<html>

<head>

<meta charset="UTF-8" />

<!-- PLEASE NO CHANGES BELOW THIS LINE (UNTIL I SAY SO) -->

<script language="javascript" type="text/javascript" src="libraries/p5.js"></script>

<!-- uncomment lines below to include extra p5 libraries -->

<!--<script language="javascript" src="libraries/p5.dom.js"></script>-->

<!--<script language="javascript" src="libraries/p5.sound.js"></script>-->

<script language="javascript" type="text/javascript" src="sketch\_170220a.js"></script>

<!-- OK, YOU CAN MAKE CHANGES BELOW THIS LINE AGAIN -->

<!-- this line removes any default padding and style. you might only need one of these values set. -->

<style>

body

{padding:100;

margin: 0;

background:#000000;

}

h1{

color:#FFFFFF;

font-family:Verdana, Arial, Helvetica, sans-serif;}

</style>

<script language="javascript" type="text/javascript" src="mainprojectdatavisulaization.js"></script>

</head>

<body>

<h1> Data Visulization of Earthquakes all over the world according to their magnitude<h1>

</body>

</html>

var mapimg;

var clat=0;

var clon=0;

var lat=30.7333;

var lon=76.7794;

var zoom=1;

var earthquake;

function preload() {

mapimg=loadImage('https://api.mapbox.com/styles/v1/mapbox/dark-v9/static/0,0,1,0,0/1024x512?access\_token=pk.eyJ1IjoiYWJoaXNoZWsyNiIsImEiOiJjaXplMm9weWIwMDU3MzRtZHo3cHJiYWxsIn0.WgfP92PZOZBqrM20c0A-5w');

earthquake=loadStrings('https://earthquake.usgs.gov/earthquakes/feed/v1.0/summary/all\_month.csv')

}

function mercX(lon)

{

lon=radians(lon);

var a=(256/PI)\*pow(2,zoom);

var b= lon+PI;

return a\*b;

}

function mercY(lat)

{

lat=radians(lat);

var a=(256/PI)\*pow(2,zoom);

var b= tan(PI/4+lat/2);

var c=PI-log(b);

return a\*c;

}

function setup() {

createCanvas(1024,512);

translate(width/2,height/2);

imageMode(CENTER);

image(mapimg,0,0);

var cx=mercX(clon);

var cy=mercY(clat);

for(var i=0;i<earthquake.length;i++)

{

var data=earthquake[i].split(/,/);

console.log(data);

var lat=data[1];

var lon=data[2];

var mag=data[4];

var x=mercX(lon)-cx;

var y=mercY(lat)-cy;

mag=pow(mag,10);

mag=sqrt(mag);

var magmax=sqrt(pow(10,10));

var d=map(mag,0,magmax,0,60);

stroke(255,0,0);

// strokeWeight(5);

fill(255,0,0,200);

ellipse(x,y,d,d);

}

}