

D3.js

In this exercise we will look at the D3.js JavaScript library

Exercises

1. Create a blank HTML file with a CSS section and a JavaScript section.

```
<!DOCTYPE html>
<html>
  <head>
    <title>D3.js Demo</title>
    <meta charset="UTF-8">
    <style type="text/css"></style>
  </head>
  <body>
    <script type="text/javascript"></script>
  </body>
</html>
```

2. Download and include the d3.js and jQuery JavaScript libraries.

```
<script src="https://code.jquery.com/jquery-3.1.0.min.js"></script>
<script src="https://d3js.org/d3.v4.min.js"></script>
```

3. Using the lecture slides as reference: download the JSON GBP/EUR file using Ajax from the server discussed in Monday's lecture. Verify that the file has downloaded correctly by performing a `console.log()` of the JSON data.
4. Create a function called `plotCurrencyData()` that will execute once the JSON has completed downloading.
5. In `plotCurrencyData()`:
 - 5.1. Setup the SVG size and margins
 - 5.2. Next, create x and y scales for GBP/EUR value (y-axis) and time (x-axis) - Modify `d3.timeParse` to achieve this (Consult API)
 - 5.3. Create axis (x and y) and line (`d3.line()`) objects - specify number of ticks in the axis
 - 5.4. Append an SVG element to the webpage
 - 5.5. Next, add axes and the line object to the SVG element (within a group `<g>`) - Draw x-axis on bottom and y-axis on left

5.6. Add labels for axes, increase default font sizes and add a chart label (Consult API for this)

Advanced exercises

1. Use D3 to add zoom functionality (only to the x-axis)

Notes

- [D3.js website](#).