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Geodesic in Java

Enhancing the Presence of Geodesy on the Internet

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Contents

- Geodesy and geodesic
- Classical approach in teaching the geodesic
- “How to lie with maps?”
- Java and geodesy: geodesic in interactive 2D and 3D applets
- Conclusion



Geodesy

- Geodesy is the science of determining the shape and size of the Earth.
- Geodesy: measurements \Rightarrow maps
- Geodesy includes photogrammetry, remote sensing, global positioning systems, geodetic astronomy, engineering survey, cadastre, hydrography and cartography.



Geodesic

- ☞ Geodesic is the shortest path that connect two points on a surface.
 - plane \Rightarrow line
 - sphere \Rightarrow great circle
 - general surface \Rightarrow general geodesic
- ☞ A widely popular concept bearing the name of geodesy.



Classical approach

☞ The figure of the Earth is the ellipsoid of revolution.

☞ The formula of the geodesic:

$$r \sin\alpha = \text{const.}$$

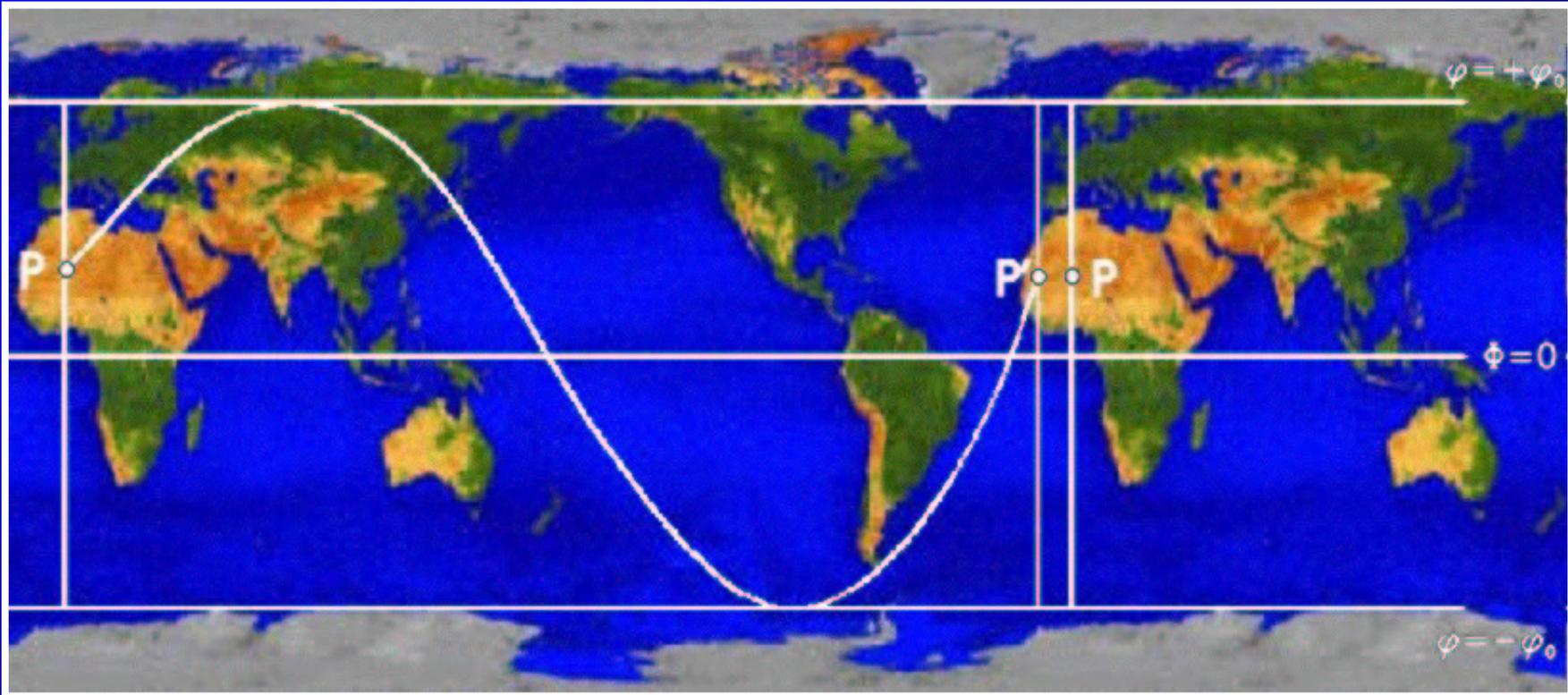
where r - radius of the parallel
 α - azimuth

☞ Equator ($r=R$, $\alpha=90^\circ$ or 270°) and meridians ($\alpha=0^\circ$ or 180°) are geodesics.

☞ General case: a complex curve



“How to lie with maps”



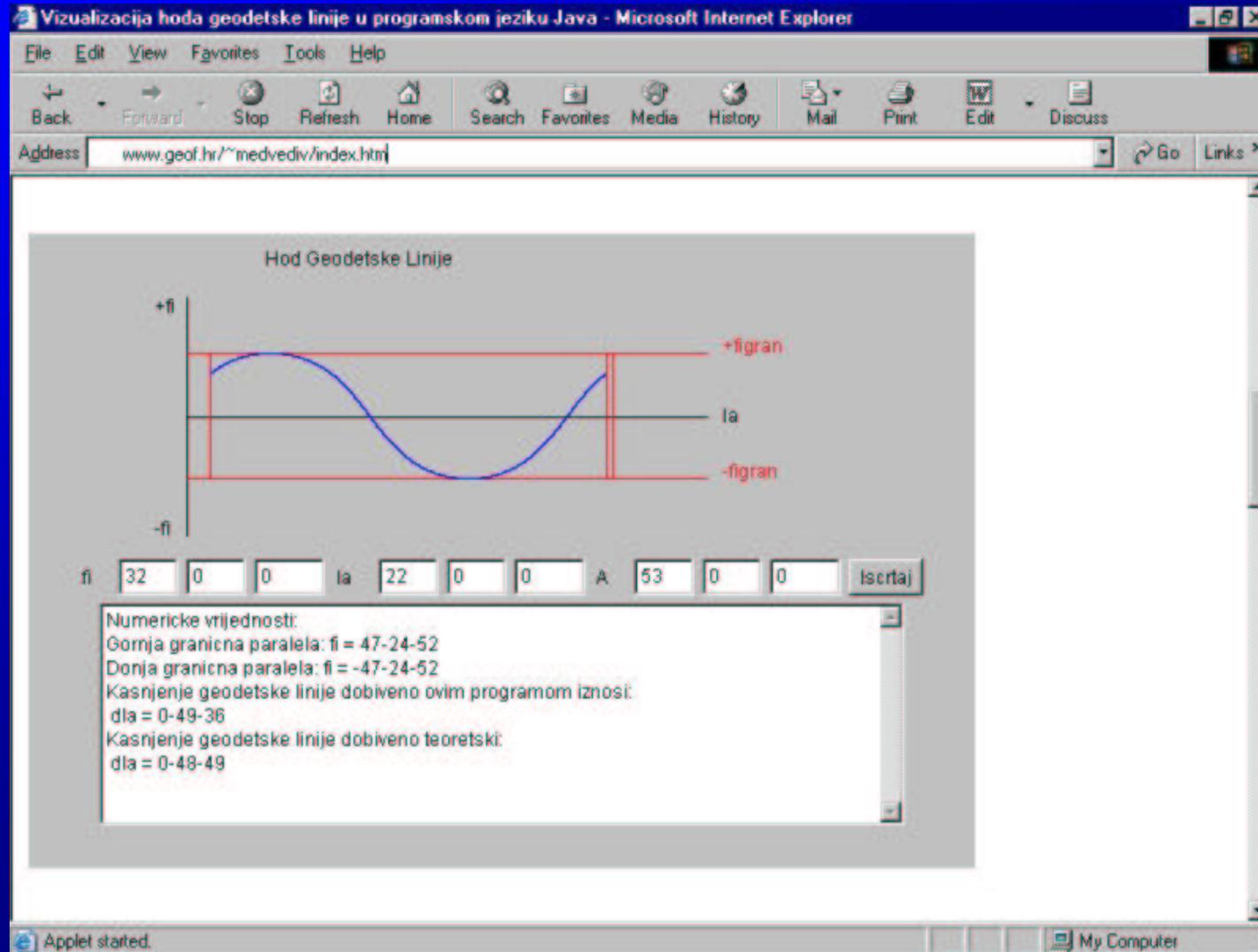
👉 85% of graduate students answered that the geodesic on the globe has approximately sinusoidal form!

Java and geodesy

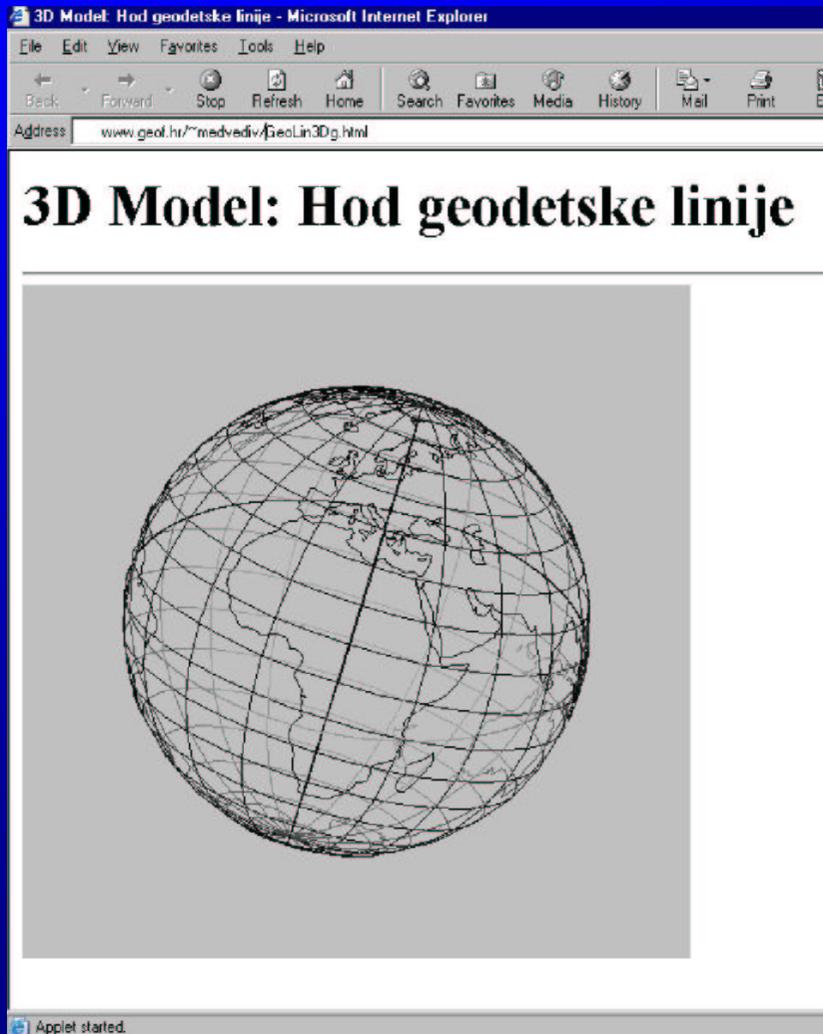
- Programming in geodesy: usually procedural translation of formulae (FORTRAN, BASIC)
- Java course: a single seminar in 9th semester (experimentally)
- Benefits: object-oriented, platform independent, Internet enabled language with GUI
- Feasible!



Geodesic in Java: 2D



Geodesic in Java: interactive 3D



- advanced concepts of Java
- 3D model is movable
- no more doubts about the approximate shape of the geodesic for the students after looking at the applet

Conclusion

- Advanced 3D concepts implemented as 3D applets help in clearing the illusions caused by classical maps, especially as global features are explored.
- Presentation in the Internet is a powerful tool of communication with current, former and future students of geodesy.
- Side-effect: learning an object-oriented, platform independent, Internet enabled programming language is useful for future managers of spatial information.

