Ordinal Scales (IDVW, Ch. 9)

Ordinal scales

```
var ordscale = d3.scaleBand()
    .domain(["cold", "warm", "hot"])
    .range([0, 600]);
> ordscale("cold");
0
> ordscale("warm");
200
> ordscale("hot");
                             200
                                            600
                                     400
400
```

d3.range() .length

```
var ordscale = d3.scaleBand()
    .domain([0, 1, 2, 3, 4])
    .range([0, 600]);

d3.range(5) returns [0, 1, 2, 3, 4]
    .domain(d3.range(dataset.length))
```

Ordinal scales

```
var xScale = d3.scaleBand()
    .domain(d3.range(dataset.length))
    .range([0, 580])
    .paddingInner([.1]);
 xScale(0) xScale(1) xScale(2)
                           400
               200
                                      580
> xScale.bandwidth();
  180
```

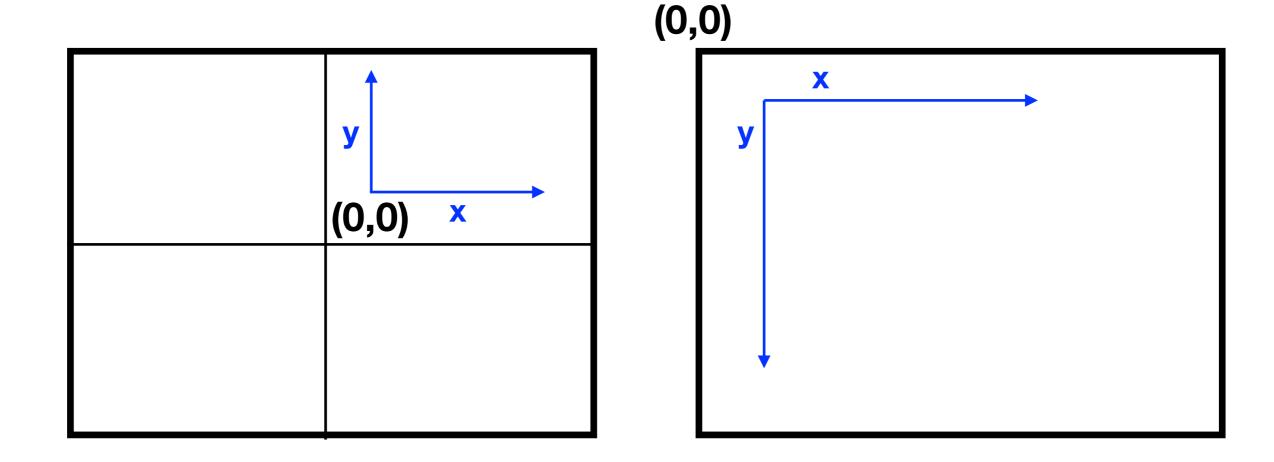
EDAV5_4_scaleBand.html

ordinal scale for x-axis

Linear Scales (IDVW, Ch. 6)

Cartesian Coordinates

SVG



X

Dealing with negative values

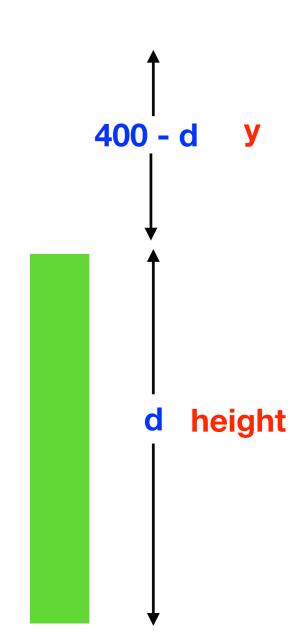
```
d3.scaleLinear()
.domain([-100, 100])
.range([0, 500])
```

y

so far...

.attr("y",
$$d \Rightarrow 400 - d$$
)

- 1. the data (d) is the bar height
- 2. y is the gap on top
- 3. y + bar height = svg height
- 4. conceptual leap: y starts at the top



Scales (one approach)

```
var yScale = d3.scaleLinear()
             .domain([0, datamax])
             .range([0, svgheight]);
range
     | .attr("y", d => h - yScale(d));
        .attr("height", d => yScale(d));
svg height
```

Scales (approach generally used with axes)

svg height

```
var yScale = d3.scaleLinear()
            .domain([0, datamax])
            .range([svgheight, 0]);
range
    |
y .attr("y", d => yScale(d));
       .attr("height", d => h - yScale(d));
```

EDAV5_5_scaleLinear.html

linear scale for y-axis