



# Angular + D3

[https://github.com/lithiumtech/angular\\_and\\_d3](https://github.com/lithiumtech/angular_and_d3)

# Data Visualization

—— [ Sure, big data, but then what?

# Edward Tufte

- [ Luminary of data visualization
- [ Excellent lectures
- [ Four fantastic books on data visualization
- [ Emphasis on data density, respect for the viewer, removing clutter and visual noise
- [ Great for UI and UX as well

# About D3

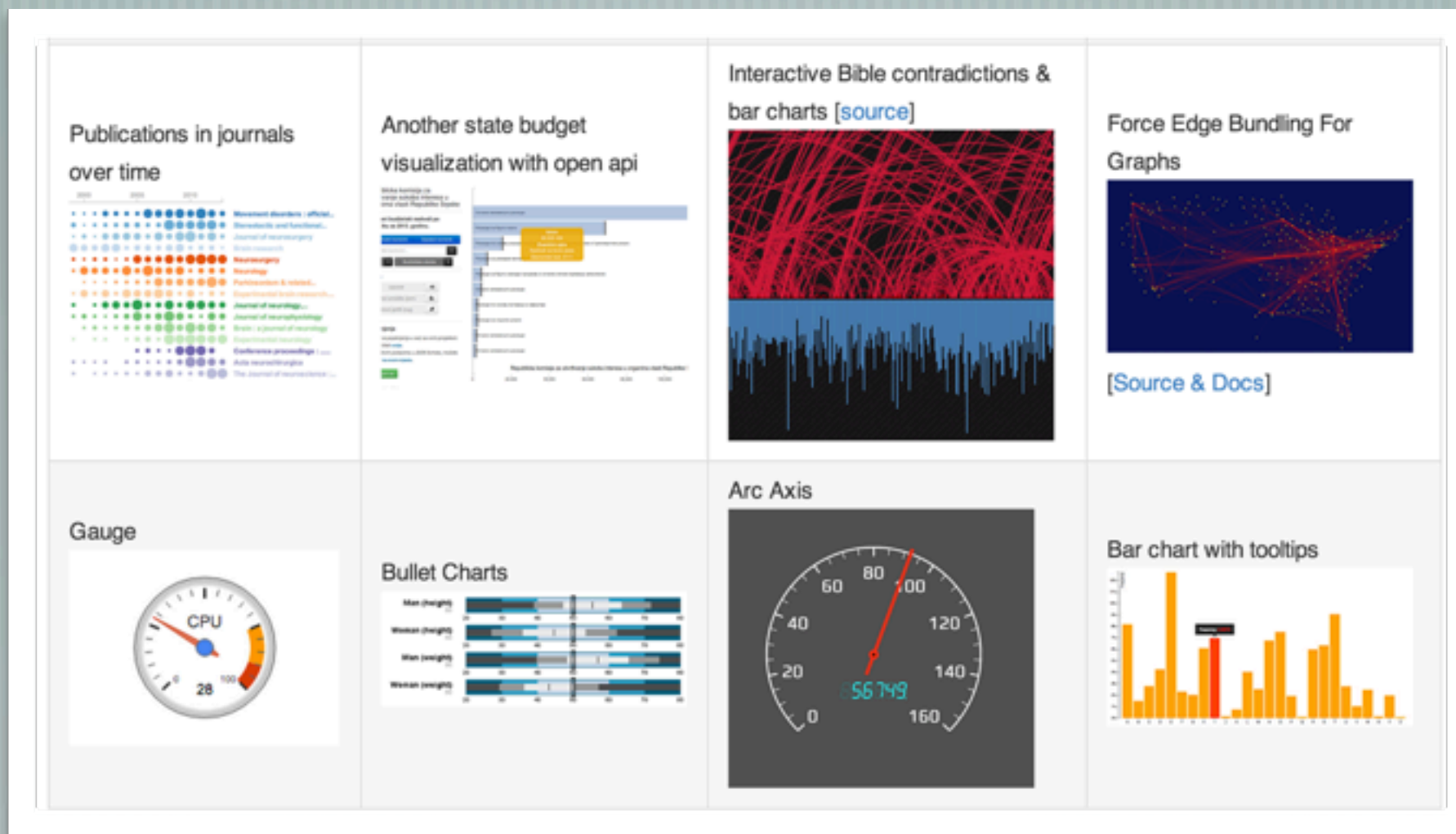
- [ Stands for Data Driven Documents
- [ Library for building dynamic visualizations in JS
- [ Written by Mike Bostock
- [ Powers the cool NY Times visualizations
- [ Primarily uses Scalable Vector Graphics (SVG)

# Playing Together

- [ 1. The vanilla D3 gauge visualization
- [ 2. Setting up angular
- [ 3. Building the directive
- [ 4. Make it dynamic with jQuery
- [ 5. Connecting to the D3 object
- [ 6. Handling click events

# Code Time!

Bring on the code!



# Playing Together - Part 1

- [ 1. The vanilla D3 gauge visualization
- [ 2. Setting up angular
- [ 3. Building the directive

**Jeff Goldblum** says:

*“Oh yeah, ooh, ah, that's how it always starts, but then later there's running, then screaming.”*



```
d3.selectAll("p")  
  .data([4, 8, 15, 16, 23, 42])  
  .style("font-size", function(d) { return d + "px"; });
```

# The Battle

```
<p ng-repeat="size in sizes" style="font-size:{{size}}" />
```

# Playing Together

— [ 4. Make it dynamic with jQuery

— [ 5. Connecting to the D3 object

— [ 6. Handling click events

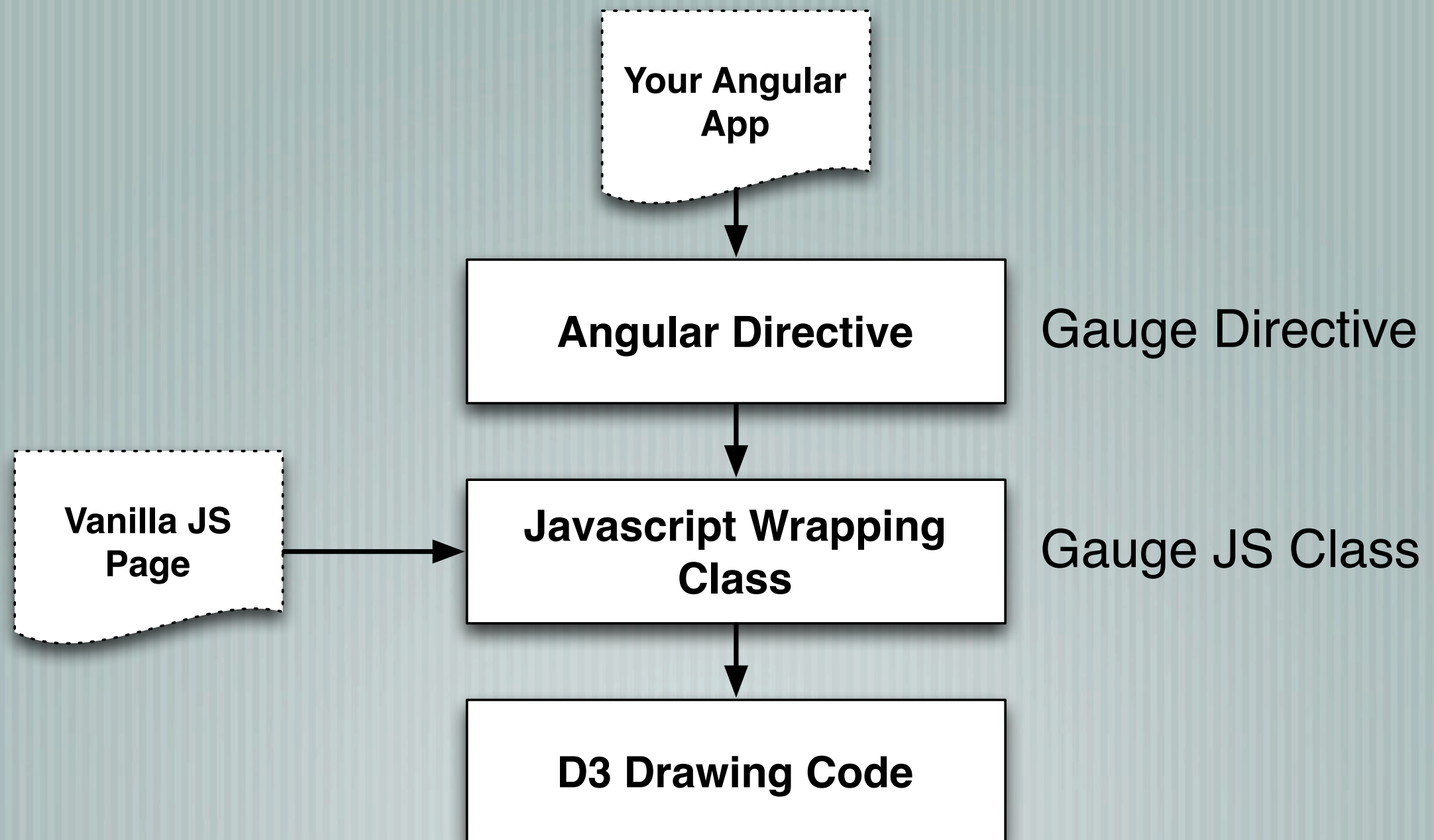
# Two Critical Pieces

- [ Independent scope for each directive
- [ Getting the element and sending it to D3

# Gotchas

- [ D3 code not always structured as Javascript classes
- [ D3 code can be pretty complex
- [ Use click handlers to send back events
- [ Click handlers will need to call `$scope.$digest`

# Maintainable D3



# Hexbin

# D3 Resources

— [ D3.chart

— [ nvd3 & angularjs-nvd3-directives (requires unique IDs)

— [ dangle.js

— [ angular-d3-directives (dependency injected D3)

— [ angular-treemap on lithiumtech

# Polymer



# Q&A