

Adding Interactivity



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Overview

Interaction answers multiple questions

Interaction helps exploration

Recap Tooltip

```
<div class="tooltip"></div>
```

HTML

```
.tooltip {  
  position: fixed;  
  opacity: 0;  
}
```

CSS

```
d3.selectAll('.visual-mark')  
  .on('mouseover', mouseover)  
  .on('mousemove', mousemove)  
  .on('mouseout', mouseout);
```

Javascript

Recap Tooltip

```
function mouseover() {  
    // Make visible  
    // Position  
    // Get and show data  
}
```

```
function mousemove() {  
    // Position  
}
```

```
function mouseout() {  
    // Make disappear  
}
```

What Is a Brush?

`<g class="brush">`

`<rect>`
`<rect>`

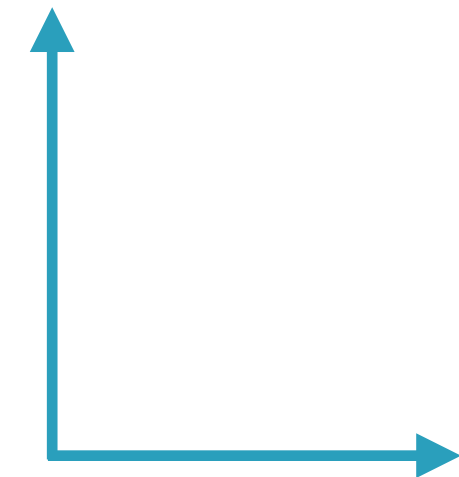
D3 component



Event system



SVG only



2D brush

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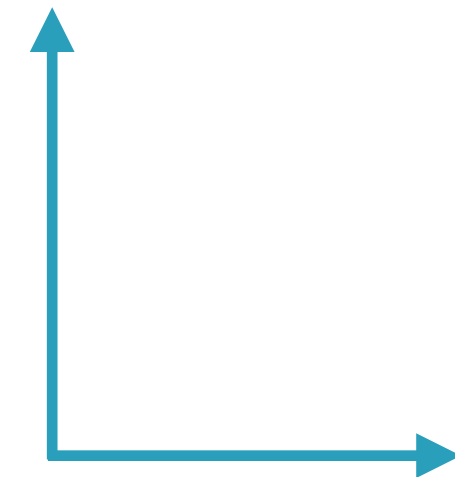
D3 component



Event system



SVG only



2D brush

Recap Brush

```
const brush = d3
  .brush()
  .on('brush', brushed);
```

```
svg
  .append('g')
  .attr('class', 'brush')
  .call(brush);
```

```
function brushed() {
  // Build interactive castles with...
  d3.event.selection;
}
```

Summary

Interaction taxonomy

Adding interactions

Tooltip

- Add context to your visual

Brush

- Focus or reduce information
- Simple implementation with D3