Questions

1. Access DOM via select of selectAll. You can change it once you have accessed a specific element/all elements of the same type. d3.select() gives you the first element with this name(“__“)/class (“. __”) and d3.selectAll() gives you all the elements with this name/class.
2. The d is for the data and the i is for the index.
3. JavaScript:
   var newDiv = document.createElement("div");
   newDiv.className = “barChart1”;
   var svg = document.createElementNS("http://www.w3.org/2000/svg", "svg");
   svg.className = “barChart2”
   svg.setAttributeNS(null, 'height', '50');
   svg.setAttributeNS(null, 'width', '50');
4. If you have data and elements on the screen which should represent the data, then the *enter* selection represents new data for which there is no existing element. You can *append* or instantiate the missing elements. The *exit* selection represents all the elements that don’t have data. You can remove those. The *update* selection is returned by the data operator and consist of all the elements that have data.
5. Whit an HML canvas the visualisation is not part of the DOM so a user cannot interact with it. With SVG you get this accessibility and interactivity with JavaScript.
6. A *g* element for each data point that contains the elements *rect* and *text*. The *rect* is the bar and the *text* the number in it.