//1)Create an axis from a scale. 2) examine the element of an axis. 3) create left, right, top and bottom axes 4) specify the number of ticks on an axis. 5) render an axis into an SVG group 6) Translate axis into position. lets learn about Axes Tiles. 1) Create labels on horizontal and vertical axes. 2) rotate and position the tiles along an axis. lets learn about adding the legends. 1) create a legend to show the user the purpose of the colors. 2) compute the size of the text.