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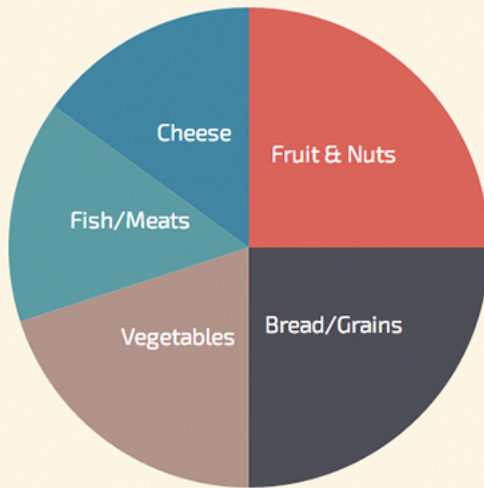
Presentation: Learning D3.JS -Pie Chart Tutorial

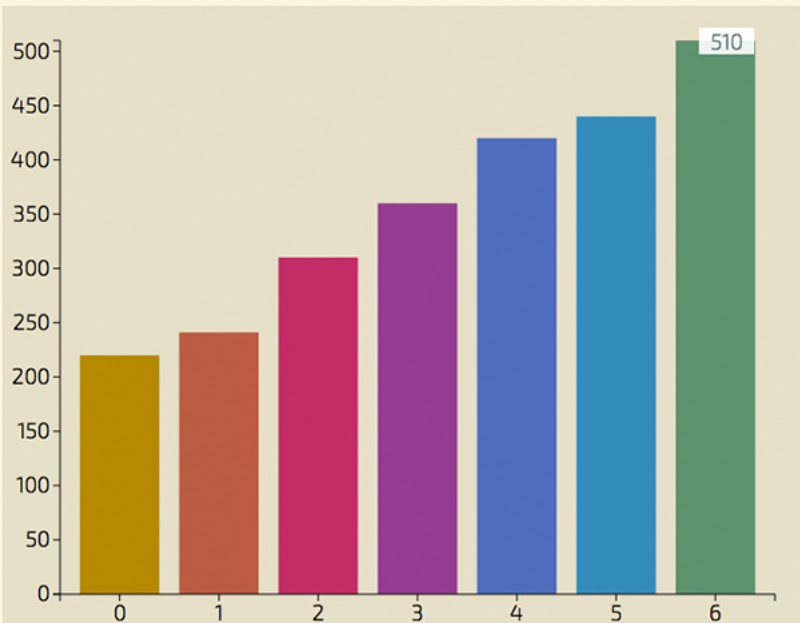## Valhalla Viking Burgers & Sandwiches-We deliver to the docks!

Home   About Us   Menu   Delivery   Viking History   Contact Us

What did the Vikings Eat?

Cheese, Fruit & Nuts, Fish/Meats, Vegetables, Bread/Grains

Viking Sandwiches

Calorie Chart

510

D3.JS learning process:

Creating a Bar Chart from tutorial

Main Concepts of D3.JS:

1. SVG
2. Data Binding
3. Selections
4. Sub Selections
5. Scales

The Presentation Slide show can be viewed at:
https://www.youtube.com/watch?v=zfs-rPZgoC4

I choose to learn D3.js for my presentation after I viewed Mike Bostock's work at
http://d3js.org/. Bostock created D3.js as part of his doctorate studies at Stanford
University. I thought the way data was displayed utilizing D3.js was both visually
pleasing and served a purpose for its users. I found it unique that in addition to
allowing the designer to create transitions and animations d3.js includes built in
physics that allows for gravity and friction. I noted the charts created by D3.js
displayed data in appealing way for many professional fields. These fields consisted
of scientific research, medicine business, etc. The possibilities appear endless. As a
result, I felt it would be a useful tool to understand and incorporate in future web
projects.

When I began trying to grasp the concepts of D3.js, I found it more challenging than I
had imagined. It felt it was more difficult than learning JavaScript, jQuery, angular.js
and ember.js that I've encountered in other classes. I first went through Ray
Villalobos tutorial on Lynda.com. I started drawing shapes between <svg> tags. This
was similar to canvas and the easier part of grasping d3.js. Next, I followed along
creating a bar chart and trying to understand all the pieces. The finally I worked on
learning how to create a pie chart.

During this learning process, I switched to a number of tutorials that provided
additional detail on d3.js concepts. This included concepts on data binding and sub
selectors. I also realized that taking the time to read Mike Bostock's website D3js.org
helped to understand the different layouts, how the parts work together and/or
what functions one can call. The D3.js approach is slightly different and in my
opinion was best explained by Stephen Thomas. He said to look at d3.js like an
assembly line. On the assembly line one gathers parts and is given instructions and
at the end of the assembly line is a well running machine (2012, Stephen). Keeping
the idea of an assembly line in mind helped my understanding of D3.js.

At some point I would like to revisit D3.js, However, I would prefer to gain more of
mastery in using canvas, JQuery, Ember.js and continue to build a solid
understanding of JavaScript before trying to master D3.js. In addition, I would like to
have found a d3.js tutorial better explaining the mathematics applied.

Despite the challenges, I think learning d3.js in the future would be a great skill to
have as it creates many different ways to display data and smay be a useful skill to
employers.

In contrast to D3.js I found learning Reveal.js a more intuitive experience and would
use it again in a future project.

References

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Villalobos, R. (2014, August 7). Ray Villalobos at Lynda.com. Retrieved August 18, 2014.

Warwick, J. (2013, November 26). D3 Pie Chart. Retrieved August 18, 2014.