



Section : 13. Programming

Module : 13.2. QGIS Python Plugin Creation

Creating a QGIS plugin in Python

“In this module you will create a simple QGIS plugin from scratch.”

If you understand a little python and the basic structure of a QGIS plugin, creating your own plugin is relatively straightforward. The QGIS documentation guide provides a detailed overview of this process, which is the basis for this lesson. Here are the three essential resources for getting up to speed with writing a plugin in QGIS:

1. [Plugin Writing Guide](#)
2. [QGIS Python API Documentation](#)
3. [The QGIS Python Cookbook](#)

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Warning

Despite our constant efforts, information beyond this line may not be updated for QGIS 3. Refer to <https://qgis.org/pyqgis/master> for the python API documentation or, give a hand to update the chapters you know about. Thanks.

- Layer Details
- Renderer
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- Query Values

The code snippets on this page needs the following imports if you're outside the pyqgis console:

```
from qgis.core import (  
    QgsRasterLayer,  
    QgsColorRampShader,  
    QgsSingleBandPseudoColorRenderer  
)
```

You try:

Goal: Create a simple 'hello world' plugin in QGIS