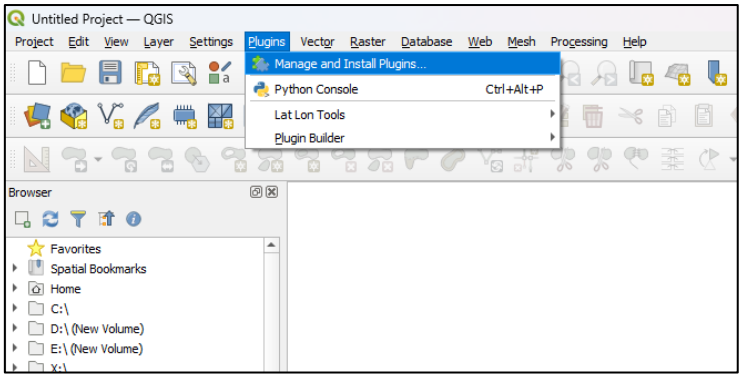
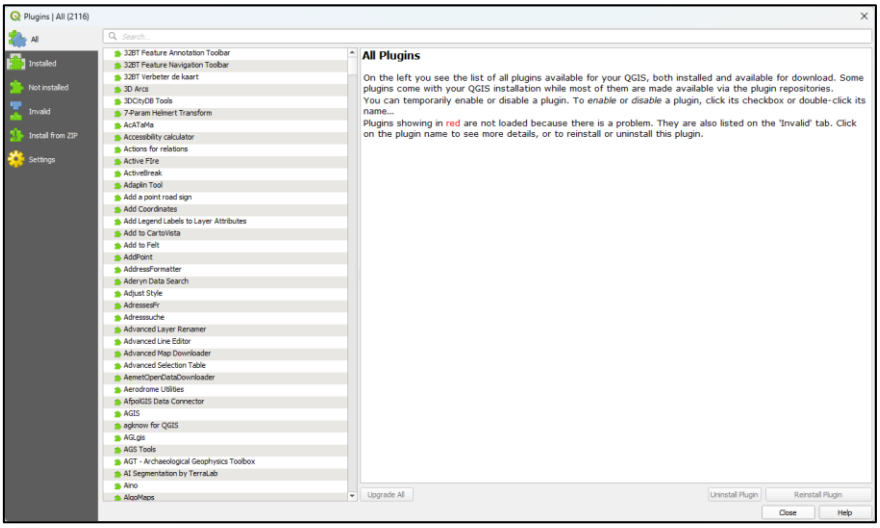
QGIS Plugins Installation

Plugins in QGIS extend the functionality of the software by adding new tools and features. They are developed by the QGIS community and can be installed directly from the QGIS Plugin Repository.

Step 1: Open the Plugin Manager

1. On the **top menu bar**, click **Plugins**.
2. From the dropdown menu, select **Manage and Install Plugins…**
3. This will open the **Plugin Manager** window.

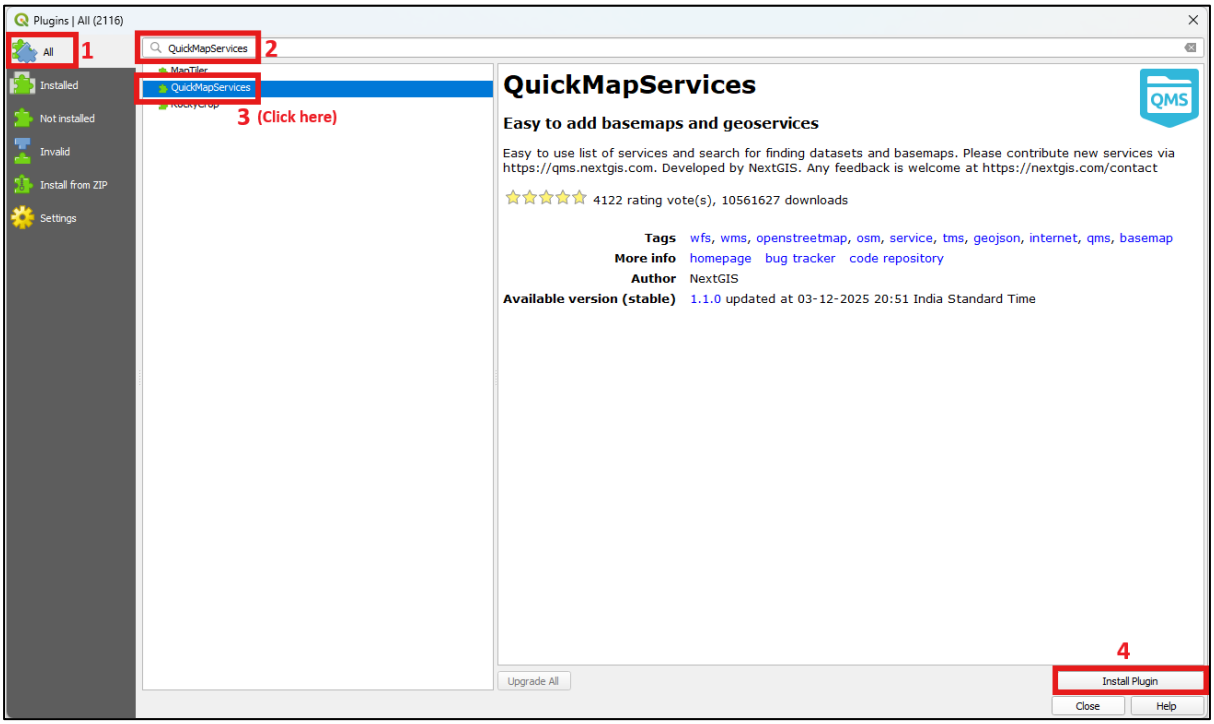




Step 2: Search for a Plugin

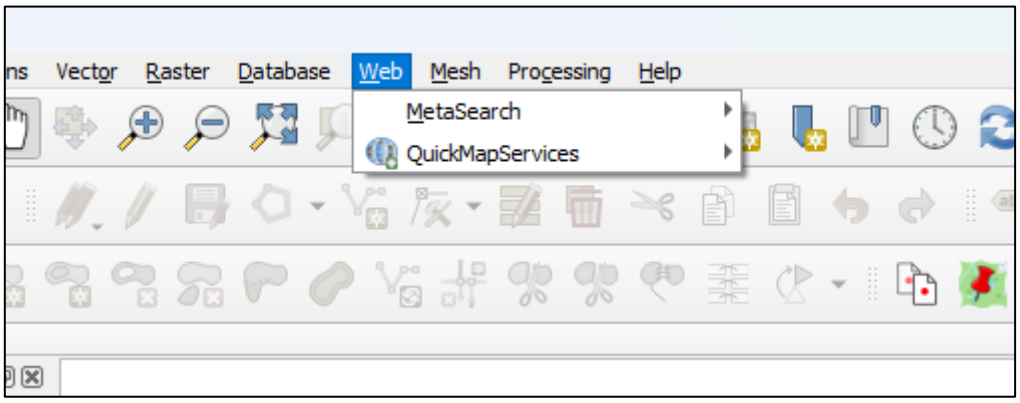
1. In the Plugin Manager window, select the **All** tab in left panel.
2. Use the **Search bar** to type the name of the plugin you want to install.
3. Click Install

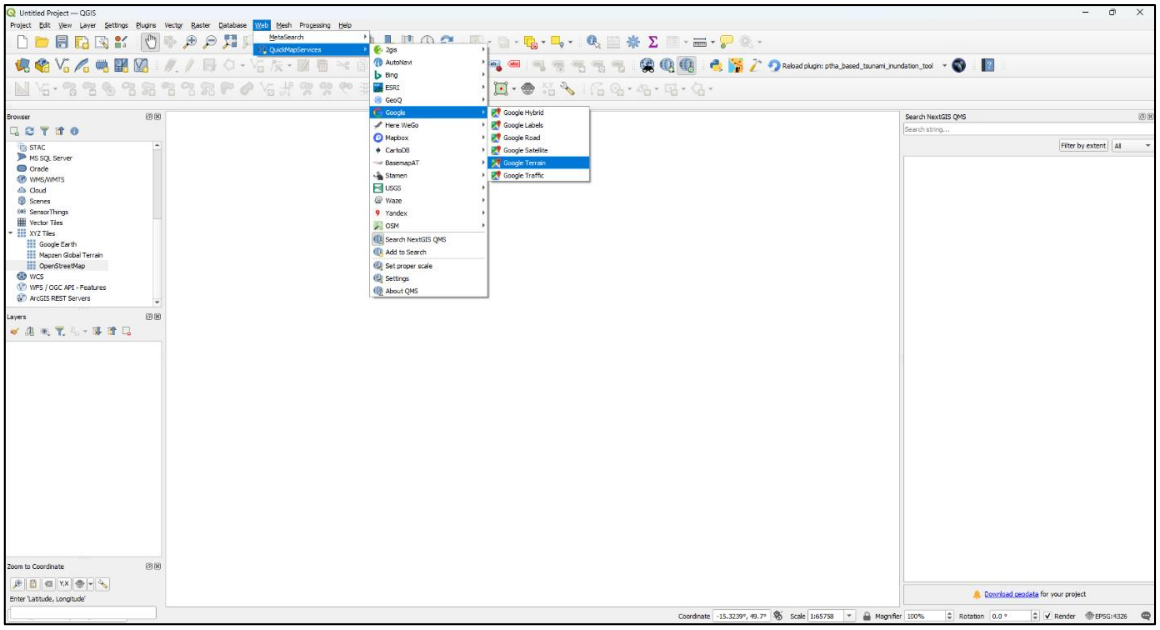
Installing QuickMapServices Plugin



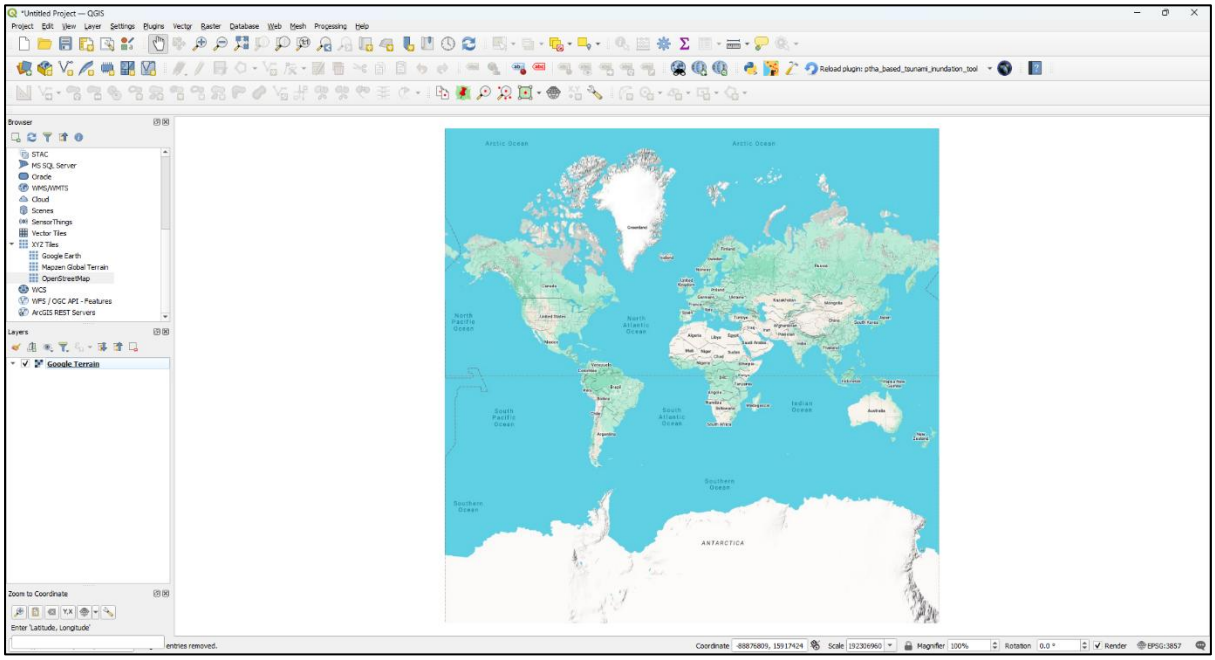
Add Basemap to Layer Panel

1. Click on **Web**
2. Click on **QuickMapServices**

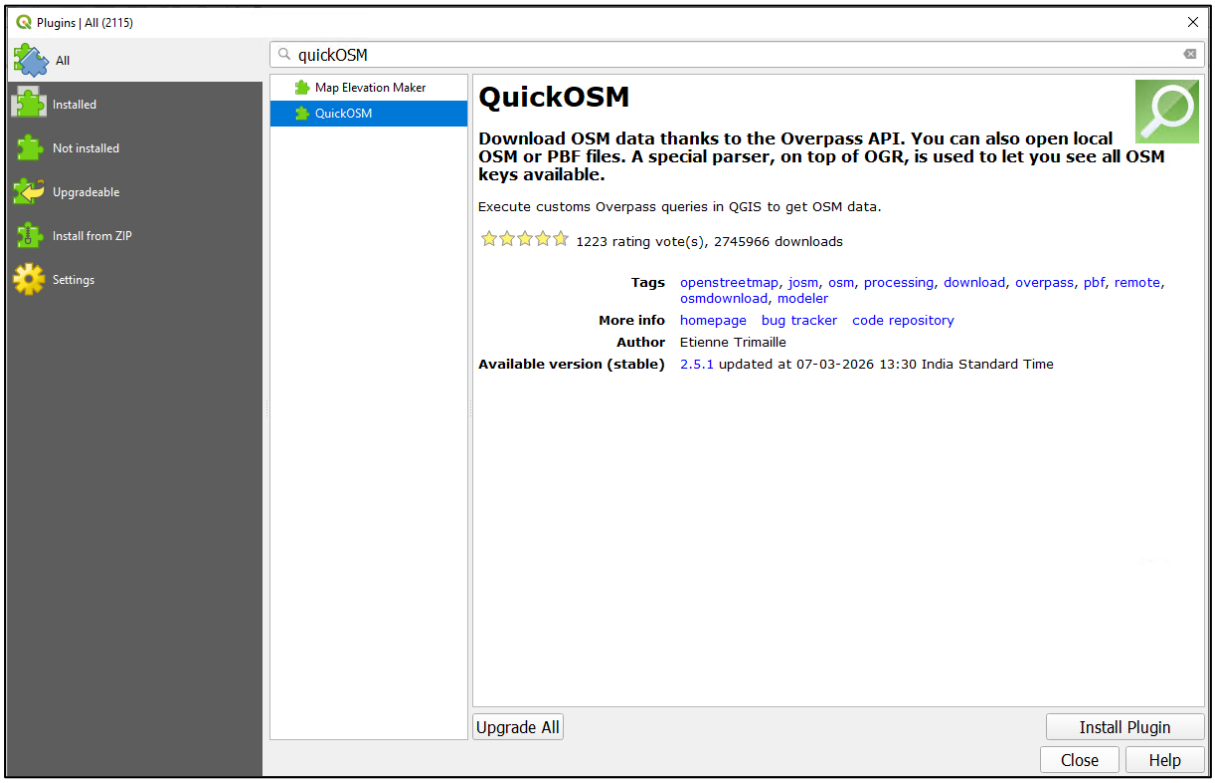




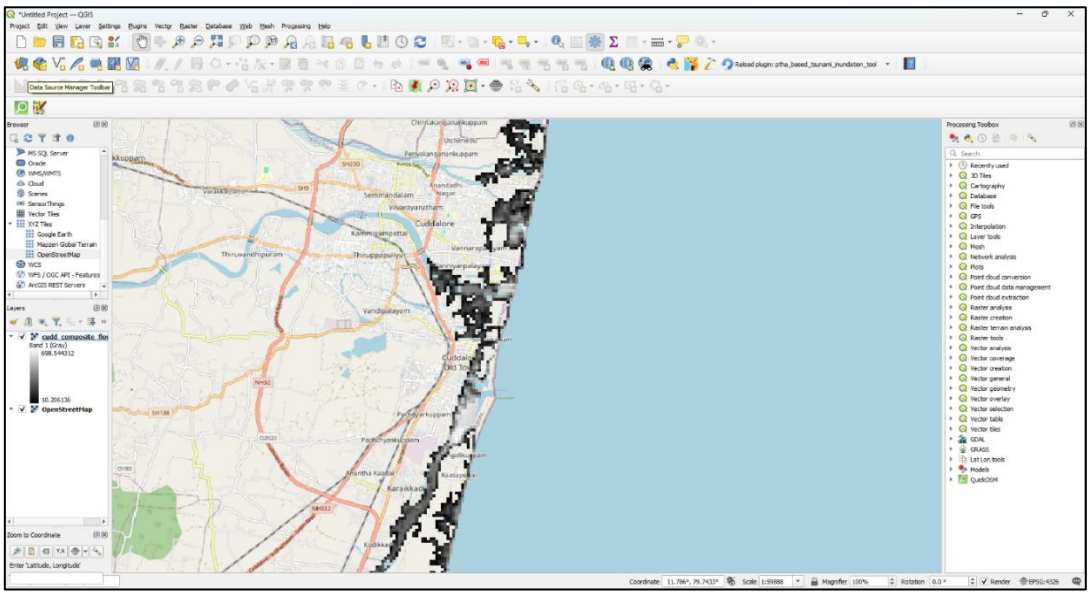
3. Choose the Basemap you want to add into Layers
4. Click on Basemap and it will be added in Layer panel



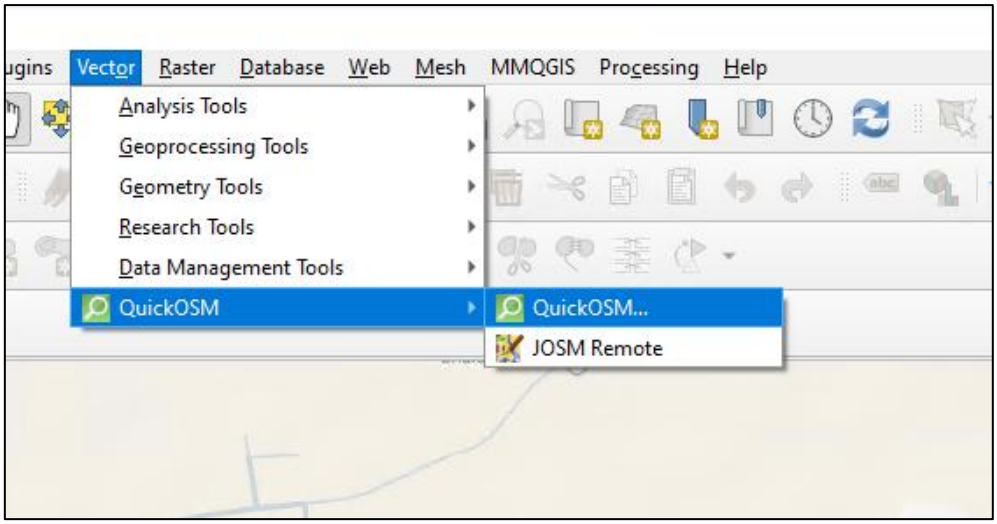
QuickOSM plugin



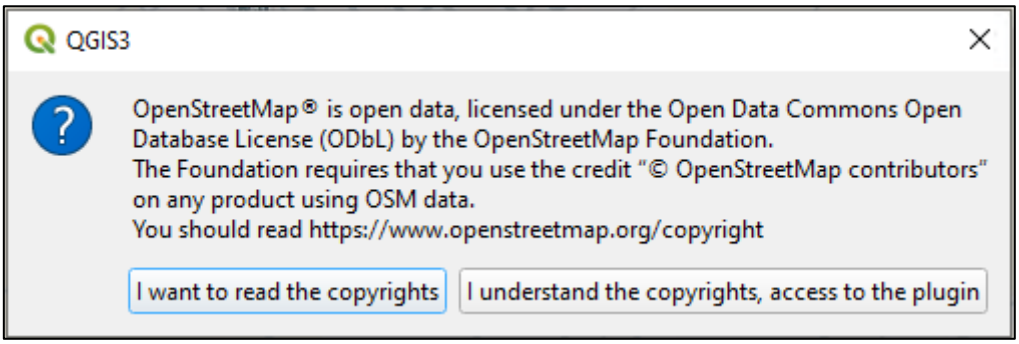
1. Search QuickOSM in searchbar
2. Zoom to your area of interest



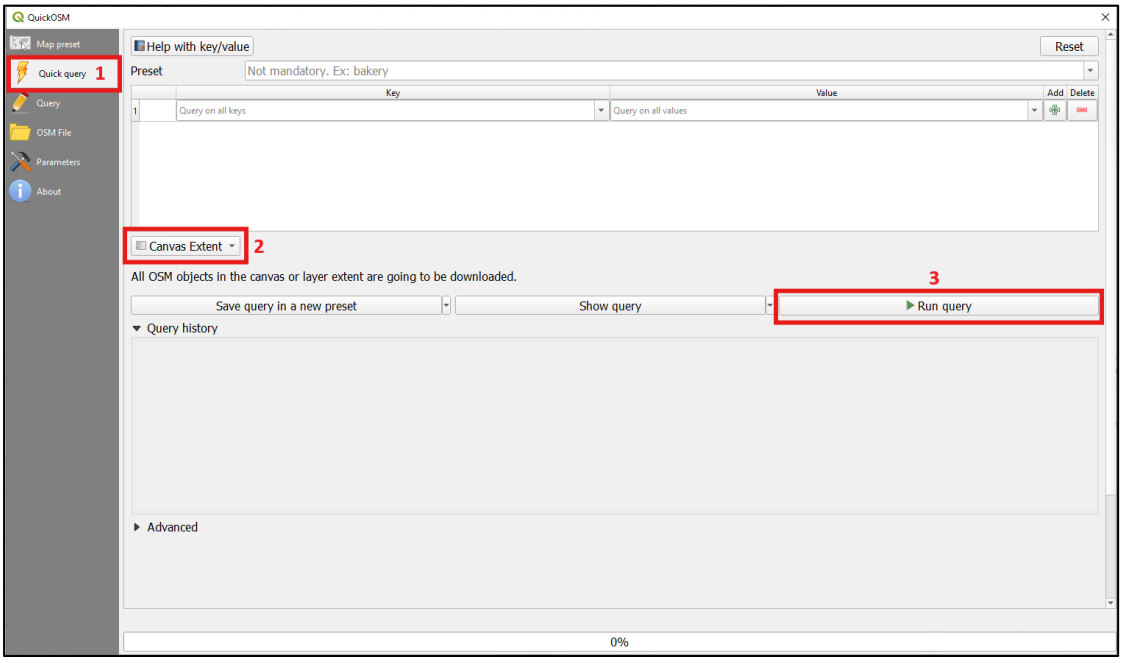
3. Go to **Vector** and click **QuickOSM** and open **QuickOSM**



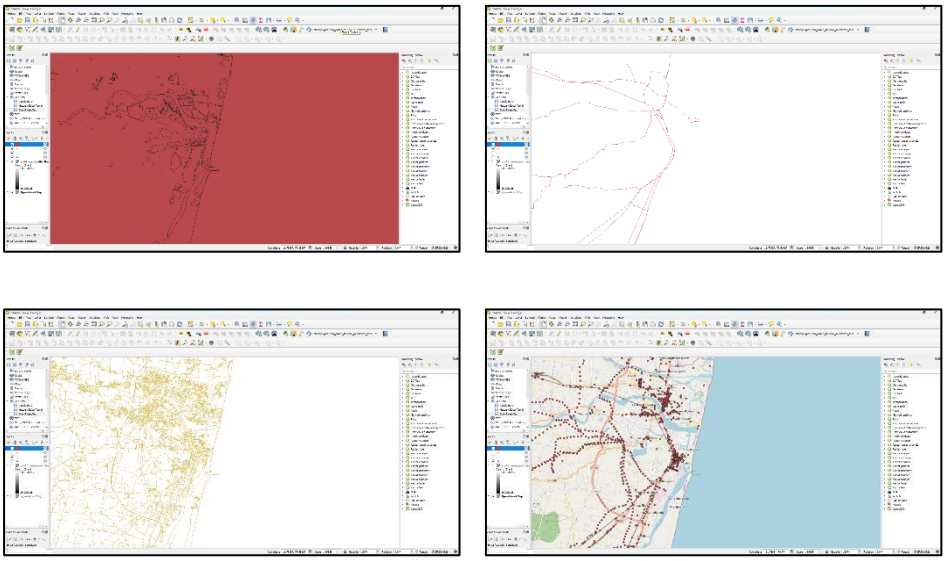
4. Read OSM copyrights and click on **I understand copyrights, access to the plugin**



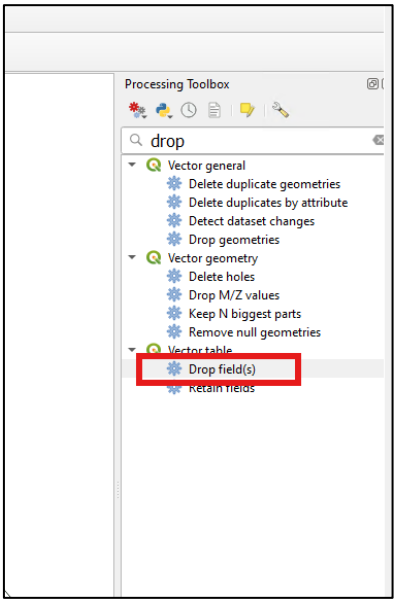
5. Click on Quickquery section on left panel.
6. Select Canvas Extent as bounding box within OSM data will get downloaded.
7. Run Query.



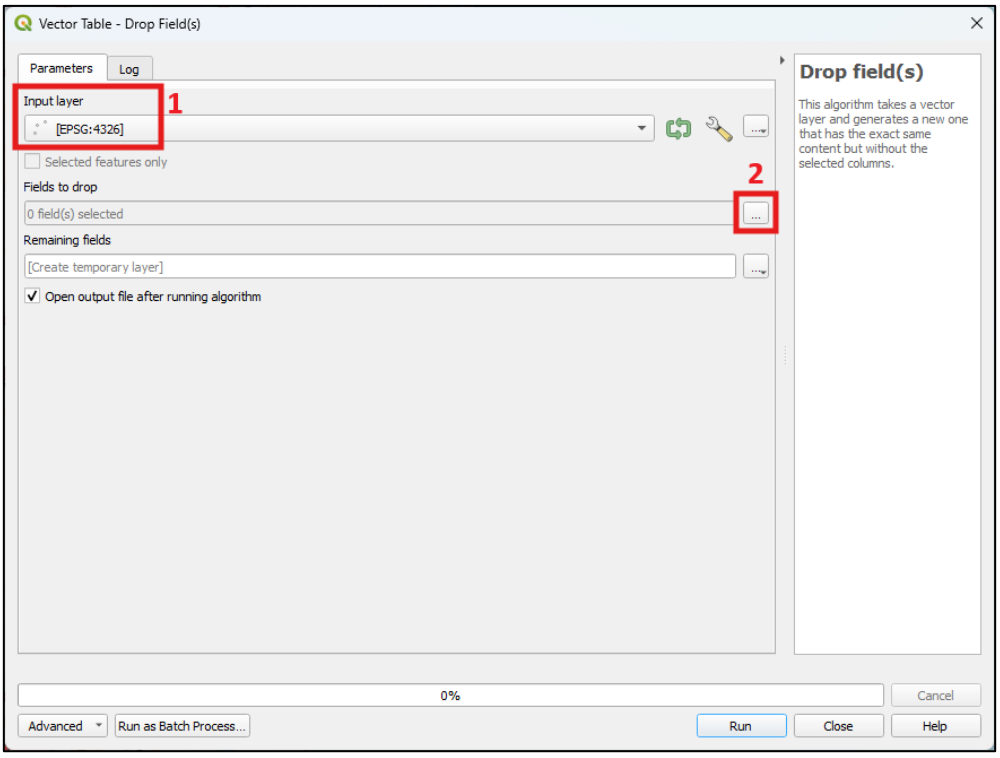
8. After successfully completing, All the amenity features available in the OSM database are downloaded and loaded in the viewer as shown below.

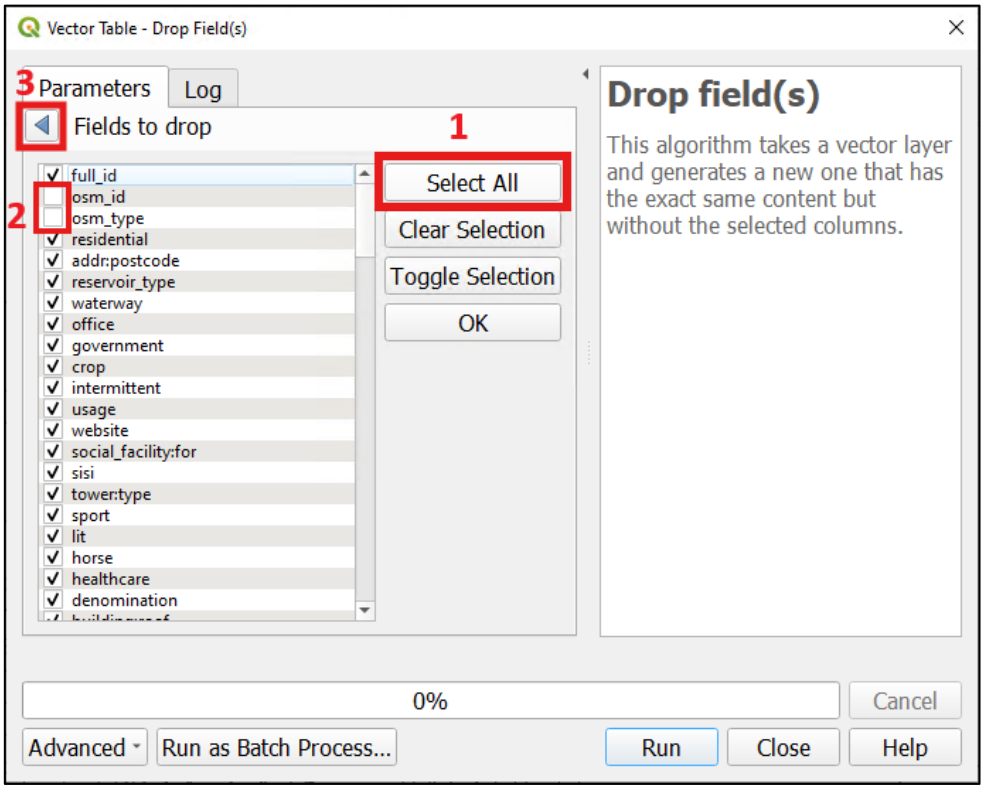


9. OSM database polygons (top right), major roods (top right), minor roads and streets (bottom left) and important locations comprise amenity, locations etc (bottom right).
10. There are several fields available in the attribute table of the OSM data you keep the following fields in the each OSM Layers
    - Polygons (layer 1): osm_id, osm_type, Name, admin level
    - Major Roads (layer 2): id, Name
    - Minor Roads (layer 3): osm_id, osm_type, boundary and natural
    - Points (layer 4): Name, OSM_ID, OSM_Type and amenity
11. Cleaning of OSM layers by searching drop fields in processing toolbox



12. The following dialog appears on your screen select the top input layer, click on fields to drop select all fields and uncheck the fields mentioned above for the polygon layer.

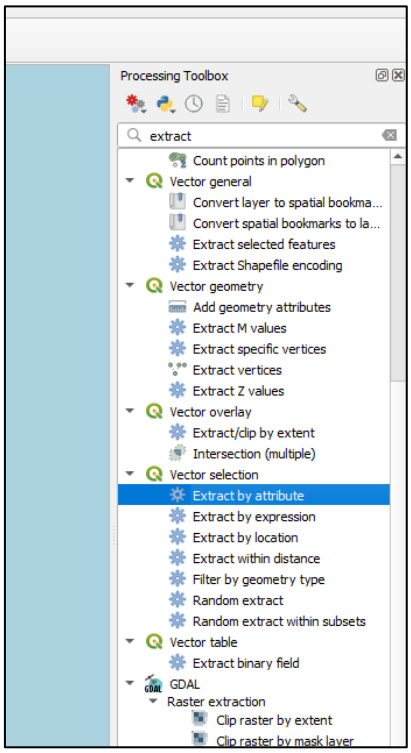




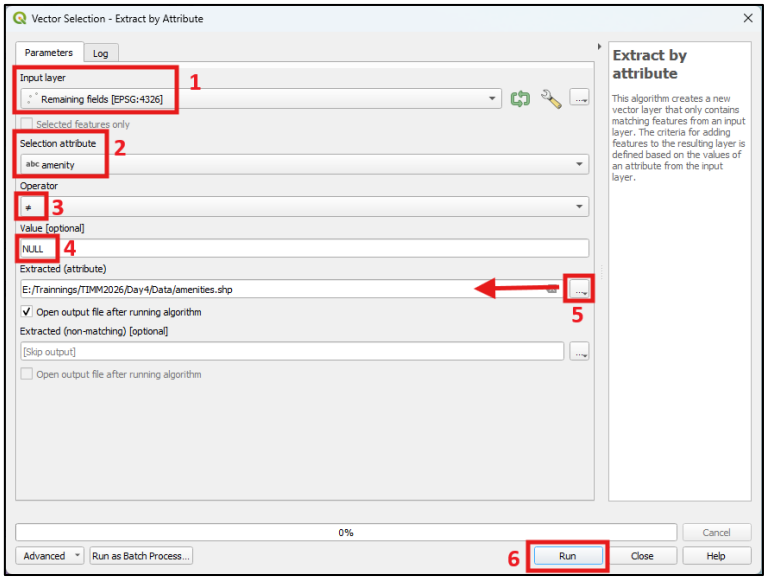
13. Repeat the same exercise for dropping the fields of major roads (layer 2), minor roads (layer3) and points (layer4) and save them as major_roads.shp, minor_roads.shp and

points.shp respectively. Remove the original layers downloaded from OSM from the layer as they have no names.

14. Selecting the OSM features pertaining to the current mapping area. There are some attributes which are not required to the current exercise from each of these layers must be deleted and saved into different layers. Search and open **Extract by attribute**.



15. Give input feature as points.shp select attribute “amenity” and operator ≠ and value NULL. Give output extracted file name as amenities and run.



The output points contain all the amenities within canvas extents.