# Page Structure Redesign Proposal

### Overview

Modernize the demo application into a responsive, educational resource that showcases both D3 visualization techniques and the Finally Tagless pattern in PureScript.

## **Current State Analysis**

#### What Works

- Clear categorization (Simple Demos, Interpreters, Spago App)
- Code snippets are extracted and displayed
- Direct examples similar to D3's own documentation

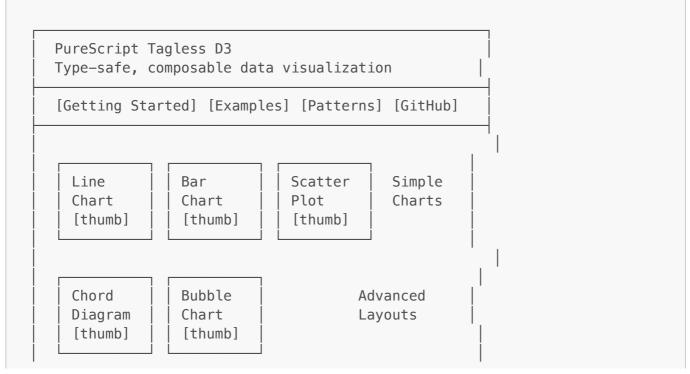
#### **Pain Points**

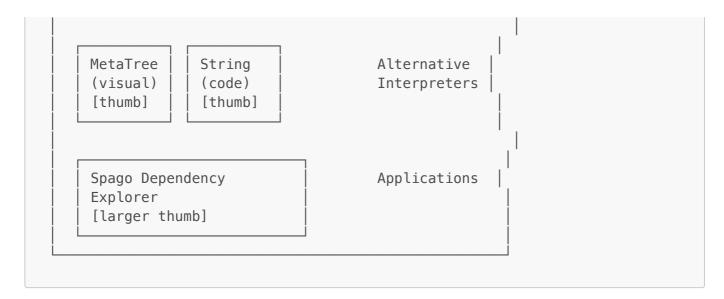
- · Not responsive to different screen sizes
- Code and visualization compete for attention
- No easy way to compare PureScript with D3 JavaScript
- Hard to demonstrate the interpreter pattern's power
- · Limited discoverability of examples

## Proposed Structure: Three-Tier Approach

Tier 1: Landing/Gallery View (NEW)

Purpose: Quick browsing and discovery





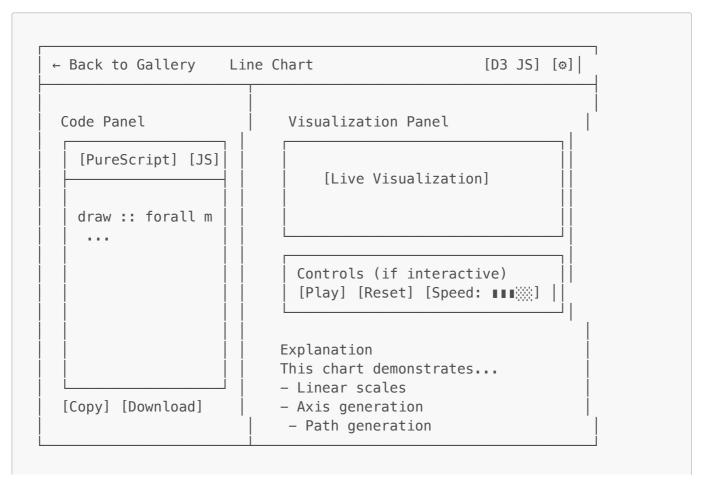
#### Features:

- Animated thumbnail previews (SVG snapshots)
- Hover to see mini-preview
- Tags/filters: "basic", "interactive", "hierarchical", "network"
- Search functionality
- Visual grouping by complexity/category

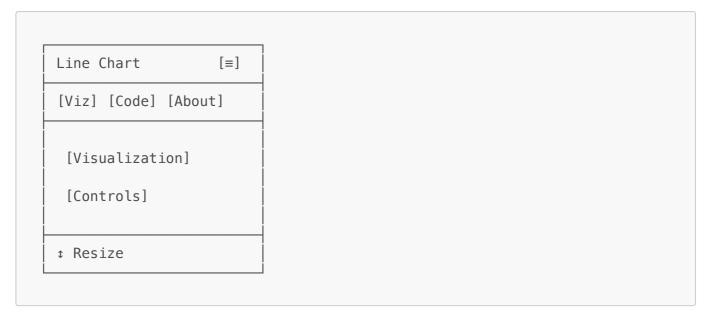
Tier 2: Example Detail View (ENHANCED)

Purpose: Deep dive into a specific example

**Desktop Layout: Split-Pane** 



#### **Mobile Layout: Tabbed**



Tier 3: Interactive Playground (FUTURE)

Purpose: Learn by modifying

Live editing environment where users can:

- Modify parameters and see results
- Switch between interpreters interactively
- Fork examples to experiment

# Key Features by Section

1. Navigation & Discovery

#### **Top Navigation Bar**

```
Logo | Examples ▼ | Patterns ▼ | Docs | GitHub | Search 🤍
```

### **Examples Dropdown:**

- By Category (Charts, Graphs, Hierarchies, Interactions)
- By Complexity (Beginner, Intermediate, Advanced)
- By D3 Module (Scales, Axes, Shapes, Layouts)

### **Patterns Dropdown:**

- Finally Tagless Explained
- Multiple Interpreters
- Type-Safe Attributes
- Composable Visualizations

#### **Breadcrumb Trail**

```
Home > Examples > Simple Charts > Line Chart
```

#### 2. Code Presentation

#### **Multi-Language Toggle**

```
[PureScript] [JavaScript] ← Tab switcher

draw :: forall m.
  Bind m =>
  MonadEffect m =>
  ...
```

Show equivalent D3 JavaScript side-by-side or via toggle to help:

- PureScript developers learn D3 patterns
- D3 developers learn PureScript translation

## **Syntax Highlighting**

- Use Prism.js or Highlight.js
- PureScript-specific color scheme
- Highlight differences when comparing with JS

#### **Code Sections with Collapsible Regions**

```
-- Setup (click to expand) ▼
...

-- Scales ▼
xScale <- liftEffect $ createLinearScale { domain: [minX, maxX], ... }
yScale <- liftEffect $ createLinearScale { domain: [minY, maxY], ... }

-- Axes ▼
...

-- Drawing ▼
...
```

#### **Line Numbers & Annotations**

#### 3. Visualization Panel

#### Interactive Features

• Zoom controls: +/- buttons, fit-to-screen

• Export: PNG, SVG download

• Share: Generate URL with current state

• Responsive preview: See how it looks at different sizes

#### **Data Controls (where applicable)**

```
Data Points: [IIIIII | 50 | Noise: [IIIIII | 0.2 | [Regenerate] [Reset]
```

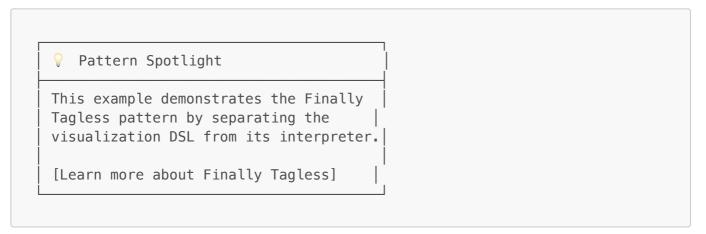
#### 4. Educational Content

### **Inline Explanations**

Each example includes:

- 1. What: Brief description (1-2 sentences)
- 2. Why: When to use this visualization
- 3. How: Key concepts demonstrated
- 4. Learn More: Links to D3 docs, PureScript concepts

#### **Pattern Callouts**



#### **Difficulty Indicators**

- Beginner: Basic shapes and scales
- O Intermediate: Layouts and interactions
- Advanced: Complex simulations, custom interpreters

# Special Feature: Interpreter Switcher

The Killer Feature - Demonstrate the power of Finally Tagless

#### When D3 Renderer selected:

```
[Normal visualization appears]
```

#### When MetaTree Visualizer selected:

```
[Shows the DSL tree structure of the visualization itself]

appendTo

Svg

viewBox

height

Group

transform

Path

fill

strokeColor

...
```

## When String Generator selected:

```
[Shows generated code or documentation]
This visualization creates:
- 1 SVG element (800x400)
```

- 1 Group container with margin offset2 Axis groups (x and y)
- 1 Path element with 50 data points

This visually demonstrates that the **same code** produces **different outputs** based on the interpreter - a core concept of the library.

# Responsive Design Breakpoints

## Desktop (> 1024px)

- Split pane: Code left, Viz right (60/40 or adjustable)
- Full navigation visible
- Sidebar for related examples

## Tablet (768px - 1024px)

- Tabbed interface: Code / Visualization / About
- Simplified navigation
- · Stacked layout option

## Mobile (< 768px)

- Visualization first, then code (scroll down)
- Hamburger menu for navigation
- Single column layout
- Touch-optimized controls

# **Enhanced Category Structure**

### Option A: Keep Current + Add Gallery View

```
Landing/Gallery (NEW)

— Simple Charts (existing examples)

— Advanced Layouts (new category)

— Interactive Patterns (new category)

— Alternative Interpreters (existing)

— Applications (Spago example)
```

### Option B: Reorganize by Learning Path

```
Getting Started
├── Three Little Circles
└── Bar Chart
```



## Option C: By D3 Module (matches D3 docs)

```
Scales (d3-scale)
Axes (d3-axis)
Shapes (d3-shape)

Line Chart

Bar Chart

Scatter Plot

Layouts (d3-hierarchy, d3-chord, etc.)

Trees

Chord Diagram

Bubble Chart

Interactions (d3-drag, d3-zoom)
Force Simulation (d3-force)

Meta (PureScript-specific)

Alternative Interpreters

Pattern Examples
```

**Recommendation**: Start with Option A (keep familiar structure, add gallery), consider Option B for v2.

# **Technical Implementation Approach**

Phase 1: Foundation (Week 1)

- 1. Update Halogen routing for new structure
- 2. Create gallery component with card-based layout
- 3. Implement responsive breakpoints with CSS Grid/Flexbox
- 4. Add split-pane component (resizable)

#### Phase 2: Enhanced Example View (Week 2)

- 1. Code syntax highlighting integration
- 2. Tab component for Code/Viz/About
- 3. Collapsible sections in code view
- 4. Export functionality (PNG/SVG)

#### Phase 3: Educational Features (Week 3)

- 1. D3 JavaScript comparison toggle
- 2. Inline annotations system
- 3. Pattern callouts component
- 4. Related examples sidebar

#### Phase 4: Interpreter Switcher (Week 4)

- 1. Interpreter selector UI component
- 2. Wire up MetaTree interpreter visualization
- 3. Wire up String interpreter output
- 4. Add explanation of interpreter pattern

### Phase 5: Polish (Week 5)

- 1. Mobile optimization
- 2. Performance tuning (lazy loading, code splitting)
- 3. Accessibility (ARIA labels, keyboard navigation)
- 4. **Analytics** (optional track popular examples)

# Design System

#### Color Palette

Primary: #4a90e2 (D3 blue)

Secondary: #50c878 (PureScript green)
Accent: #f39c12 (highlight orange)
Dark: #2c3e50 (code background)
Light: #ecf0f1 (page background)

### **Typography**

```
Headers: Inter, system-ui
Code: Fira Code, Monaco, monospace
Body: -apple-system, system-ui
```

## Components

- Card: Rounded corners, subtle shadow, hover effect
- Button: Solid or outline variants, consistent spacing
- Code Block: Dark theme, line numbers, copy button
- Tabs: Underline active state
- Split Pane: Draggable divider with min/max constraints

## **Example Metadata Structure**

Enhance each example with structured metadata:

```
type ExampleMetadata = {
 id :: String
, title :: String
, description :: String
, difficulty :: Difficulty
, category :: Array Category
, tags :: Array String
, d3Modules :: Array String -- e.g., ["d3-scale", "d3-axis"]
, purescript Concepts :: Array String -- e.g., ["Monad", "Finally
Tagless"]
, interactive :: Boolean
                              -- Has D3 JS equivalent
, hasComparison :: Boolean
, interpreters :: Array Interpreter -- Which interpreters work with this
, relatedExamples :: Array String -- IDs of related examples
, learnMore :: Array Link
                                    -- External resources
}
data Difficulty = Beginner | Intermediate | Advanced
data Category
 = BasicChart
  | AdvancedLayout
  | Interactive
  | Interpreter
  | Application
data Interpreter = D3Interpreter | MetaTreeInterpreter | StringInterpreter
```

#### This metadata drives:

- Gallery filtering/sorting
- Related example suggestions

- Difficulty-based learning paths
- Search functionality

## Out-of-the-Box Ideas

## 1. "Code Journey" Mode

Progressive reveal of the code, step-by-step:

```
Step 1: Setup SVG and dimensions
[Shows just that code, highlights in viz]

Step 2: Create scales
[Reveals scale code, shows scale mapping]

Step 3: Add axes
[Reveals axis code, highlights axes in viz]
...
```

## 2. "Diff Mode"

Show what changed between two similar examples:

```
Line Chart → Area Chart
+ fill opacity
+ area generator
- stroke color
```

## 3. "Playground Challenges"

Interactive exercises:

```
Challenge: Make the bars green
[ ] Modify the fill attribute
[ ] Change bar width to 20px
[ ] Add a hover effect
[Check Answer]
```

## 4. "Export Learning Path"

Let users save a custom learning sequence:

```
Your Learning Path:
☑ Bar Chart
☑ Line Chart
□ Scatter Plot
□ Force Directed Graph

[Continue] [Reset] [Share Path]
```

### 5. "Performance Metrics"

Show render times, element counts:

#### Performance:

Initial render: 45msElements created: 127

Data points: 50Memory: 2.3MB

### 6. "Embed Mode"

Generate embeddable code for examples:

```
<iframe src="https://purescript-d3.example/embed/line-chart">
```

## 7. "Compare Interpreters" Split View

Show all three interpreters simultaneously:

|--|

# **Accessibility Considerations**

### 1. Keyboard Navigation

- Tab through examples
- Arrow keys for split pane
- Escape to close modals

#### 2. Screen Readers

Alt text for visualization thumbnails

- ARIA labels for interactive elements
- Descriptive text for SVG visualizations

#### 3. Color Contrast

- WCAG AA compliance
- o High contrast mode option
- Colorblind-friendly palettes

### 4. Reduced Motion

- Respect prefers-reduced-motion
- o Optional: disable animations

## **Success Metrics**

How to know if the redesign works:

- 1. Engagement: Time spent on examples, pages per session
- 2. Learning: Can users find and understand examples?
- 3. Conversion: GitHub stars, npm downloads
- 4. Feedback: User surveys, issue reports
- 5. Technical: Page load time, mobile usability score

## **Phased Rollout**

## MVP (Minimum Viable Product)

- Gallery view with example cards
- Split-pane detail view (desktop)
- Tabbed view (mobile)
- Syntax highlighting
- Basic responsive design

### V1.0

- All examples migrated
- Interpreter switcher working
- D3 JavaScript comparison
- · Search and filtering
- Export functionality

## V1.1

- Interactive playground
- Code journey mode
- · Learning paths
- · Advanced filtering

#### V2.0

- User accounts (save progress)
- Community examples
- Live editing
- · Embedding support

# References & Inspiration

Excellent example documentation sites to draw from:

- 1. Observable (observablehq.com) Interactive notebooks
- 2. React Three Fiber (docs.pmnd.rs) Clean, minimal, example-focused
- 3. Stripe Docs Split code/content view
- 4. Three.js Examples Gallery with live previews
- 5. Storybook Component explorer pattern
- 6. MDN Web Docs Tabbed examples, clear explanations
- 7. TailwindUI Copy-paste focused, great search
- 8. **D3 Graph Gallery** Visual browsing, filter by type

## Conclusion

The proposed redesign transforms the demo application from a simple example viewer into an **interactive learning environment** that:

- 1. Teaches D3 concepts through clear, annotated examples
- 2. **Demonstrates PureScript patterns** (Finally Tagless, type safety)
- 3. Showcases unique features (multiple interpreters)
- 4. Works on all devices (responsive, mobile-first)
- 5. **Encourages exploration** (gallery view, related examples, search)

The key differentiator is the **interpreter switcher** - no other D3 library can show the same code producing visualization, meta-visualization, and documentation simultaneously. This makes the abstract concept of "separation of concerns" concrete and visual.

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Next Steps: Review, prioritize features, create wireframes/mockups, begin Phase 1 implementation.