Carlos` Challenge

Concept : The application aims to generate graphics by inserting object-like lines in a terminal at the top of the screen and by pressing a button at the bottom of the screen **.**

Action:

Input : When writing on the terminal (InputArea) the CodeMirror component of the library of the same name, the onChange function adds the text editor object in a variable in the index.js file of the src folder via context and is stored.

HandleClick: Function triggered from a button located at the bottom of the screen where, with the object stored in the previous phase, calls the getValue () property where it takes the text value (string) in which it is treated and becomes an array of objects in which the values go through a switch analyzing the type property of each object of the array previously established, being at the start defining the group, select and starting the interval, after the span that defines the period of time to be analyzed the date that defines the group values and the stop that transforms the data into the format to be interpreted by the Highcharts library and thus generate the graph.

Chart: The graph receives from the variable chartData the name and values of each line that will be present in it**.**