```
window.onload = init;
function init() {
    wombatChart();
    petsChart2019();
    petsChart2021();
function wombatChart() {
    d3.csv("res/wombat.csv").then(function(data) {
        wombatSightings = data;
        let w = 500;
let h = 200;
        let gap = 1;
let h_padding = 10;
        barChart(wombatSightings, "wombats", gap, w, h, h_padding, "Wombat Sightings");
function petsChart2019() {
    d3.csv("res/pet_ownership.csv").then(function(data) {
        ownership = data;
//bar chart settings
        let gap = 15;
        let h_padding = 25;
        barChart(ownership, "pets2019", gap, w, h, h_padding, "Pet Ownership 2019", "animal", "Pet Ownership in 2019");
function petsChart2021() {
    d3.csv("res/pet_ownership.csv").then(function(data) {
        ownership = data;
        let w = 600;
let h = 300;
        let gap = 15;
        let h_padding = 25;
        barChart(ownership, "pets2021", gap, w, h, h_padding, "Pet Ownership 2021", "animal", "Pet Ownership in 2021");
//labelColName - the column name in which the labels are stored
//figCaption - the caption of the figure
function barChart(dataset, columnName, gap, w, h, v_padding, title, labelColName = "", figCaption = "") {
    let w_ratio = (w / dataset.length);
    d3.select("#charts").append("hr");
    let figure = d3.select("#charts").append("figure"); //append figure to charts
    //define svg canvas inside figure
let svg = figure.append("svg")
        .attr("width", w) //set width attribute
.attr("height", h); //set height attribute
    let num_figures = d3.select("#charts").selectAll("figure").size();
    figure.append("figcaption").text(function() {
    let caption = `Figure ${num_figures}`
        caption += `: ${title}`;
         return caption;
    let height_multiplier = 4; //make bar big
    svg.selectAll("rect")
```

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.enter() //creates a new pracenorder for each bit of data
.append("rect") //add svg rect
.attr("x", function(d, i) { //x coord
    return i * w_ratio; //spacing relative to width of canvas
           })
           .attr("y", function(d) { //Y coord
                 //we need to set the y value to the top of the bar so its not upside down return h - v_padding - d[columnName] * height_multiplier; //d*height_multiplier is bar height
           .attr("width", w_ratio - gap) //ratio is the maximum element size and padding is gap
.attr("height", function(d) {
                 return d[columnName] * height_multiplier; //multiply the current data with a multiplier
           .attr("fill", (d, i) => setColor(d, i, columnName, dataset)); //color setting
     if (labelColName) {
           console.log(dataset);
                 .data(dataset)
                 .append("text")
                 .text(function(d) { return d[labelColName] })
                      console.log(i);
                       return i * w_ratio;
                       //we need to set the y value to the top of the bar so its not upside down return h - v_padding / 2;
                 .attr("font-size", "11");
     svg.append("text")
          .attr("x", (w / 2)) //center title
.attr("y", 20) //20pixels down
.attr("text-anchor", "middle") //middle text anchor
.style("font-size", "16px")
.style("text-decoration", "underline") //underline
.text(title); //finally set the text
function setColor(data, index, columnName, dataset) {
     let color_palette = [
           [0, 63, 92],
[47, 75, 124],
[102, 81, 145],
[160, 81, 149],
           [249, 93, 106],
[255, 124, 67],
     //Without the + operator, d[columnName] would be treated as a string, let min = d3.min(dataset, function(d) { return +d[columnName]; }); let max = d3.max(dataset, function(d) { return +d[columnName]; });
     let val = data[columnName];
     //d3.ScaleLinear maps an input domain to an output domain using linear transformation
     //preserves proportional differences
     let color_palette_index_calc = d3.scaleLinear([min, max], [0, color_palette.length - 1]); //mapping function
     let color_palette_index = Math.round(color_palette_index_calc(val)); // calculating the index
     let element = color_palette[color_palette_index]; //indexing into the element
     let r = element[0];
     let g = element[1];
```

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let b = element[2];
return `rgb(${r}, ${g}, ${b})`;
```