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工具/準備事項



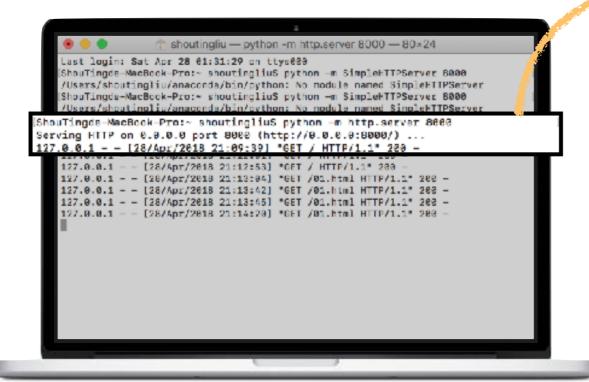
Sublime Text

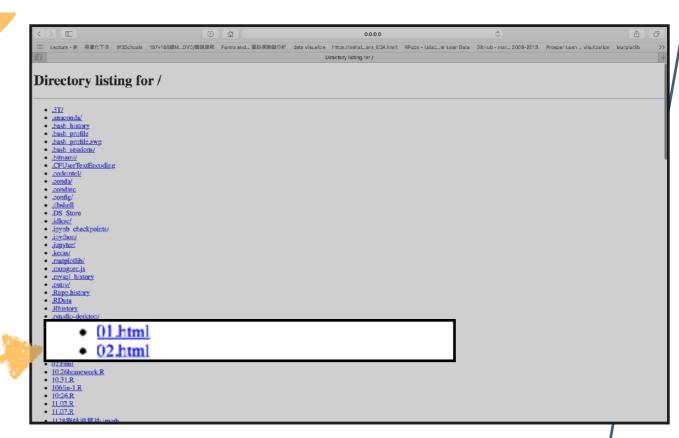


Google Chrome

另一種方法

python -m http.server 8000





回顧

Scales

select()傳回所選元素

attr() 設定屬性

```
d3.select('body')
var svg = d3.select('body').append('svg');
svg.attr({"width":500,"height":500})
// appending data
   data_values = [10,20,30,40,50,5,2,12,70,26]
// create rectangles
var bars = svg.selectAll("rect")
.data(data_values)
.enter()
.append("rect")
.attr("width","25px")
.attr("height", function(d { return d; });
```

data()綁定資料到元素上

enter()沒有足夠的元素時增加元素

append()

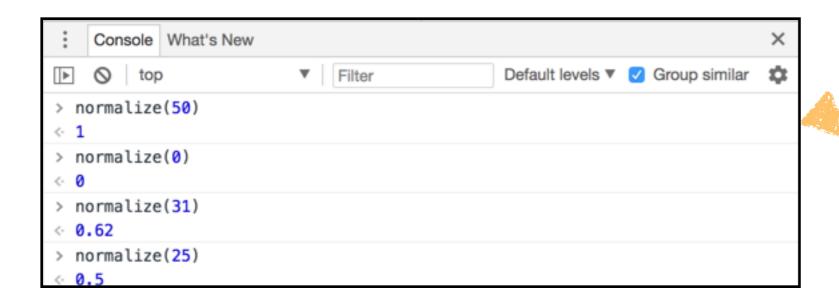
新增元素

進階概念

Scales

創一個線性標度 domain()設定輸入範圍 range()設定輸出範圍

```
// Create a linear scale
var normalize = d3.scale.linear().domain([0,50]).range([0,1]
);
```



進階概念

Axis

```
//create an svg element
var svgElement = d3.select("body")
.append("svg")
                                                             創建一個svg的軸線再套用尺度
.attr({"width" : 500, "height" : 500});
//create a linear scale to map data to pixels, domain is [
0,50] and range is [10,400]
var xScale = d3.scale.linear().domain([0,50]).range([10,400]
//create a axis based on the scale
var xAxis = d3.svg.axis().scale(xScale)
.ticks(5) //limit number of ticks to 5
.orient("bottom"); //horizontal axis with labels to the
bottom
//create a new group to hold the axis
var x = svgElement.append("g")
                                                                     20
                                                                               30
                                                           10
                                                                                         40
                                                                                                    50
.call(xAxis);
```

```
<style type="text/css">
    path{
stroke: steelblue;
fill: none;
stroke-width: 2;
}
</style>

DACSS的樣式

O 10 20 30 40 50

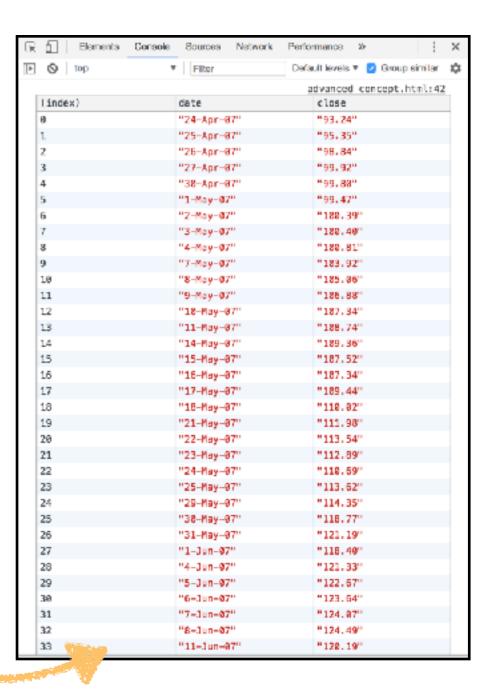
DACSS的樣式
```

進階概念

Loading External Data

載入資料 如果錯誤就在console的地方print error 反之則print data

```
d3.tsv("http://simplysanad.com/d3js/data.tsv", function(
          error, data){
   if(error)
   // If error, print the error message in the console
   console.log(error);
   else
   // Print the data as a table in the console
   console.table(data);
});
```



小試身手

Bar Chart

1.先建好一個基本架構

```
<!DOCTYPE html>
<html>
<head>

<meta charset="utf-8"> <!-- 可以顯示中文 -->
<title>好好玩的barchart</title> <!-- 網頁標題 -->
<script src="http://d3js.org/d3.v3.min.js"></script>
</head>

<body>
<script type="text/javascript">

</script>
</body>
</html>
```

2.建一個data array

```
var data_values = [5,10,30,8,45,24,16,55,60,45,32,18,11,
3];
```

3.創一個寬500px高500px的svg

```
var svg = d3.select("body").append("svg").attr({"width":
500,"height":500});//建一個svg的空間,設定長寬
```

小試身手

Bar Chart

4.定義bars、max、min

5.增加bars屬性

```
bars.attr("x", function(d,i){ return i*30; });
bars.attr("y", function(d){ return 500-d*5; });
bars.attr("fill", "steelblue");
bars.filter(function(d){ return d==max; }).attr("fill", "green");
bars.filter(function(d){ return d==min; }).attr("fill", "red");
```

小試身手

Bar Chart

→ C O localhost:8000/barchart.html ■ 應用程式 【 1) Facebook fn 東吳大學Moodle数… Note: The Property of the Pro

跑出來的結果

Line Chart

```
//Set margins and sizes
var margin = {
top: 20,
bottom: 50,
right: 30,
left: 50
};

var width = 700 - margin.left - margin.right;
var height = 500 - margin.top - margin.bottom;
```

設邊際 再定義長寬

parse是轉換為原本的時間格式

```
ex:12/01/2014
->Mon Dec 01 2014 00:00:00 GMT+0800
```

```
//Create date parser(把原本的數值轉成格式化)

var ParseDate = d3.time.format("%d-%b-%y").parse;

//Create x and y scale(尺度) to scale inputs

//range是output

var xScale = d3.time.scale().range([0, width]);

var yScale = d3.scale.linear().range([height, 0]);
```

```
//Create x and y axes(座標軸)
var xAxis = d3.svg.axis().scale(xScale)
.orient("bottom")//向下靠
.ticks(5);
var yAxis = d3.svg.axis().scale(yScale)
.orient("left")//向左靠
.ticks(5);
```

x軸向下靠y軸向左靠 ticks()代表要幾個間隔

Line Chart

```
//Create a line generator
var valueline = d3.svg.line()
.x(function(d){
return xScale(d.date);
})

ction(d){
return yScale(d.close);
});

x尺度使用data那欄資料
y則是使用close那欄資料
```

```
//Create an SVG element and append it to the DOM

var svgElement = d3.select("body").append("svg")
.attr({"width": width+margin.left+margin.right, "height":
    height+margin.top+margin.bottom})
.append("g")
.attr("transform","translate("+margin.left+","+margin.top+"
    )");//g的位置從原點跑到(margin.left,margin.top)

加一個svg element
再定義屬性
```

Line Chart

```
//append the svg path
var path = svgElement.append("path")
.attr("d", valueline(data));

//Add X Axis
var x = svgElement.append("g")
.attr("transform", "translate(0,"+height+")")
.call(xAxis);

//Add Y Axis
var y = svgElement.append("g")
.call(yAxis);

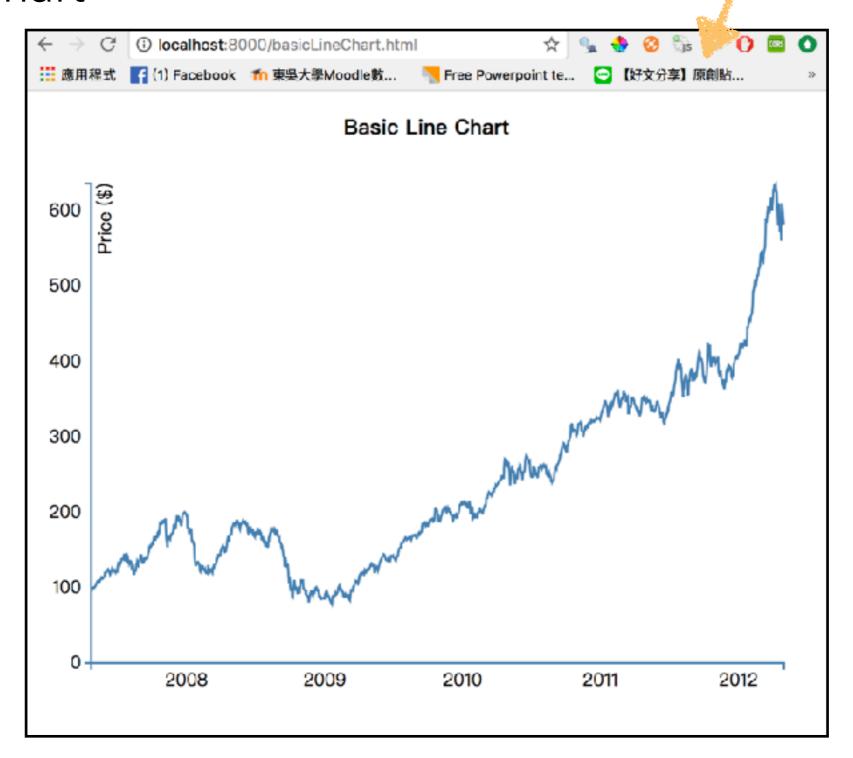
先增加一個svg path
再加上x、y軸
```

```
//Add label to y axis
y.append("text")
.attr("fill", "#000")
.attr("transform", "rotate(-90)")//旋轉90度
.attr("y", 6)
.attr("dy", "0.71em")
.attr("text-anchor", "end")
.text("Price ($)");
});

增加y軸的標籤屬性
其中rotate()代表旋轉度數
```

跑出來的結果

Line Chart



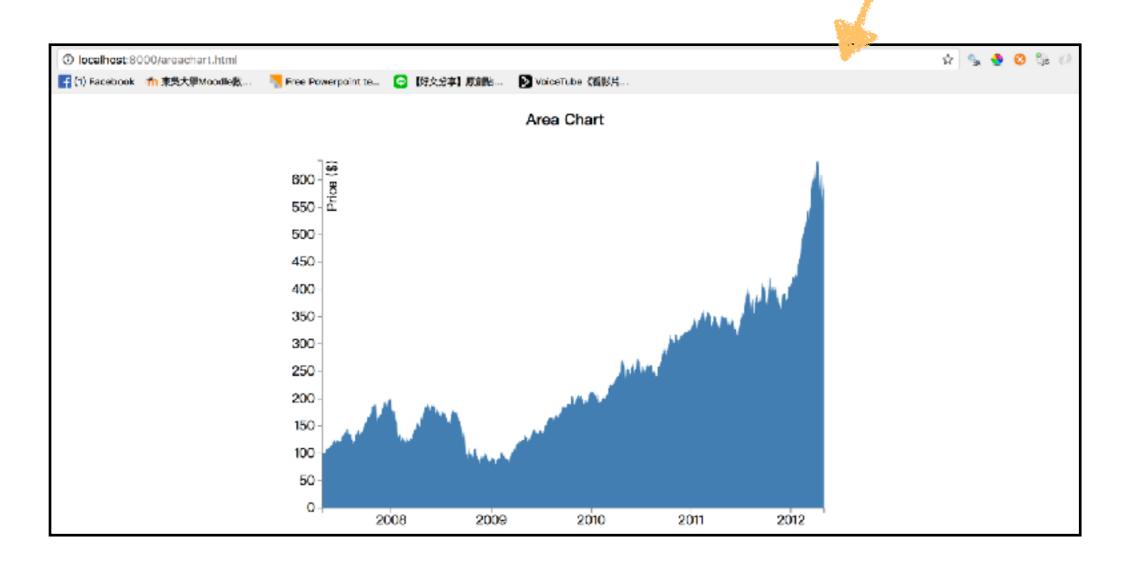
將原本的line改成area即可

Area Chart

```
//Create a area generator
var area = d3.svg.area()
.x(function(d){
return xScale(d.date);
})
.y(function(d){
return yScale(d.close);
});
```

```
//append the svg path
var path = svgElement.append("path")
.attr("d", valueline(data));
//append the svg path
var path = svgElement.append("path")
.attr("d", area(data))
.attr("fill", "steelblue");
```

Area Chart



跑出來的結果

小結

Conclusion

D3的大概脈絡

- 1. 基本的HTML框架跟CSS
- 2. 設定舞台
- 3. 針對特定的設定視覺化
- 4. 創建SVG
- 5. 載入外部資料
- 6. Mix!
- 7. Extras

Case Study

step1:基本的HTML框架 跟 CSS

```
<!DOCTYPE html>
<html>
<head>
  <script src="d3.min.js"></script>
  <style type="text/css">
    .axis path,
.axis line {
     fill: none;
     stroke: #000;
      shape-rendering: crispEdges;
    .x.axis path{
      display: none;
   body{
    font: 10px arial;
    text-align: center:
 </style>
</sr' href="main.css">
  <h1>Animated Barchart</h1>
  <script type="text/javascript">
```

step2:設定舞台

Case Study

```
#1f77b4
#ff7f0e
#2ca02c
#d62728
#9467bd
#8c564b
#e377c2
#7f7f7f
#bcbd22
#17becf
```

```
//Set up margin and percentage formatter
var margin = {top:20, right: 30, bottom: 30, left:40};
var width = 800-margin.left-margin.right;
var height = 400-margin.top-margin.bottom;

//Creating a percentage formatter
var formatPercent = d3.format("%.0");

//Create x and y scale
var yScale = d3.scale.linear().range([height,0]);
var xScale = d3.scale.ordinal().rangeRoundBands([0,widt ],0.1,0.2);

//Create category 10 scale for color
var c10 = d3.scale.category10();
```

step4:創建SVG

step5:載入外部資料

Case Study

step6: Mix!

Case Study

```
//Create X and Y Axis based on scales and data
 var xAxis = d3.svg.axis()
           .scale(xScale)
           .orient("bottom");
 var yAxis = d3.svg.axis()
           .scale(yScale)
           .orient("left")
           .tickFormat(formatPercent);
var bars = svg.selectAll("rect")
               .data(data)
               .enter()
               .append("rect")
               .attr("class","bar")
               .attr("width", xScale.rangeBand())
               .attr("fill", "steelblue")
               .attr("fill", function(d,i){
                 return c10(Math.random()*10*i);
               .attr("y", function(d){
                 return yScale(d.frequency);
               .attr("x", function(d){
                 return xScale(d.letter);
              .attr("height", function(d){
                 return height-yScale(d.frequency);
              }):
//Add X Axis
svg.append("g")
.attr("transform","translate(0,"+height+")")
.call(xAxis)
.attr("class","x axis");
 svg.append("g")
   .attr("class", "y axis")
   .call(yAxis);
```



