

INTERACTIVE CONSTRUCTION OF CONTIGUOUS CARTOGRAMS

by

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ABSTRACT

A cartographer working with an interactive graphics terminal can control the design of a cartogram without having to perform the tedious area calculations or the trial and error drafting. In the environment described the computer algorithm presents suggested drawings which can be modified almost instantaneously by simple graphical intervention. This cycle is repeated as often as necessary until the design is complete, at which time the finished map is routed to a hard copy device.