Getting To Know Arcgis Desktop Third Edition

This is a hands-on book about ArcGIS that you work with as much as read. By the end, using Learn ArcGIS lessons, you'll be able to say you made a story map, conducted geographic analysis, edited geographic data, worked in a 3D web scene, built a 3D model of Venice, and more.

Provides information and step-by-step exercises on ArcGIS Desktop, covering such topics as using ArcMap to display and query maps, using ArcCatalog to organize geographic data, and using ModelBuilder to diagram complex spatial analysis problems.

Combining GIS concepts and fundamental spatial thinking methodology with real programming examples, this book introduces popular Python-based tools and their application to solving real-world problems. It elucidates the programming constructs of Python with its high-level toolkits and demonstrates its integration with ArcGIS Theory. Filled with hands-on computer exercises in a logical learning workflow this book promotes increased interactivity between instructors and students while also benefiting professionals in the field with vital knowledge to sharpen their programming skills. Readers receive expert guidance on modules, package management, and handling shapefile formats needed to build their own mini-GIS. Comprehensive and engaging commentary, robust contents, accompanying datasets, and classroom-tested exercises are all housed here to permit users to become competitive in the GIS/IT job market and industry.

This study guide meets a growing demand for effective GIS training by combining ArcGIS tutorials and self-study exercises that start with the basics and progress to more difficult functionality. Presented in a step-by-step format, the book can be adapted to a reader's specific training needs, from a classroom of graduate students to individaul study. Readers learn to use a range of GIS functionality from creating maps and collecting data to using geoprocessing tools and models for advanced analysis. the authors have incorporated three proven learning methods: scripted exercises that use detailed step-by-step insturctions and result graphics, Your Turn exercises that require users to perform tasks without steo-by-step instructions, and exercise assignements that pose real-world problem scenarios. A fully functioning, 180-day trial version of ArcView 9.2 software, data for working through the tutorials, and Web-based teacher resources are also included.

An ArcGIS Pro Project Workbook

GIS For Dummies

Getting to Know Web GIS

Encyclopedia of GIS

Getting to know ArcGIS for desktop [Cd-rom].

Create, analyze, and map your spatial data with ArcGIS for Desktop About This Book Learn how to use ArcGIS for Desktop to create and manage geographic data, perform vector and raster analysis, design maps, and share your results Solve real-world problems and share your valuable results using the powerful instruments of ArcGIS for Desktop Step-by-step tutorials cover the main editing, analyzing, and mapping tools in ArcGIS for Desktop Who This Book Is For This book is ideal for those who want to learn how to use the most important component of Esri's ArcGIS platform, ArcGIS for Desktop. It would be helpful to have a bit of familiarity with the basic concepts of GIS. Even if you have no prior GIS experience, this book will get you up and running quickly. What You Will Learn Understand the functionality of ArcGIS for Desktop applications Explore coordinate reference system concepts and work with different map projections Create, populate, and document a file geodatabase Manage, create, and edit feature shapes and attributes Built automate analysis workfl ows with ModelBuilder Apply basic principles of map design to create good-looking maps Analyze raster and three-dimensional data with the Spatial Analyst and 3D Analyst extensions In Detail ArcGIS for Desktop is one of the main components of the ESRI ArcGIS platform used to support decision making and solve real-world mapping problems. Learning ArcGIS for Desktop is a tutorial-based guide that provides a practical experience for those who are interested in start working with ArcGIS. The first five chapters cover the basic concepts of working with the File Geodatabase, as well as editing and symbolizing geospatial data. Then, the book focuses on planning and performing spatial analysis on vector and raster data using the geoprocessing and modeling tools. Finally, the basic principles of cartography design will be used to create a quality map that presents the information that resulted from the spatial analysis previously performed. To keep you learning throughout the chapters, all exercises have partial and final results stored in the dataset that accompanies the book. Finally, the book offers more than it promises by using the ArcGIS Online component in the tutorials as source of background data and for results sharing Style and approach This easy-to-follow guide is full of hands-on exercises that use open and free geospatial datasets. The basic features of the ArcGIS for Desktop are explained in a step-by-step style.

Getting to Know ArcGIS Pro 2.6 teaches new and existing GIS users how to get started solving problems using ArcGIS Pro, the leading GIS software that many businesses and organizations use every day.

Workbook for learning how to use Python with ArcGIS for Desktop.

Getting to Know ArcGIS(R) for Desktop is a workbook that introduces the principles of GIS via hands-on exercises. Readers are shown how to use ArcGIS for Desktop software tools to display and present maps and data, and then query and analyze the data. The third edition has been reorganized and includes new topics such as exploring online resources and raster data and contains new exercises, data, and learning tools.

New View, New Vision

Getting to Know ESRI Business Analyst

Getting to Know Arcgis Pro 2.6
A First Text on Geographic Information Systems
Learning ArcGIS Pro 2

Getting to Know ArcGIS DesktopESRI Press

Create 2D maps and 3D scenes, analyze GIS data, and share your results with the GIS community using the latest ArcGIS Pro 2 features Key FeaturesGet up to speed with the new ribbon-based user interface, projects, models, and common workflows in ArcGIS Pro 2Learn how to visualize, maintain, and analyze GIS dataAutomate analysis and processes with ModelBuilder and Python scriptsBook Description Armed with powerful tools to visualize, maintain, and analyze data, ArcGIS Pro 2 is Esri's newest desktop geographic information system (GIS) application that uses the modern ribbon interface and a 64-bit processor to make using GIS faster and more efficient. This second edition of Learning ArcGIS Pro will show you how you can use this powerful desktop GIS application to create maps, perform spatial analysis, and maintain data. The book begins by showing you how to install ArcGIS and listing the software and hardware prerequisites. You'll then understand the concept of named user licensing and learn how to navigate the new ribbon interface to leverage the power of ArcGIS Pro for managing geospatial data. Once you've got to grips with the new interface, you'll build your first GIS project and understand how to use the different project resources available. The book shows you how to create 2D and 3D maps by adding layers and setting and managing the symbology and labeling. You'll also discover how to use the analysis tool to visualize geospatial data. In later chapters, you'll be introduced to Arcade, the new lightweight expression language for ArcGIS, and then advance to creating complex labels using Arcade expressions. Finally, you'll use Python scripts to automate and standardize tasks and models in ArcGIS Pro. By the end of this ArcGIS Pro book, you'll have developed the core skills needed for using ArcGIS Pro 2.x competently. What you will learnNavigate the user interface to create maps, perform analysis, and manage dataDisplay data based on discrete attribute values or range of valuesLabel features on a GIS map based on one or more attributes using ArcadeCreate map books using the map series functionalityShare ArcGIS Pro maps, projects, and data with other GIS community membersExplore the most used geoprocessing tools for performing spatial analysisCreate Tasks based on common workflows to standardize processesAutomate processes using ModelBuilder and Python scriptsWho this book is for If you want to learn ArcGIS Pro to create maps and, edit and analyze geospatial data, this ArcGIS book is for you. No knowledge of GIS fundamentals or experience with any

GIS tool or ArcGIS software suite is required. Basic Windows skills, such as navigating and file management, are all you need.
Implementing the ArcGIS Pro technique to design accurate, user friendly maps and making appropriate cartographic decisions Key Features - Build visually stunning and useful maps; - Understand the cartographic workflows and the decisions you must take before creating the map; - Learn to create appropriate map elements and layout designs -Use the ArcGIS Online's Smart Mapping technique to create clear webmaps Book Description ArcGIS Pro is a geographic information system for working with maps and geographic information. This book will help you create visually stunning maps that increase the legibility of the stories being mapped and introduce visual and design concepts into a traditionally scientific, data-driven process. The book begins by outlining the steps of gathering data from authoritative sources and lays out the workflow of creating a great map. Once the plan is in place you will learn how to organize the Contents Pane in ArcGIS Pro and identify the steps involved in streamlining the production process. Then you will learn Cartographic Design techniques using ArcGIS Pro's feature set to organize the page structure and create a custom set of color swatches. You will be then exposed to the techniques required to ensure your data is clear and legible no matter the size or scale of your map. The later chapters will help you understand the various projection systems, trade-offs between them, and the proper applications of them to make sure your maps are accurate and visually appealing. Finally, you will be introduced to the ArcGIS Online ecosystem and how ArcGIS Pro can utilize it within the application. You will learn Smart Mapping, a new feature of ArcGIS Online that will help you to make maps that are visually stunning and useful. By the end of this book, you will feel more confident in making appropriate cartographic decisions. What you will learn - Using ArcGIS Pro to create visually stunning maps and make confident cartographic decisions - Leverage precise layout grids that will organize and guide the placement of map elements - Make appropriate decisions about color and symbols - Critically evaluate and choose the perfect projection for your data - Create clear webmaps that focus the reader’s attention using ArcGIS Online’s Smart Mapping capabilities Who this book is for If you are a GIS analyst or a Map designer who would like to create and design a map with ArcGIS Pro then this book is for you. A basic GIS knowledge is assumed.

GIS Tutorial for ArcGIS Pro 2.6 is the introductory workbook for learning geographic information systems with ArcGIS Pro, the premier professional desktop GIS application from Esri.

The ArcGIS Imagery Book
Getting to Know ArcGIS Desktop
GIS Tutorial for ArcGIS Pro 2. 8
Getting to Know ArcGIS Pro
Governing Texas

Geospatial technologies in general – and Geographic Information Systems (GIS) in particular – are becoming increasingly important in our society. GIS technology is used to identify the optimal routes for emergency vehicles, to determine the best locations for various businesses, schools, and facilities, to monitor the growth and expansion of urban areas as a way to manage natural resources, and much more. Principles of Geographic Information Systems by John Jensen and Ryan Jensen is an ideal introduction for those who know very little about geographic information systems and spatial analysis. Relatively complex GIS principles are introduced in basic terms, often using graphics to communicate principles rather than complex mathematical equations. Content is not geared toward any single commercial GIS software program, and the book's timely, practical examples and extensive visual format appeal to today's students. This text can be used at the undergraduate or graduate level in one or two semester courses in Introductory and Intermediate GIS, yet can also be useful for professionals looking to increase their knowledge in this subject area. Note: If you are purchasing the standalone text or electronic version, mygeoscienceplace does not come automatically packaged with the text. To purchase mygeoscienceplace, please visit www.mygeoscienceplace.com.

A conceptual introduction and practical primer to the application of imagery and remote sensing data in GIS (geographic information systems).

Explains how to use ArcView, then uses ArcView as a base for teaching ArcEditor and ArcInfo to allow readers to learn tasks including mapmaking, spatial analysis, and managing geographic data.

Extend your ArcGIS expertise by unlocking the world of Python programming. A fully hands-on guide that takes you through exercise after exercise using real data and real problems. Key Features: Learn the core components of the two Python modules for ArcGIS: ArcPy and ArcGIS API for Python Use ArcPy, pandas, NumPy, and ArcGIS in ArcGIS Pro Notebooks to manage and analyze geospatial data at scale Integrate with ArcGIS Online using Python to publish and manage data Book Description: Integrating Python into your day-to-day ArcGIS work is highly recommended when dealing with large amounts of geospatial data. Python for ArcGIS Pro aims to help you get your work done faster, with greater repeatability and higher confidence in your results. Starting from programming basics and building in complexity, two experienced ArcGIS professionals-turned-Python programmers teach you how to incorporate scripting at each step: automating the production of maps for print, managing data between ArcGIS Pro and ArcGIS Online, creating custom script tools for sharing, and then running data analysis and visualization on top of the ArcGIS geospatial library, all using Python. You'll use ArcGIS Pro Notebooks to explore and analyze geospatial data, and write data engineering scripts to manage ongoing data processing and data transfers. This exercise-based book also includes three rich real-world case studies, giving you an opportunity to apply and extend the concepts you studied earlier. Irrespective of your expertise level with Esri software or the Python language, you'll benefit from this book's hands-on approach, which takes you through the major uses of Python for ArcGIS Pro to boost your ArcGIS productivity. What You Will Learn: Automate map production to make and edit maps at scale, cutting down on repetitive tasks Publish map layer data to ArcGIS Online Automate data updates using the ArcPy Data Access

module and cursors Turn your scripts into script tools for ArcGIS Pro Learn how to manage data on ArcGIS Online Query, edit, and append to feature layers and create symbology with renderers and colorizers Apply pandas and NumPy to raster and vector analysis Learn new tricks to manage data for entire cities or large companies Who this book is for: This book is ideal for anyone looking to add Python to their ArcGIS Pro workflows, even if you have no prior experience with programming. This includes ArcGIS professionals, intermediate ArcGIS Pro users, ArcGIS Pro power users, students, and people who want to move from being a GIS Technician to GIS Analyst; GIS Analyst to GIS Programmer; or GIS Developer/Programmer to a GIS Architect. Basic familiarity with geospatial/GIS syntax, ArcGIS, and data science (pandas) is helpful, though not necessary.

Beginning ArcGIS for Desktop Development using .NET

Getting to Know ArcGIS Desktop 10. 8

Certification Study Guide

GIS Tutorial

Essential Skills

The #1 selling book for Texas government courses, with a new focus on the future of Texas politics.

Legendary first baseman Keith Hernandez tells all in this gripping literary memoir and New York Times bestseller. Keith Hernandez revolutionized the role of first baseman. During his illustrious career with the World Series-winning St. Louis Cardinals and New York Mets, he was a perennial fan favorite, earning eleven consecutive Gold Gloves, a National League co-MVP Award, and a batting title. But it was his unique blend of intelligence, humor, and talent -- not to mention his unflappable leadership, playful antics, and competitive temperament -- that transcended the sport and propelled him to a level of renown that few other athletes have achieved, including his memorable appearances on the television show Seinfeld. Now, with a striking mix of candor and self-reflection, Hernandez takes us along on his journey to baseball immortality. There are the hellacious bus rides and south-of-the-border escapades of his minor league years. His major league benchings, unending plate adjustments, and role in one of the most exciting batting races in history against Pete Rose. Indeed, from the Little League fields of Northern California to the dusty proving grounds of triple-A ball to the grand stages of Busch Stadium and beyond, I'm Keith Hernandez reveals as much about America's favorite pastime as it does about the man himself. What emerges is an honest and compelling assessment of the game's past, present, and future: a memoir that showcases one of baseball's most unique and experienced minds at his very best.

A quick start to learning the basics of visualization and mapmaking skills in ArcGIS(R) Desktop 10.6.

Getting to Know ArcGIS ModelBuilder teaches readers how to develop reusable geoprocessing workflows and run programs as models. Written for intermediate and advanced GIS users, Getting to Know ArcGIS ModelBuilder is the first reference book and workbook exclusively for ModelBuilderÖ, a visual programming technology available in ArcGIS« software. Getting to Know ArcGIS ModelBuilder presents basic and more complex concepts and demonstrates best practices through hands-on exercises. The book, divided into seven chapters

addressing model basics, interactive models, flow of control, the modeling environment, multiple inputs, model iterations, Python« scripting, and building model documentation, fosters a comprehensive knowledge of ModelBuilder. Readers can use the concepts taught in the book to adapt the tools, scripts, and applications in ModelBuilder to their own areas of expertise. Like other books in the Esri Press Getting to Know series, Getting to Know ArcGIS ModelBuilder is designed to support students in the classroom as well as self-learners.
Design accurate and user-friendly maps to share the story of your data
Python Scripting for Arcgis Pro
GIS Fundamentals
The GIS Guide to Public Domain Data
Getting to Know Arcgis Pro 2.8

Miller presents a workbook that teaches entrepreneurs how to use a wide range of ESRI Business Analyst applications to develop opportunities and serve customers more efficiently.

Focus on Geodatabases in ArcGIS Pro introduces readers to the geodatabase, the comprehensive information model for representing and managing geographic information across the ArcGIS platform. Sharing best practices for creating and maintaining data integrity, chapter topics include the careful design of a geodatabase schema, building geodatabases that include data integrity rules, populating geodatabases with existing data, working with topologies, editing data using various techniques, building 3D views, and sharing data on the web. Each chapter includes important concepts with hands-on, step-by-step tutorials, sample projects and datasets, 'Your turn' segments with less instruction, study questions for classroom use, and an independent project. Instructor resources are available by request.

Foreword -- Preface -- Lesson 1. Frame the problem and explore the study area -- Lesson 2. Preview the data -- Lesson 3. Choose the data -- Lesson 4. Build the database -- Lesson 5. Edit the data -- Lesson 6. Conduct the analysis -- Lesson 7. Automate the analysis -- Lesson 8. Present your analysis results -- Lesson 9. Share your results online

The Encyclopedia of GIS provides a comprehensive and authoritative guide, contributed by experts and peer-reviewed for accuracy, and alphabetically arranged for convenient access. The entries explain key software and processes used by geographers and computational scientists. Major overviews are provided for nearly 200 topics: Geoinformatics, Spatial Cognition, and Location-Based Services and more. Shorter entries define specific terms and concepts. The reference will be published as a print volume with abundant black and white art, and simultaneously as an XML online reference with hyperlinked citations, cross-references, four-color art, links to web-based

maps, and other interactive features.
Modelbuilder

Basics of ArcView, ArcEditor, and ArcInfo
A Memoir
Getting to Know ArcGIS

"Getting to Know ArcGIS for Desktop is a workbook that introduces the principles of GIS via hands-on exercises. Readers are shown how to use ArcGIS for Desktop software tools to display and present maps and data, and then query and analyze the data. The third edition has been reorganized and includes new topics such as exploring online resources and raster data and contains new exercises, data, and learning tools. Known for its broad scope, clarity, and reliability, Getting to Know ArcGIS for Desktop is equally well-suited for classroom use, independent study, and as a reference. A data DVD for working through the exercises is included with the book, and access to a 180-day trial of ArcGIS 10.1 for Desktop is provided"--

The Esri ArcGIS Desktop Associate Certification Study Guide is a comprehensive review of the GIS skills and knowledge measured in the ArcGIS Desktop Associate certification exam. This easy-to-use study guide provides the following: Overviews of essential ArcGIS for Desktop tools and workflows to strengthen your skills Step-by-step exercises to reinforce what you've learned Challenge questions to test your knowledge The Esri ArcGIS Desktop Associate Certification Study Guide includes access to a 180-day version of ArcGIS 10.1 for Desktop Advanced software or ArcGIS Desktop 10 (ArcEditor license) software and a DVD containing data for working through the exercises.

"For ArcGIS 10.2 and 10.3"--Front cover.

The authors teach new and existing GIS users how to get started solving problems by visualizing, querying, creating, editing, analyzing, and presenting geospatial data in both 2D and 3D environments using ArcGIS Pro. This book teaches the basic functions and capabilities of the system through practical project workflows and shows how to be productive with the components of the platform. The second edition has been updated to include information relevant for ArcGIS Pro 2.3.--adapted from publisher's description.

The ArcGIS Book

I'm Keith Hernandez

A beginner's guide to creating 2D and 3D maps and editing geospatial data with ArcGIS Pro, 2nd Edition

GIS Tutorial for Python Scripting

Introductory Geographic Information Systems

GIS (geographic information system) is a totally cool technology that has been

called “geography on steroids.” GIS is what lets you see the schools in your neighborhood or tells you where the nearest McDonald’s is. GIS For Dummies tells you all about mapping terminology and digital mapping, how to locate geographic features and analyze patterns such as streets and waterways, and how to generate travel directions, customer location lists, and much more with GIS. Whether you’re in charge of creating GIS applications for your business or you simply love maps, you’ll find GIS For Dummies is packed with information. For example, you can: Learn all the hardware and software necessary to collect, analyze, and manipulate GIS data Explore the difference between 2D and 3D maps, create a map, or manage multiple maps Analyze patterns that appear in maps and interpret the results Measure distance in absolute, comparative, and functional ways Recognize how spatial factors relate to geographic data Discover how GIS is used in business, the military, city planning, emergency services, land management, and more Find out how GIS can help you find out where flooding may occur Determine what your organization needs, do appropriate analyses, and actually plan and design a GIS system You’ll find dozens of applications for GIS queries and analyses, and even learn to create animated GIS output. Whether your goal is to implement a GIS or just have fun, GIS For Dummies will get you there! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Python Scripting for ArcGIS Pro is the definitive, easy-to-follow guide to writing useful Python code with spatial data in ArcGIS Pro, whether you're new to programming or not.

Get the very most out of the ArcGIS for Desktop productsthrough ArcObjects and .NET ArcGIS for Desktop is a powerful suite of software tools forcreating and using maps, compiling, analyzing and sharinggeographic information, using maps and geographic information inapplications, and managing geographic databases. But getting thehang of ArcGIS for Desktop can be a bit tricky, even forexperienced programmers. Core components of ArcGIS platform iscalled ArcObjects. This book first introduce you the whole ArcGISplatform and the opportunities for development using variousprogramming languages. Then it focuses on ArcGIS for Desktopapplications and makes you familiar with ArcObjects from .NET pointof view. Whether you are an ArcGIS user with no background inprogramming or a programmer without experience with the ArcGISplatform, this book arms you with everything you need to get goingwith ArcGIS for Desktop development using .NET?right away. Writtenby a leading expert in geospatial information system design anddevelopment, it provides concise, step-by-step guidance,illustrated with best-practices examples, along with plenty ofready-to-use source code. In no time you?ll progress from .NETprogramming basics to understanding the full suite of ArcGIS toolsand artefacts to customising and building your own commands, toolsand extensions?all the way through application deployment. Among other things, you?ll learn to: Object-Oriented and Interface-based programming in .NET (C#

andVB.NET) Finding relationship between classes and interfaces usingobject model diagrams Querying data Visualizing geographical data using various rendering Creating various kinds of Desktop Add-Ins Performing foreground and background geoprocessing Learn how to improve your productivity with ArcGIS forDesktop and Beginning ArcGIS for Desktop Development Using.NET

Getting to Know ArcGIS ® for Desktop is a workbook that introduces the principles of GIS via hands-on exercises. Readers are shown how to use ArcGIS for Desktop software tools to display and present maps and data, and then query and analyze the data. The third edition has been reorganized and includes new topics such as exploring online resources and raster data and contains new exercises, data, and learning tools. Known for its broad scope, clarity, and reliability, Getting to Know ArcGIS for Desktop is equally well-suited for classroom use, independent study, and as a reference. A data DVD for working through the exercises is included with the book, and access to a 180-day trial of ArcGIS 10.1 for Desktop is provided.

Learning ArcGIS for Desktop

The GIS 20

10 Big Ideas about Applying the Science of where

Mapping with ArcGIS Pro

Workbook for ArcView 9 : Updated for ArcGIS 9.2

The sixth edition of Getting to Know ArcGIS(R) Desktop 10.8, the bestselling guide to learning ArcGIS Desktop, provides a comprehensive introduction to features and tools of ArcGIS Desktop 10.8.x.

Learn the latest version of ArcGIS Pro with the newest edition of this bestselling series. Getting to Know ArcGIS Pro 2.8 introduces the tools and functions of ArcGIS Pro, the powerful desktop GIS application. Geographic information systems (GIS) software is making a huge impact in businesses and organizations with mapping and analytic capabilities. Getting to Know ArcGIS Pro 2.8 uses practical project workflows to teach best practices for readers of all skill levels. Readers will explore data visualizations, build a geodatabase, discover 3D GIS, create maps for web and physical presentations, and more. With over 300 full-color images, Getting to Know ArcGIS Pro 2.8 clarifies complicated processes such as developing a geoprocessing model, using Python to write a script tool, and creating space-time cubes for analysis. Each chapter begins with a prompt describing a real-world scenario in a different industry to help readers understand how ArcGIS Pro can be applied widely to solve problems. At the end of each chapter, a summary and glossary help reinforce the skills learned. This edition has been completely updated for use with ArcGIS Pro 2.8. Other updates include new chapters on ArcGIS Online and geocoding. The Getting to Know series has been teaching readers about GIS for over twenty years. Ideal for students, self-learners, and professionals who want to learn the premier GIS desktop application, Getting to Know ArcGIS Pro 2.8 is a textbook and desk reference designed to show users how they can use ArcGIS Pro successfully on their own.

Getting to Know Web GIS, fourth edition, features how-to's for the latest advances in Esri's entire Web GIS platform, with no previous programming experience required.

From working with map layers to analyzing spatial data, GIS Tutorial for ArcGIS Desktop 10.8 helps users explore GIS concepts, apply ArcGIS software, and instill GIS skills.

GIS Tutorial for ArcGIS Desktop 10. 8

Automate Cartography and Data Analysis Using ArcGIS Python Modules, Jupyter Notebooks, and Pandas

GIS Tutorial for Arcgis Pro 2.6

Python for ArcGIS Pro
Esri ArcGIS Desktop Associate

Readers will understand how to find, evaluate, and analyze data to solve location-based problems. This guide covers practical issues such as copyrights, cloud computing, online data portals, volunteered geographic information, and international data with supplementary exercises.

Learn ArcGIS Pro, the powerful GIS application for creating and working with spatial data on your desktop.

Introduction to GIS Programming and Fundamentals with Python and ArcGIS®

Focus on Geodatabases in ArcGIS Pro

Understanding GIS

Getting to Know ArcGIS for Desktop