<u>Wiki</u> ▸ [[API--中文手册]] ▸ [[核心函数] ▸ **格式化** 

- 如发现翻译不当或有其他问题可以通过以下方式联系译者:
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格式化数字是不经常用到的,只有在例如丑陋的"0.300000000000000000"出现在你的数轴标签上时,或者你想要使用固定精度 将几干的数字组织为更加可读的形式,例如"\$1,240.10",再或者你可能只想展示一个特定的数字的显著位。D3使用标准的数字 格式化使得一切变得简单,例如,创建一个用0补齐4位数字的函数,可以这样:

```
var zero = d3.format("04d");
```

现在, 你就可以调用 zero 来很方便的格式化你的数字了:

```
zero(2); // "0002"
zero(123); // "0123"
```

当然,除了数字,D3还支持格式化和解析日期,逗号分隔字串。

#### **Numbers**

#### 格式化数字示例

#### # d3.format(specifier)

返回给定的字符串(specifier)的格式化函数(等同于适用默认的美国英语语言环境的<u>locale.numberFormat</u>)。唯一的入参是数字,返回代表格式化数字的字符串。这个格式化规范模拟的是Python 3.1内置的格式化规范语言[[format specification minilanguage|<a href="http://docs.python.org/release/3.1.3/library/string.html#formatspec">http://docs.python.org/release/3.1.3/library/string.html#formatspec</a>]。规范(specifier)的通常格式如下:

```
[[fill]align][sign][symbol][0][width][,][.precision][type]
```

fill可以是任意字符,除了"{"和"}",fill 由紧跟它的align选项标识。

align有三种选项:

- ("<") 在可用的区域左对齐。
- (">") 在可用的区域右对齐(默认)。
- ("^")在可用的区域居中。

## sign可能是:

- plus ("+") 可以用于正数或负数。
- minus ("-") 仅仅用于负数 (默认)。
- space (" ") 前面的空格应该用在正数前面,而减号必须用在负数!

#### symbol可能是:

- currency ("\$") 本地货币符号的前端或后缀
- base ("#") 对于二进制、八进制或十六进制的输出,前缀分别是 "0b", "0o", or "0x".

### 0选项允许补零.

width 定义最小字段宽度. 如果没有指定,那么宽度将取决于内容。

\*,\*选项允许使用逗号作为干位分隔符.

The *precision* indicates how many digits should be displayed after the decimal point for a value formatted with types "f" and "%", or before and after the decimal point for a value formatted with types "g", "r" and "p".

The available type values are:

- exponent ("e") use
   [[Number.toExponential]]https://developer.mozilla.org/en/JavaScript/Reference/Global\_Objects/Number/toExponential]].
- general ("g") use [[Number.toPrecision]<u>https://developer.mozilla.org/en/JavaScript/Reference/Global\_Objects/Number/toPrecision</u>]].
- fixed ("f") use [[Number.toFixed|https://developer.mozilla.org/en/JavaScript/Reference/Global\_Objects/Number/toFixed]].
- integer ("d") use
   [[Number.toString|https://developer.mozilla.org/en/JavaScript/Reference/Global Objects/Number/toString]], but ignore any non-integer values.
- rounded ("r") round to *precision* significant digits, padding with zeroes where necessary in similar fashion to fixed ("f"). If no *precision* is specified, falls back to general notation.
- percentage ("%") like fixed, but multiply by 100 and suffix with "%".
- rounded percentage ("p") like rounded, but multiply by 100 and suffix with "%".
- binary ("b") outputs the number in base 2.
- octal ("o") outputs the number in base 8.
- hexadecimal ("x") outputs the number in base 16, using lower-case letters for the digits above 9.
- hexadecimal ("X") outputs the number in base 16, using upper-case letters for the digits above 9.
- character ("c") converts the integer to the corresponding unicode character before printing.
- SI-prefix ("s") like rounded, but with a unit suffixed such as "9.5M" for mega, or "1.00μ" for micro.

The type "n" is also supported as shorthand for ",g".

#### # d3.formatPrefix(value[, precision])

Returns the <u>SI prefix</u> for the specified *value*. If an optional *precision* is specified, the *value* is rounded accordingly using <u>d3.round</u> before computing the prefix. The returned prefix object has two properties:

- symbol the prefix symbol, such as "M" for millions.
- scale the scale function, for converting numbers to the appropriate prefixed scale.

For example:

```
var prefix = d3.formatPrefix(1.21e9);
console.log(prefix.symbol); // "G"
console.log(prefix.scale(1.21e9)); // 1.21
```

This method is used by d3.format for the s format.

## # d3.**round**(x[, n])

Returns the value x rounded to n digits after the decimal point. If n is omitted, it defaults to zero. The result is a number. Values are rounded to the closest multiple of 10 to the power minus n; if two multiples are equally close, the value is rounded up in accordance with the built-in

[[round|https://developer.mozilla.org/en/JavaScript/Reference/Global Objects/Math/round]] function. For example:

```
d3.round(1.23); // 1
d3.round(1.23, 1); // 1.2
d3.round(1.25, 1); // 1.3
d3.round(12.5, 0); // 13
d3.round(12, -1); // 10
```

Note that the resulting number when converted to a string may be imprecise due to IEEE floating point precision; to format a number to a string with a fixed number of decimal points, use <u>d3.format</u> instead.

# **Strings**

# # d3.requote(string)

Returns a quoted (escaped) version of the specified *string* such that the string may be embedded in a regular expression as a string literal.

```
d3.requote("[]"); // "\[\]"
```

# **Dates**

See the [[d3.time|Time-Formatting]] module.

| name   | time     |
|--------|----------|
| gafish | 20160423 |