

1. By selecting elements of a certain type. Select can select one, select all can select all (wow, surprise) the things of that type, for example rectangle elements.

2. d stands for data, so it operates on every data element/object in the array for example, i for index. Important to now that the index still "works" even if no data was given. So d can be undefined.

3. `d3.select("body").append("div").html("dit is een div").attr("class", "barchart1");`

`d3.select("body").append("svg").attr({ class: "barchart2", width: "200", height: "200"});`

4. SelectAll selects all elements of a given type, you can use it even if there are none yet. With data you can "match" the data to the elements. Enter will make one element for each data item (if not present yet). Then with append we specify as what kind of element we would like to add them such as a p/div etc.

5. It's more dynamic because it's all in JavaScript so basically everything about the layout of the page can change at runtime.

6. Mostly g elements, which can be used to group elements such as the bars, but also rectangles which make up the bars themselves and can hold style attributes for the color. Then for the information there are text elements as well, which are connected to the g elements and the axes use a g element with multiple attached text elements as well.