# Introduction to QGIS (version 3.10) and Geoprocessing using COVID-19 data

Rebecca Bartlett, GIS & Digital Resources Librarian, November 24, 2020

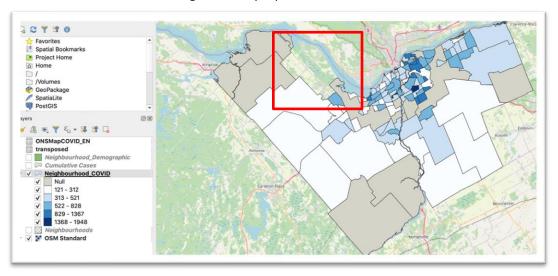
#### **Table of Contents**

1.	. Dealing with NULL values in Symbology	
2.	. MAKING A NON-SOLID FILL IN POLYGON LAYERS	4
3	ADDING LARFIS	

#### 1. Dealing with NULL values in symbology

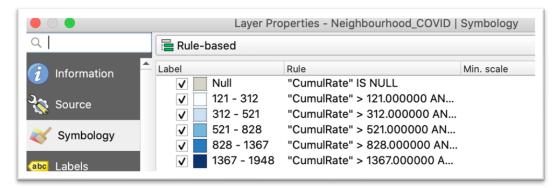
When we created the rule-based classification in Week 2 of the course's mapping session, there was an issue with the value ranges: the bottom number in the range (e.g. the first value, in this example case 121) is omitted based on how the rule-based classification functions. This is how to fix it.

 In this example, we worked with the Cumulative Rate of COVID-19 in Ottawa neighbourhoods, created a Graduated symbology, and then added rule-based symbology to accommodate the dataset's NULL values. Following those steps, produces this result

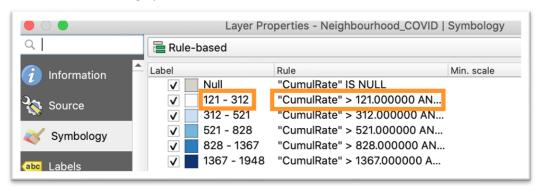


2) Obviously, at least one entire neighbourhood (Dunrobin, near the top left) is missing. Why?

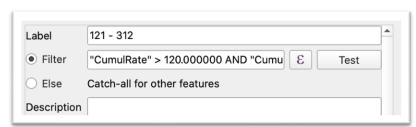
3) Right-click on the Neighbourhood\_COVID file, select Properties, and go to Symbology



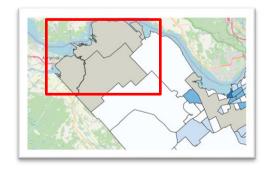
- 4) If we look closely at the Label and Rule columns, we notice a couple of discrepancies:
  - a. The Label says '121-312' but the Rule says "CumulRate" > 121
  - b. This is a problem for two reasons:
    - i. The Label is inaccurate if the range is, in fact, >121
    - ii. Dunrobin isn't showing up because its CumulRate = 121



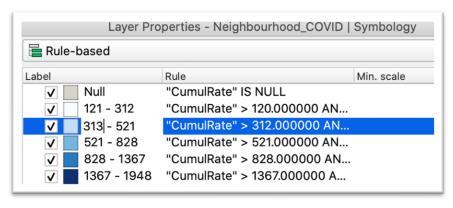
- 5) Let's fix it!
  - a. Double-click on the "CumulRate" > 121.000000... rule
  - b. In the pop-up, click in the Filter text box, scroll over to the left, and change > 121.000 to > 120



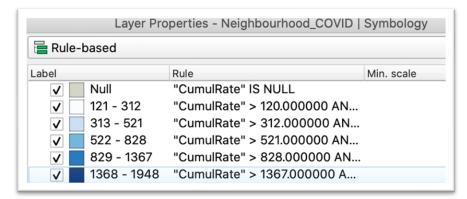
- c.
- d. Click OK
- e. Click Apply (in the main Symbology window)
- 6) If you move the Layer Properties window over, you should now be able to see Dunrobin. Hooray!



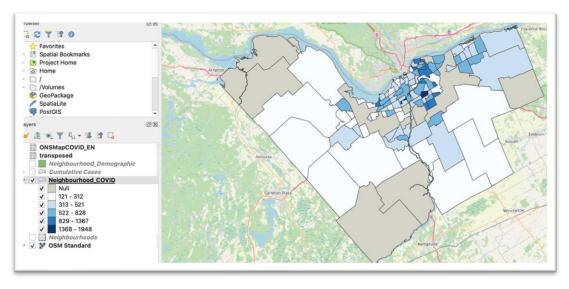
- a.
- 7) However, there's still an issue with the labels: **if you look at the associated rules, the same thing happens with all the categories** (e.g. the Label says 312-521, but the Rule indicates > 312).
- 8) Fixing the labels will solve this issue:
  - a. Click each Label entry to see a cursor
  - b. Change the bottom value to reflect what the Rule says. In this case, we'll add 1 to the bottom value to make it 313 instead of 312.



c. Do the same for the remaining labels.



- i.
- ii. This also solves the problem of label overlap: you should never have labels with the same bottom value as the previous top value because values should only ever fall in one category, not multiple categories.
- d. Click Apply.
- 9) Save your QGIS project!!

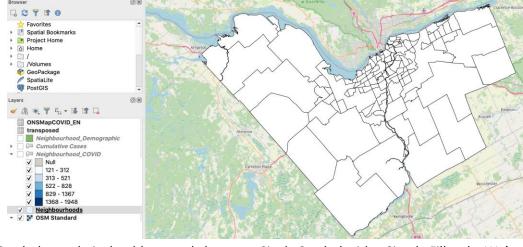


10)

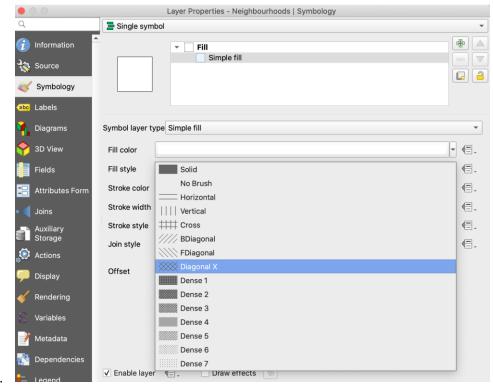
## 2. Making a non-solid fill in polygon layers

Sometimes you want to make it obvious that there is a NULL value for a particular neighbourhood – for yourself getting familiarized with the data, or later on for readers. You can effectively do this by giving a non-solid fill (e.g. hashmarks, lines) so it doesn't get confused with low/0 values. You can do this by importing a neighbourhood shapefile layer and symbolizing it using the following steps.

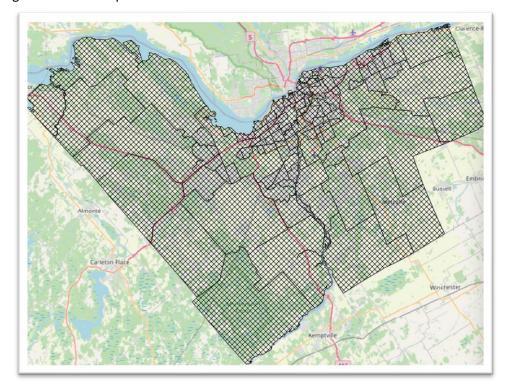
11) Right-click on the original Neighbourhoods shapefile and go to Properties > Symbology. Right now, mine is symbolized a plain white.



- 12) In the Symbology tab, it should currently be set as Single Symbol with a Simple Fill style. We're going to change it up slightly:
  - a. Click on Simple Fill so that you have a new range of options
  - b. Click the Fill style drop-down and select a fill style, such as Diagonal X

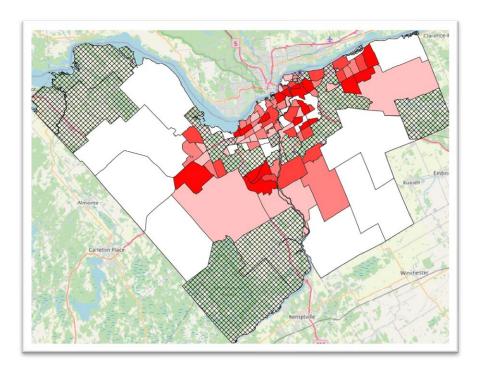


- c. Once you've selected the fill style, change the Fill colour to black
- d. Click Apply
- 13) Your Neighbourhoods shapefile should now look like this:



a.

14) If you display this additional neighbourhoods layer with the one you have already symbolized, you can see which neighbourhoods have Null values.

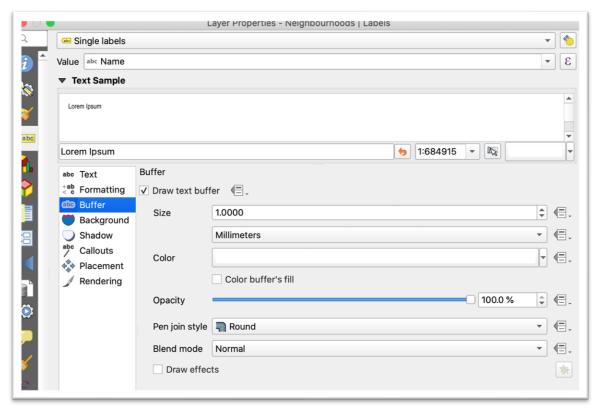


## 3. Adding labels

We're going to add a label to the new Neighbourhoods layer that we just symbolized in steps 12 and 13.

- 15) Right-click on the Neighbourhoods file and go to Properties > Labels
- 16) Select Single Labels from the drop-down menu
- 17) In the Value drop-down, select Name
- 18) Click **Buffer** in the option list down on the left
  - a. There are tons of options for the font and placement of the labels, but the Buffer will add a helpful edge of white to the words which makes it more visible (especially on the hashed background)
    - i. If you want to change the font (size, font style, etc.), it's under Text
  - b. Check Draw text buffer
  - c. The rest of the defaults should be fine (size: 1mm, color: white, etc.)

19) Your Label window should look like this:



### 20) Click Apply

