

Questions D3  
Data Processing week 2

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1. With D3 (as with jQuery and other libraries), you handle groups of related elements called *selections*. Working with elements *en masse* gives selections their power; you can manipulate a single element or many of them without substantially restructuring your code. Although this may seem like a small change, eliminating loops and other control flow can make your code much cleaner.

A selection can be created in myriad ways. Most often you create one by querying a *selector*, which is a special string that identifies desired elements by property.

De select methode selecteert het eerste element van de clause terwijl de selectall methode alle elementen van deze clause selecteert.

2. In `function(d, i){}`, `i` represents the order of the element in the selection, so the first gets a 0, the second a 1, etc.  
In `function(d){}`, `d` represents the data associated with a given selection.
3. `d3.select("body").append("div").attr("class", "barChart1")`  
`d3.select("body").append("svg").attr("class", "barChart2")`
4. Append adds a new element to the DOM. Enter prepares an element for all the data that is already loaded. For all the datapoint that are not loaded, exit is used to get rid of these elements. Update gets an element that already exists and updates this particular element. `selectAll + data + enter + append` zorgt ervoor dat alle ingeladen data worden toegevoegd aan de DOM
5. Whereas HTML is largely limited to rectangular shapes, SVG supports powerful drawing primitives like Bézier curves, gradients, clipping and masks.
6. The width, height, colors and scales are appended, all are corresponded to different divs.