Ordinal Scales (IDVW2, Ch. 9)

Ordinal scales

```
var ordscale = d3.scaleBand()
  .domain(["cold", "warm", "hot"])
   .range([0, 600]);
> ordscale("cold");
> ordscale("warm");
200
                             200
                                     400
                                             600
> ordscale("hot");
400
```

d3.range() .length

```
var ordscale = d3.scaleBand()
.domain([0, 1, 2, 3, 4])
.range([0, 600]);
```

d3.range(5) returns [0, 1, 2, 3, 4]

.domain(d3.range(dataset.length))

Ordinal scales

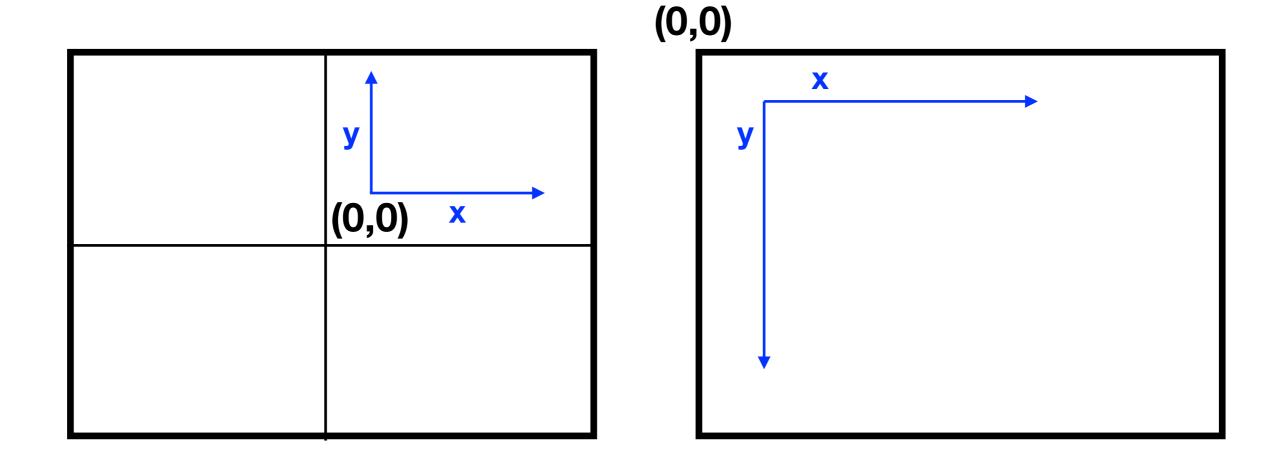
180

```
var xScale = d3.scaleBand()
  .domain(d3.range(dataset.length))
   .range([0, 580])
   .paddingInner([.1]);
                         xScale(2)
            xScale(1)
 xScale(0)
                           400
                200
                                       580
> xScale.bandwidth();
```

Linear Scales (IDVW2, Ch. 6)

Cartesian Coordinates

SVG



X

Dealing with negative values

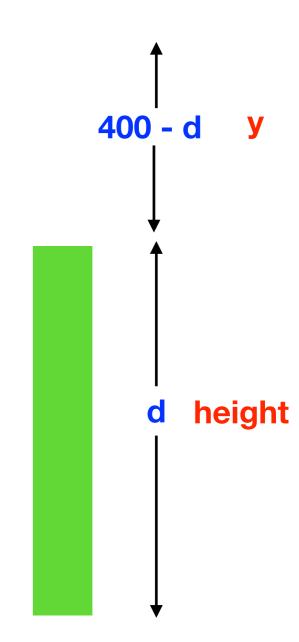
```
d3.scaleLinear()
.domain([-100, 100])
.range([0, 500])
```

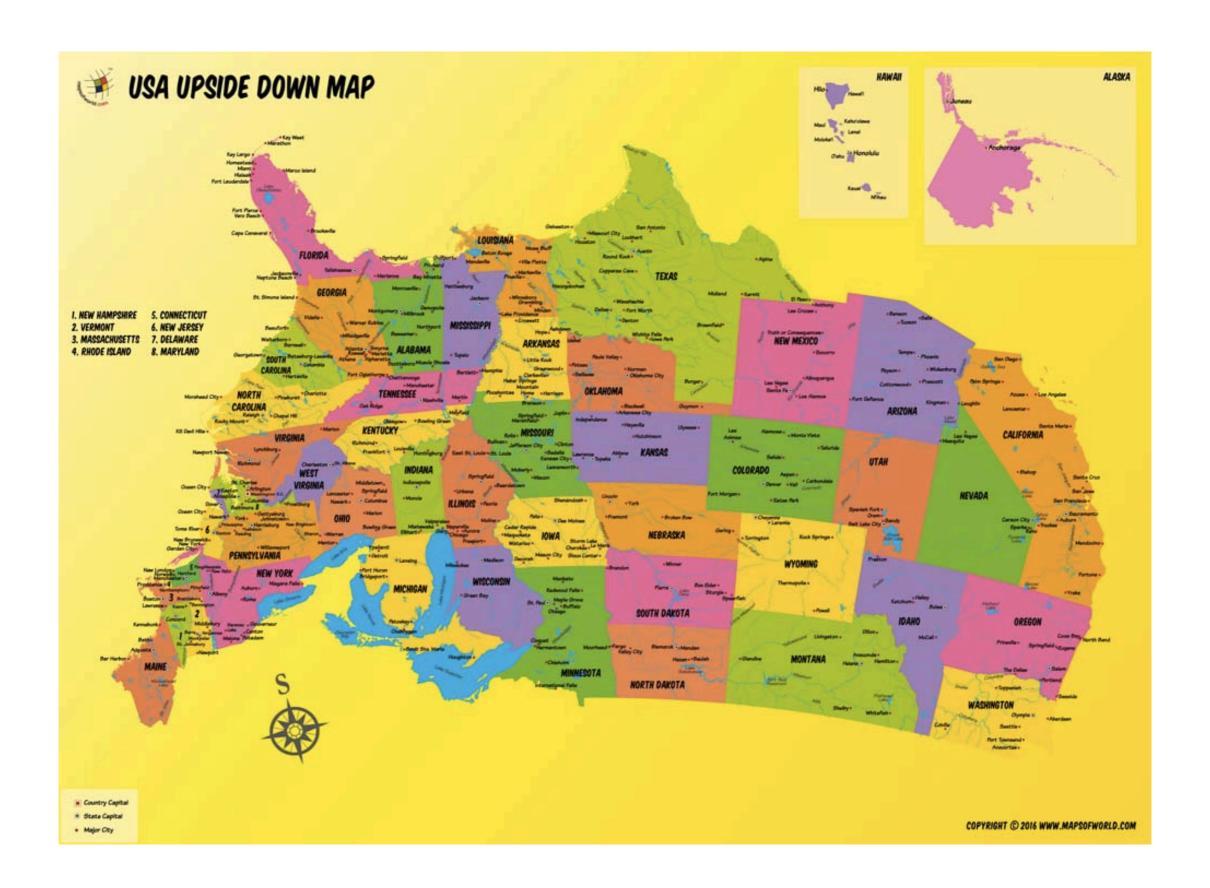
y

so far...

.attr("height", d => d)

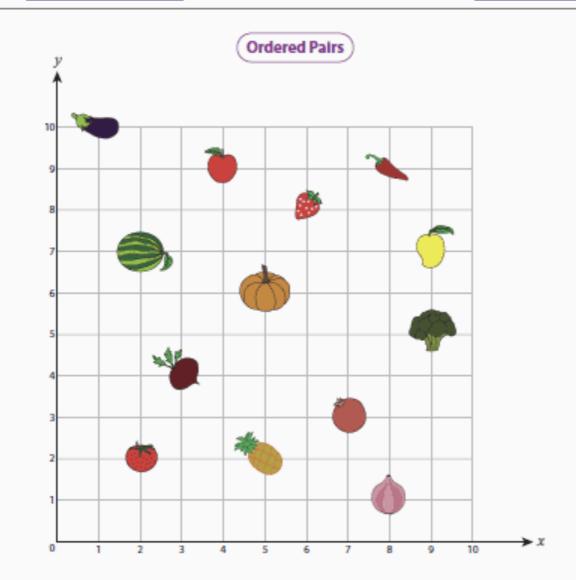
.attr("y", d => 400 - d)







Name : ______ Score : _____



A) Write the ordered pair for each item.

B) Write the item located at each ordered pair.

1) _____

6) (2,2)

2) _____

7) (9,7)

3) 👅 _____

8) (2,7)

—

9) (3,4)

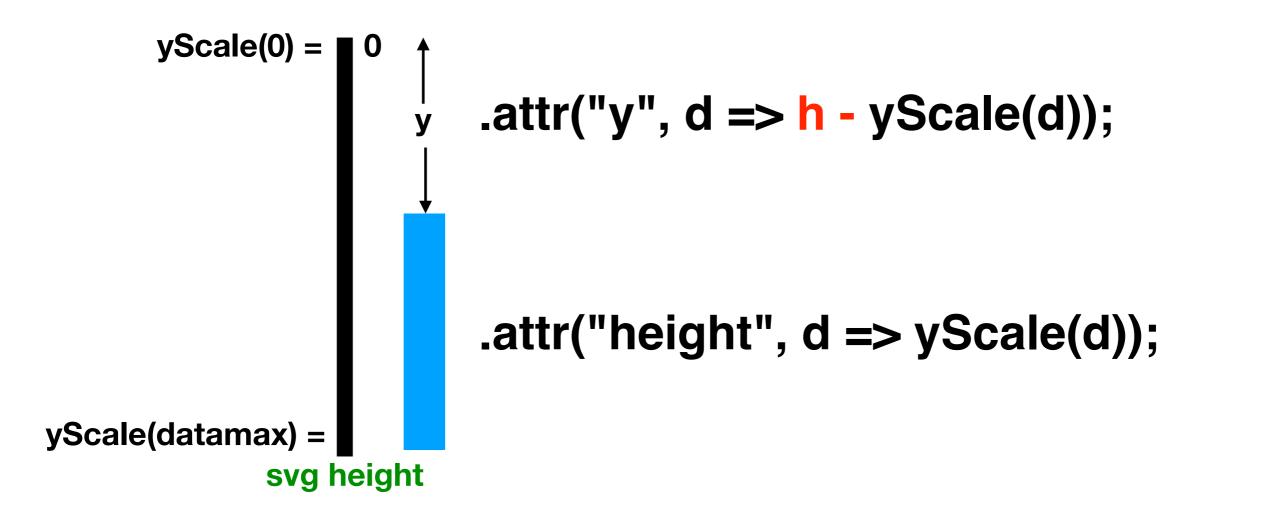
~

10) (7,3)

Scales (one approach, but generally not used)

var yScale = d3.scaleLinear()
 .domain([0, datamax])
 .range([0, svgheight]);

range



Scales (approach generally used with axes) var yScale = d3.scaleLinear() .domain([0, datamax]) .range([svgheight, 0]);

range

```
yScale(0) = svg height yScale(d) .attr("y", d => yScale(d));

.attr("height", d => h - yScale(d));

yScale(datamax) = 0
```