

## QUESTION 1.

how can I connect the zoom class (ZL on the top-right corner) to the d3.zoom function?

## QUESTION 2.

I want the blue dot to be fixed in the center of the screen (no pan or move in the canvas, only zoom in and out). I've found this code (https://bl.ocks.org/mbostock/f2728977cc50761897f83323a8ea5000) I tried but I'm not able to implement mine, I think I have to fix the "translate".

## QUESTION 3.

I would like that, instead of the button, the text could change according to the zoom level (I think it's the "scale" parameter of the d3.zoom function)