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| **D3.js** |
| I2 Decisions |
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# Data Driven Documents for beginners

## Why d3.js?

D3.js is a JavaScript library for manipulating documents based on data. D3 helps you bring data to life using HTML, SVG and CSS. D3’s emphasis on web standards gives you the full capabilities of modern browsers without tying yourself to a proprietary framework, combining powerful visualization components and a data-driven approach to DOM manipulation.

You should use D3.js because it lets you build the data visualization framework that you want. Graphic / Data Visualization frameworks make a great deal of decisions to make the framework easy to use. D3.js focuses on binding data to DOM elements.

D3.js is written in JavaScript and uses a functional style which means you can reuse code and add specific functions to your heart's content. Which means it is as powerful as you want to make it. How you chose to style, manipulate, and make interactive the data is up to you.

## Pre-Requirements

### What do you need to get started?

Essential to learn d3.js are,

* HyperText Markup Language (HTML)
* JavaScript
* Cascading Style Sheets (CSS)
* Web Servers
* PHP

Below are the links useful to learn the pre-requirements,

<http://www.w3schools.com/html/>

<http://www.w3schools.com/js/>

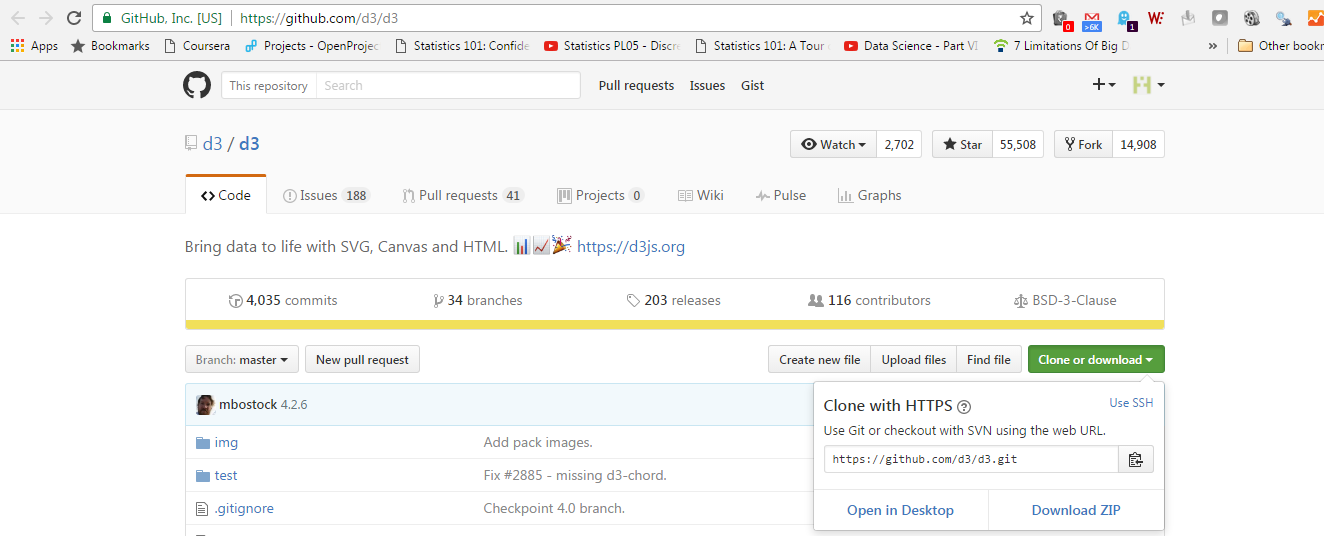
### Where to work?

* Text editor
* Web server (xampp, wamp)
* Browser to run the file

### Getting to d3

D3 has made huge advances in providing an extensible and practical framework for manipulating data as web objects. At the same time there has been significant increase in information available for people to use it. The following is a far from exhaustive list of sources, but from my own experience it represents a useful subset of knowledge.

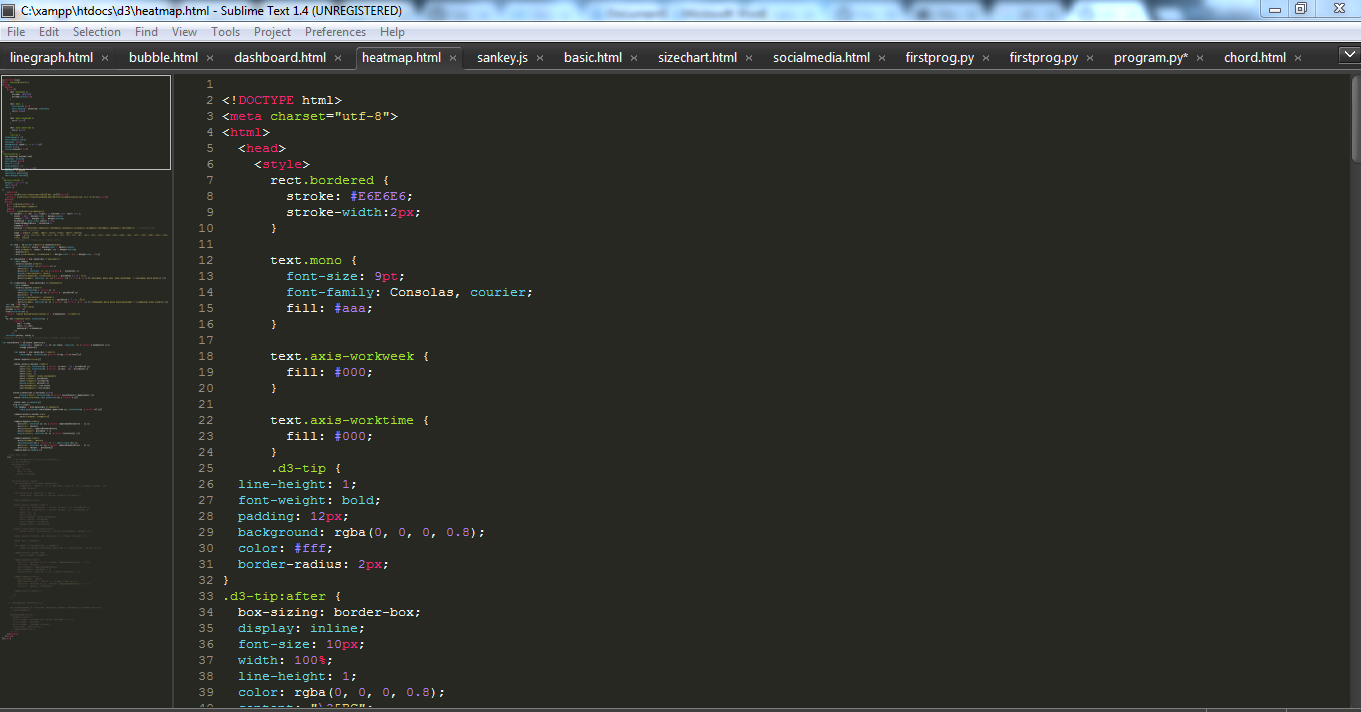
<https://github.com/d3/d3>



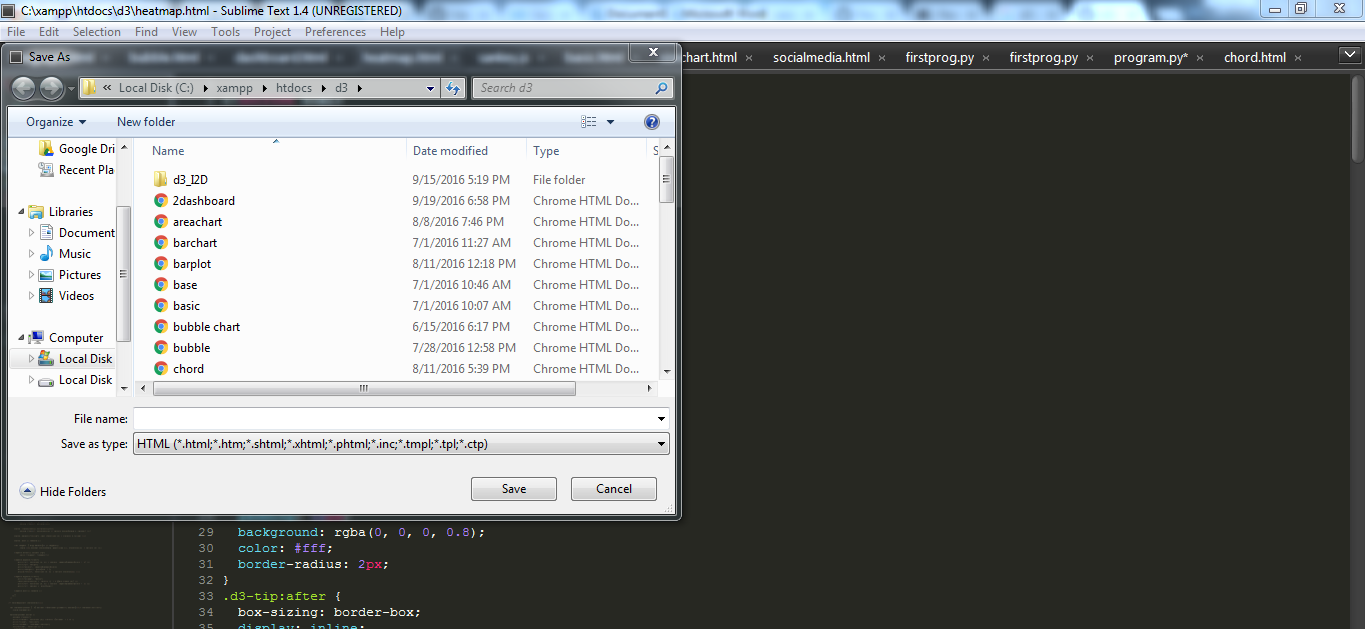
Download the zip file

## Where to start the d3.js code?

### Text editor



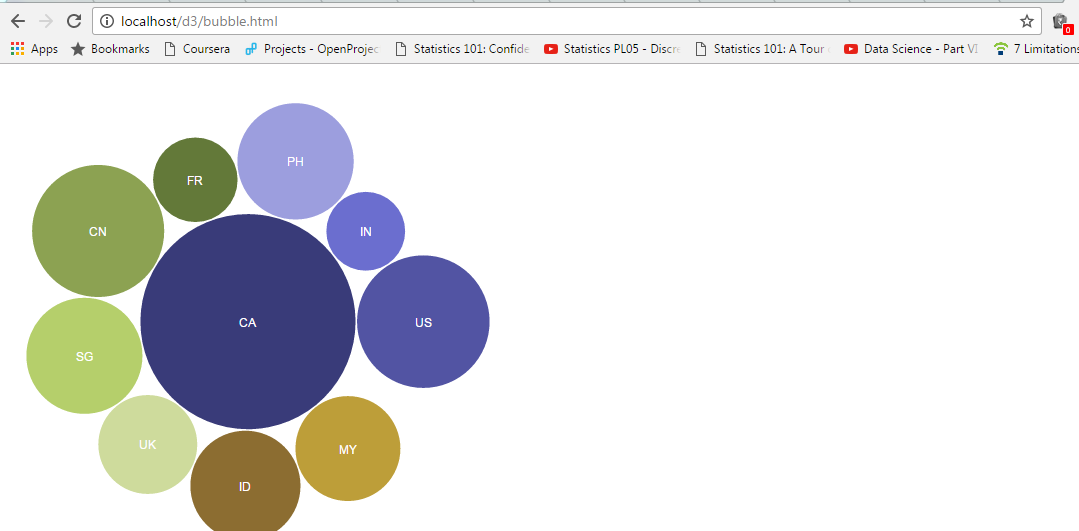
#### Save the edited file



Save as html file

#### Run the file

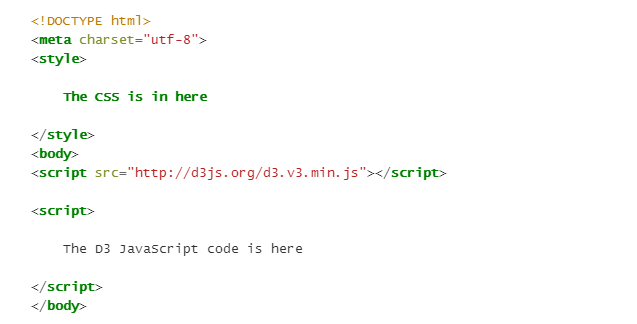
Run the file in browser



## How to start code?

### Code structure

HTML portion of the code



CSS portion

D3.JS script portion

## Basics of d3.js