

Working With Attribute Rules in ArcGIS Pro to Improve Data Integrity

Course Length: 1 day
ArcGIS Version: 2.x

Overview

When editing GIS data, ArcGIS Pro provides many tools to speed up the process and to help keep the data clean. Attribute rules, new in ArcGIS Pro, are user-defined rules that allow attributes to be automatically populated, prevent invalid edits, and identify any attribute values that are not consistent. For example, if you are editing road data, you can make a rule that ensures that Interstate Highways always have a speed limit between 45 and 75 mph. Or if you are editing pipelines, you can make sure that water lines made of PVC automatically get set as a diameter of 3 in. This class will show you how to create and use Attribute Rules for editing in ArcGIS Pro.

Audience

Those in the petroleum industry who want to create maps and explore data in ArcGIS; including, but not limited to: Geologists, Geophysicists, Geoscience Technicians, and GIS Analysts.

Topics Covered

Day 1

- A Review of Editing Attributes in ArcGIS Pro – A reminder of what tools you have to efficiently edit attributes. (Using the Attribute Tool for Quick Edits; Python and Arcade Snippets in the Field Calculator for Editing Many Records; Using Feature Template Default Values to Speed Up Populating New Records; How Domains and Subtypes Facilitate Editing Attributes; Editor Tracking)
- Attribute Rules, an Introduction – Attribute Rules are new in ArcGIS Pro. This chapter explains what they are and the basics of how they are used (Attribute Rules Data Requirements and Constraints; The Attribute Rules View; Practice Editing with Existing Rules)
- Creating Attribute Rules – In this chapter, students learn to create attribute rules to make editing go faster and keep their data clean. (Creating Rules; Understanding Rule Types (Calculation Rules, Constraint Rules, and Validation Rules); Evaluating Attribute Rules; Managing Existing Attribute Rules)
- Attribute Rules Script Expressions – Attribute rules are based on Arcade script expressions. This chapter will introduce the Arcade language, as it is specifically used for Attribute Rules. It is not a full Arcade class, but gives the participant a basic understanding of the language sufficient to work with attribute rules. The TeachMeGIS Scripting in ArcGIS with Arcade class is recommended as a follow-up class for those who want to write custom attribute rules. (Attribute Script Rules; An

Introduction to the Arcade Language; Understanding Arcade Profiles; Customizing Attribute Rules With Arcade)

Format

In-person or virtual synchronous (live) instruction with hands-on practice, and course materials you can keep.

Prerequisites and Recommendations

Attendees should have knowledge of Microsoft Windows® and be familiar with the basics of editing data in ArcGIS Pro, including the topics covered in the **Introduction to ArcGIS Pro** and **Intermediate ArcGIS Pro** classes.