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Graph :object

Defines the graph

Type:

- object

Source: [more.js, line 16](#)

Methods

getData(area)

Draw chart, calculate risk, Obtain number of deaths, cases & recoveries, obtain available hospitals

Parameters:

Name	Type	Description
area	string	Location of the user

Source: [more.js, line 44](#)

getUserInfo(ev) → {method}

Parameters:

Name	Type	Description
ev	MyEvent	This is an event that submits the userform to a server and reloads the page.

Properties:

Name	Type	Description
getUserInfo	function	Obtain user input from form This function is triggered when the user Clicks on the submit button. When the submit button is clicked it returns a form to the server and reloads the page. However since this project is solely based on Client side when we press the submit button the page reloads and we lose data. To avoid this we added @function [preventDefault] to stop the submit button from automatically reloading the page and losing the data. We then obtain the input values from the input values and trigger certain functions depending on the Users choice.

Source: [more.js, line 273](#)

Returns:

Returns the method of a new instance

Type

method

Type Definitions

UserInfo

User

Type:

- Object

Properties:

Name	Type	Description
name	string	Users name (Optional)

age	number	User age
area	number	User area represented by a specific number code Obtains the value of the name, age and area of the User Each area is assigned to a value number. From that number we can decide what information to return to the user.

Source: [more.js, line 275](#)

Events

click

Triggers an event listener when the DOM has loaded When User clicks submit form button triggers the @function getUserInfo function

Source: [more.js, line 1](#)