Abstract

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Building a Production Parcel Object System: Moving GIS to the Next Level
Track: Application Development
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One of most difficult problems facing the GIS community today is the storage, manipulation and updating of GIS data. We find ourselves using awkward constructs like smart blobs to store vertices in a relational database. The problem is that features in a GIS database are inherently objects (parcels, roads, addresses, etc). They do not often fit well in a table, for example features (parcels) may have many items (vertices, owners, improvements) while others may have very few. Relational databases were originally designed for accounting and insurance functions. We have always had the problem of trying to shoehorn GIS data into these relational constructs. New object oriented technologies like J2EE and .NET allow us to treat GIS features like the discrete objects they are but with a true object database. We can finally deal with these features in a clean and efficient manner.

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