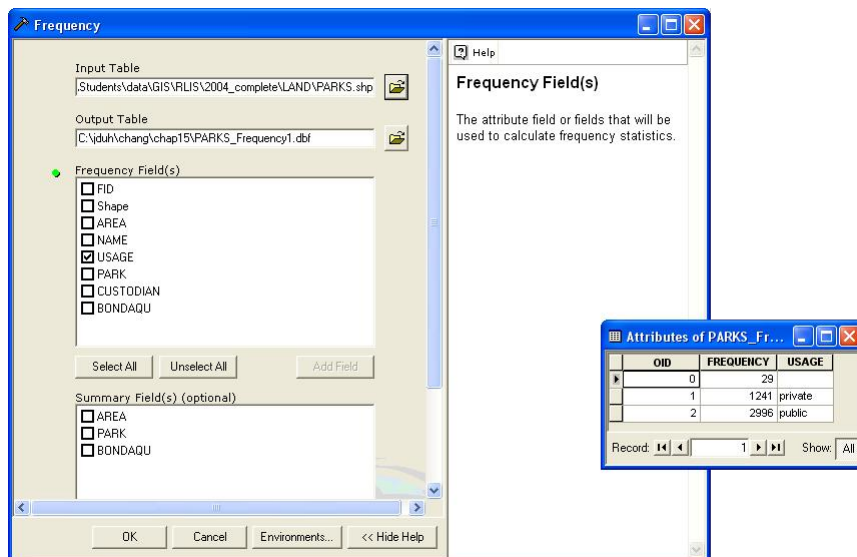


## Proximity – point distance



- Both input and near features (layers) must have point geometry.

## Statistics – frequency



# Statistics – summary statistics

