

Table of Contents

	<i>Page</i>
Preface	ii
1. Introduction	1
2. How To Use The ArcGIS 10.2 Software User Interface	4
3. Exercise One: Creating A Map Template For A Project	6
4. Exercise Two: Making And Using A Style File To Create A Custom Legend For A Data Layer	24
5. Exercise Three: Creating A Map With An Insert To Show Its Location In The World	35
6. Exercise Four: Creating A Multi-Part Map For Showing The Distributions Of Multiple Species At Once	50
7. Exercise Five: Creating A Map With An Accompanying Graph Showing Additional Information	73