Section: Symbology
Answers to section modules.

Module Name **Styling basics**

Question: Which of the following combination of layer types can you apply fill colour.
Answer: *Points, lines and polygon*

Question: Is it possible to assign colours on polygons based on an attribute
Answer: *Yes*

Question: Our road style consist of two symbols overlaid together. Is it possible to overlay 3 symbols
Answer: *Yes it is possible but you have to define the order which they should draw.*

Module Name **Styling classes**

Question: The maximum number of classes supported by QGIS in a categorized layer

Question: Can you use a categorized fill on a raster layer

Question: Once your categories have been defined, they cannot be changed

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Module Name **Map Decorations**

Question: Can you use the scale to make measurement from a map
Answer: *Yes*

Question: Is it possible to add a legend whilst using map decorations
Answer: *No*

Question: Which of the following statement about map decorations is false
Answer: *Map decorations and map composer are identical in QGIS*

Module Name **Rule Based Symbology**

Question: Experiment with the rule based render to see if you can render a polygon layer as a point layer at large scale and a polygon layer at small scale
Answer: *you can do this using using a centroid fill*

Module Name **2.5D rendering**

Question: 2.5D Renderer can be used with these feature types
Answer: *polygon layer*

Module Name **Colour ramps for vector data**

Question: -

Module Name **Colour ramps for raster data**

Question: A colour ramp is
Answer: *Useful for displaying continuous data*

Question: When working with a ramp it is best to
Answer: *Have a few divergent classes*

Module Name **Single band rasters symbology**

Question: A Raster is

Question: What statement best describes the symbology or raster layers
Answer: *Assigning pixels colour so that humans can easily understand what the data represents*

Question: Raster pixels range from 1 - 255 only

Module Name **Ordering symbols**

Question: Symbol levels depict
Answer: *Two or more symbols that are used to represent a class or group of features in a vector layer.*

Question: Which of these statement is True
Answer: *Symbol levels can be applied against any render type ie Categorised or Rule Based classification*

Question: Symbol levels can be applied to raster layers
Answer: *False*

Module Name **Using the Inverted Polygon Renderer**

Question: Use the inverted renderer when
Answer: *You need to draw outside your polygons rather than inside*
Answer: *You need to mask some data from other layers*

Question: Inverted rendering can be used with
Answer: *polygon layers*

Module Name **Heatmaps**

Question: When would it be useful to use a colour ramp
Answer: *To depict how a player was behaving during a soccer match.*

Question: Which statement is false
Answer: *Heat map points can be weighted by a discrete column*

Question: A colour ramp is a type of vector analysis
Answer: *False*

Module Name **Creating and sharing styles**

Question: If you want to share graduated, continuous or rule based symbology, which would you use
Answer: *A symbol style exported as XML*

Question: What will happen if you export a polygon layer style and try to apply it to a point layer
Answer: *You will see an error message*

Module Name

Question:
Answer:

Question:
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Answer:

Module Name

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Answer:

Module Name **Point clustering**

Question: Which of the following statements is true
Answer: *Point clusering is a technique that enables densely clustered point to be easily visualized*

Question: Point clustering can not be used in conjuction with which render
Answer: *Heatmap render*
