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GIS is essentially a computer-based information system, designed to handle data spatially references to geographic locations on the Earth. This fully updated new edition of Michael Worboys' highly successful book addresses GIS from a computing perspective as opposed to a cartographic, geographic or management perspective. In this way GIS can be viewed as a software system mounted on a hardware platform, supplied with appropriate data. GIS: A Computing Perspective highlights the fundamental role played by computing science, information systems and IT in the field of GIS. The book brings the topic in line with the latest thinking and technologies underpinning GIS. It reflects new developments such as the impact the internet has had in terms of distribution and visualization. The ever-increasing roles of AI, uncertainty-handling and agent-based computing are also covered. The book is aimed at a wide range of students, including those studying computer science, information systems and information technology as well as GIS.

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