D3.js Basics

It is built on top of several common web standards;

* **HTML** - language for web pages structure.
* **CSS** – language for styling HTML pages.
* The **DOM** – an interactive object graph from the tag hierarchy created by the browser. The standard DOM API is verbose, D3 provides syntactic sugar borrowed from CSS notation.
* **SVG** – an XML format used for drawing. It has a lot of same terms as the DOM – elements with parents and children, can respond to same mouse/touch events.

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Auto fill numbers in excel- double left click the fill handle will automatically copy down.

D3.js Scales

D3 scales are functions that map from data space to screen space. A function receives an input value in a predefined input range (i.e. domain) and returns an output value in a predefined output range (i.e. range)

* d3.scaleLinear(domain, range) – constructs a new linear scale with the specified domain and range
* d3.scaleTime(domain, range) – constructs a new time scale with the specified domain and range
* d3.scaleUtc(domain, range) – constructs a new linear scale with the specified domain and range but works with Coordinated Universal Time instead of local time.

𝐃3 𝐚𝐜𝐜𝐞𝐬𝐬𝐨𝐫 𝐟𝐮𝐧𝐜𝐭𝐢𝐨𝐧𝐬  
They are functions used to access some (specific) piece of data.  
D3 is designed to be 𝐟𝐥𝐞𝐱𝐢𝐛𝐥𝐞, it doesn't require you to provide data in a specified format. Instead, you tell D3 how to work with your data using accessor functions.  
In D3 selections, the accessor receives three arguments. The first is the data bound to the current element, the second is the (zero-based) index of the current element and the third is an array of all elements in the selection. Just like 𝐡𝐢𝐠𝐡𝐞𝐫-𝐨𝐫𝐝𝐞𝐫 𝐟𝐮𝐧𝐜𝐭𝐢𝐨𝐧𝐬 such as map()!  
The 𝐜𝐥𝐨𝐬𝐮𝐫𝐞 characteristic of functions make the accessor functions quite useful.