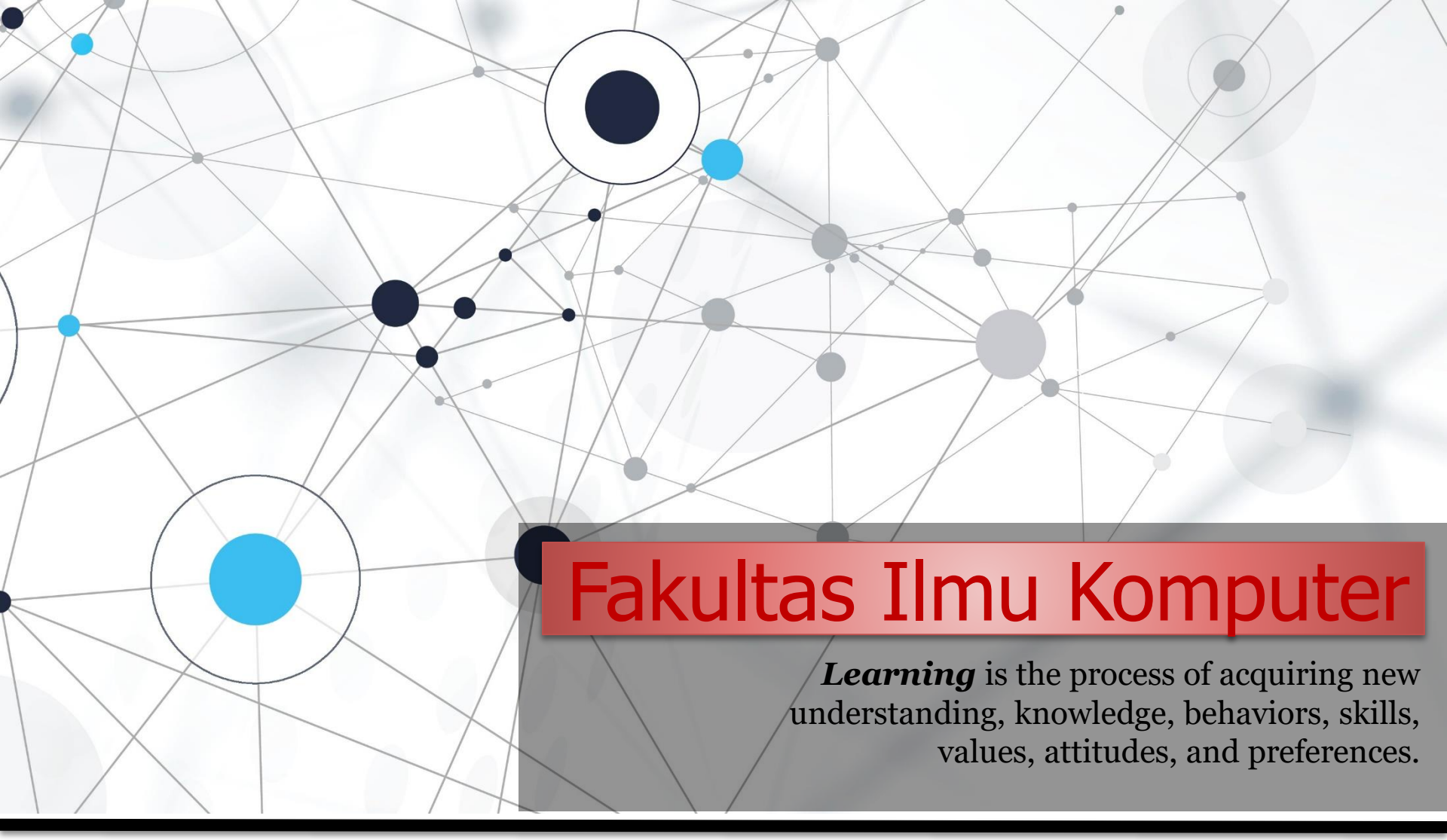
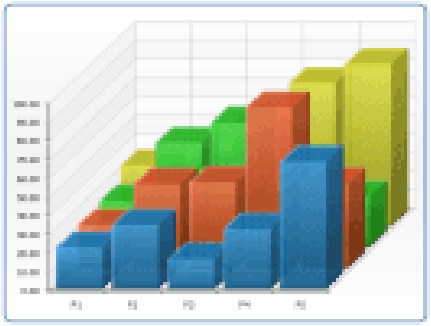
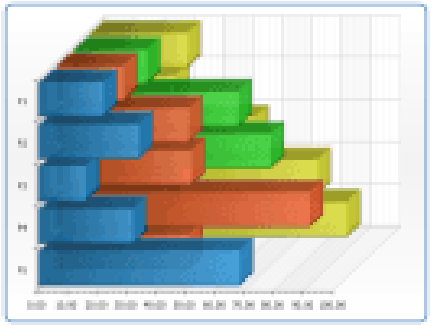
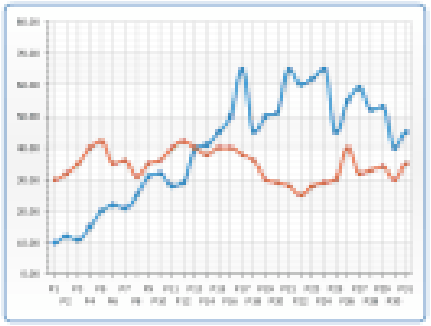
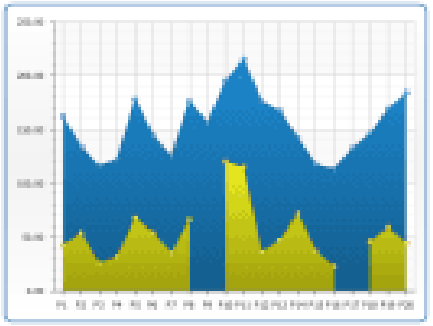
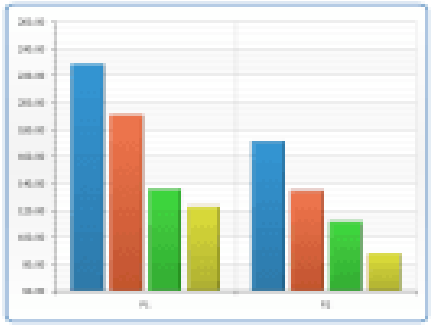
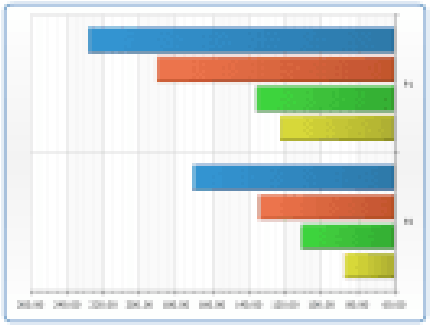
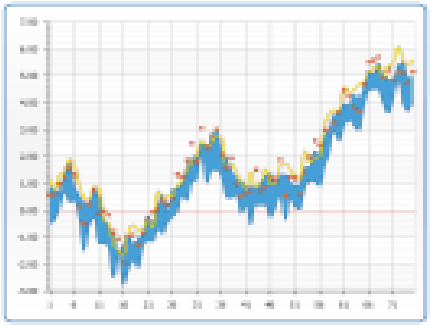
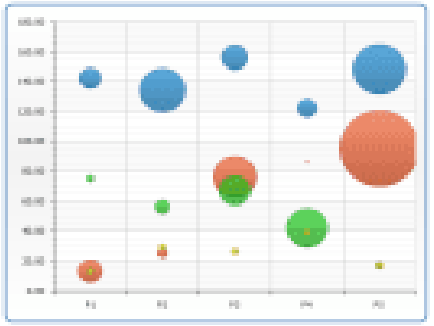


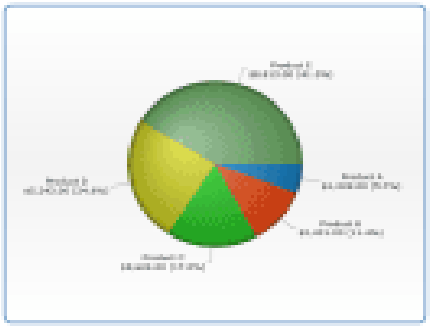
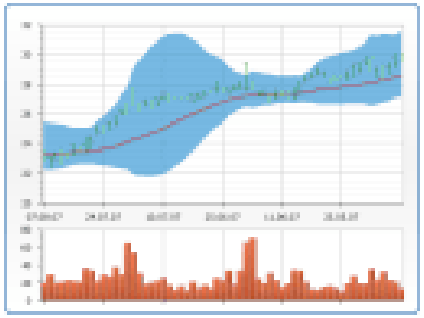
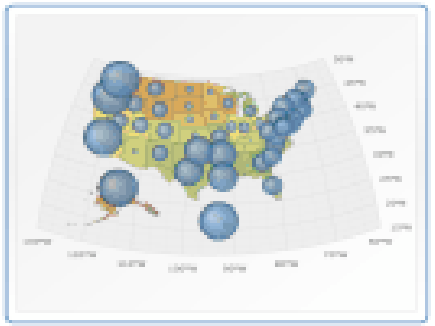
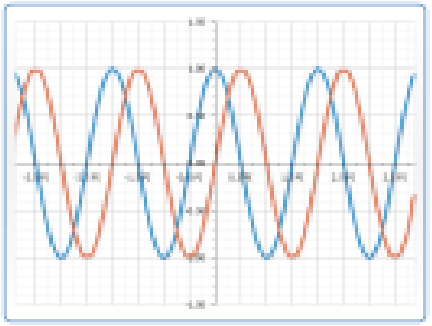
JavaScript Graphics

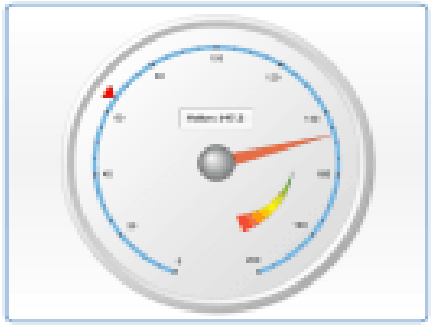
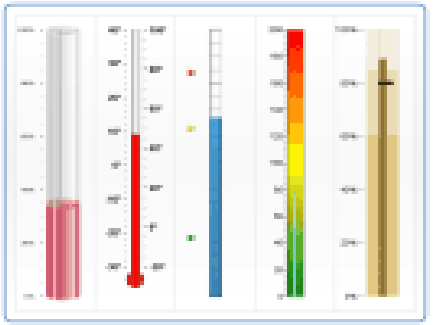
Welcome to *the* Front-end Web Development *course*

1 - JavaScript Graphics

Web programmers dream to create beautiful graphic designs in their webpage.

Can JavaScript *do* graphics?

- ✓ Typical uses for graphics include ***banners***, ads from ***sponsoring companies***, and colored ***bullets*** to *highlight important pieces of text*.
- ✓ The JavaScript scripting language can be used to enhance the graphics you put on the Web pages.
- ✓ **JavaScript can be used to <u>dynamically control the graphic content</u> of the page.**

How graphics *are* created in HTML?

The HTML <canvas> element can be used to draw graphics on a web page.

The graphic below is created with <canvas>:

It shows four elements: a red rectangle, a gradient rectangle, a multicolor rectangle, and a multicolor text.

Graphic Libraries

JavaScript libraries to use for both Artificial Intelligence graphs and other charts:

- ✓ Plotly.js
- ✓ Chart.js
- ✓ Google Chart

What is SVG?

- SVG stands for Scalable Vector Graphics
- SVG is used to define vector-based graphics for the Web
- SVG defines the graphics in XML format
- Every element and every attribute in SVG files can be animated
- SVG is a W3C recommendation
- SVG integrates with other W3C standards such as the DOM and XSL

Plotly.js

Plotly.js is a charting library that comes with over 40 chart types, 3D charts, statistical graphs, and SVG maps.

Google Chart

From simple line charts to complex tree maps, Google Chart provides a number of built-in chart types:

- Scatter Chart
- Line Chart
- Bar / Column Chart
- Area Chart
- Pie Chart
- Donut Chart
- Org Chart
- Map / Geo Chart

Chart.js

Chart.js comes with many built-in chart types:

- Scatter
- Line
- Bar
- Radar
- Pie and Doughnut
- Polar Area
- Bubble

HTML Canvas Graphics

What is HTML Canvas?

The HTML `<canvas>` element is used to draw graphics, on the fly, via JavaScript.

The `<canvas>` element is only a container for graphics. You must use JavaScript to actually draw the graphics.

Canvas has several methods for drawing paths, boxes, circles, text, and adding images.

Browser Support

The numbers in the table specify the first browser version that fully supports the `<canvas>` element.

Element					
<canvas>	4.0	9.0	2.0	3.1	9.0

Canvas Examples

A canvas is a rectangular area on an HTML page. By default, a canvas has no border and no content.

The markup looks like this:

```
<canvas id="myCanvas" width="200" height="100"></canvas>
```

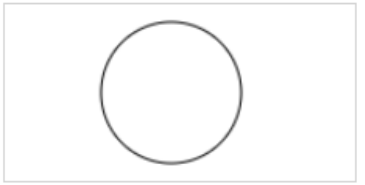
Draw a Circle

```
<!DOCTYPE html>
<html>
<body>

<canvas id="myCanvas" width="200" height="100" style="border:1px solid #d3d3d3;">
Your browser does not support the HTML canvas tag.</canvas>

<script>
  var c = document.getElementById("myCanvas");
  var ctx = c.getContext("2d");
  ctx.beginPath();
  ctx.arc(95,50,40,0,2*Math.PI);
  ctx.stroke();
</script>

</body>
</html>
```

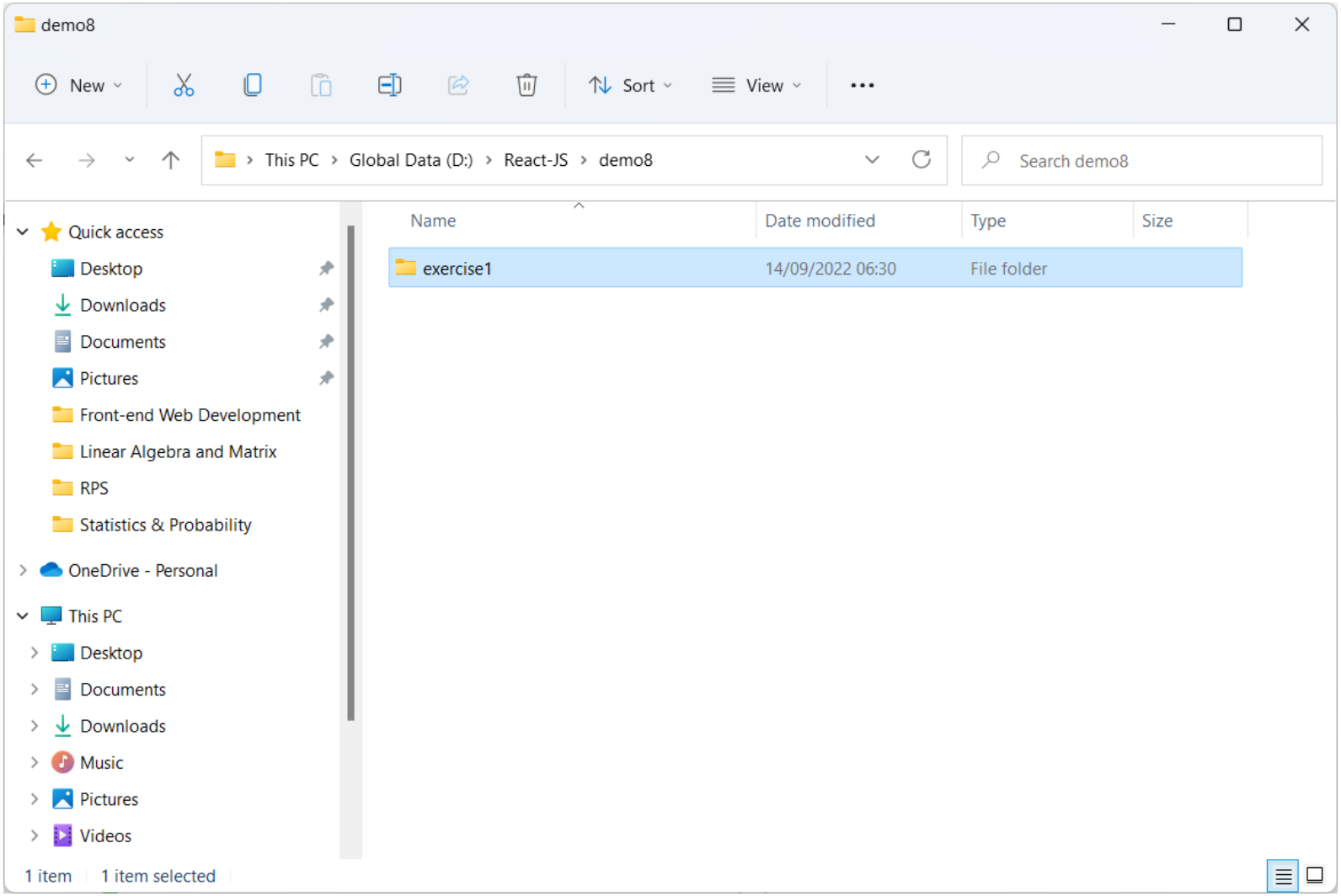


Canvas has APIs to draw circles and arcs:

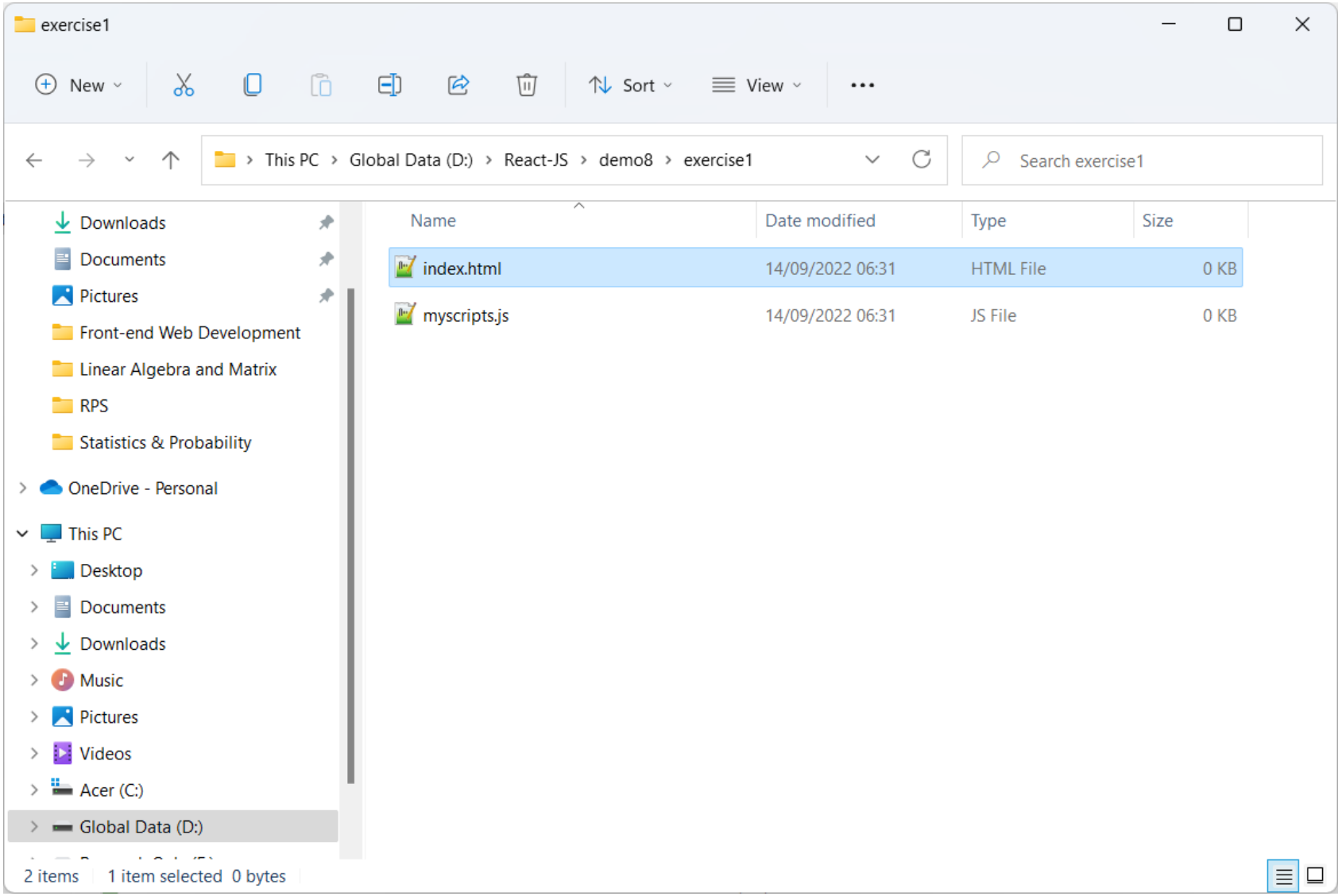
arc(x, y, radius, startAngle, endAngle, anticlockwise): Draws an arc that is centered at (x, y) position with radius r starting at startAngle and ending at endAngle, going in the given direction indicated by anticlockwise (*defaulting to clockwise*).

Exercise *for* Students

Create New Working Directory



Create 2 files for each exercise

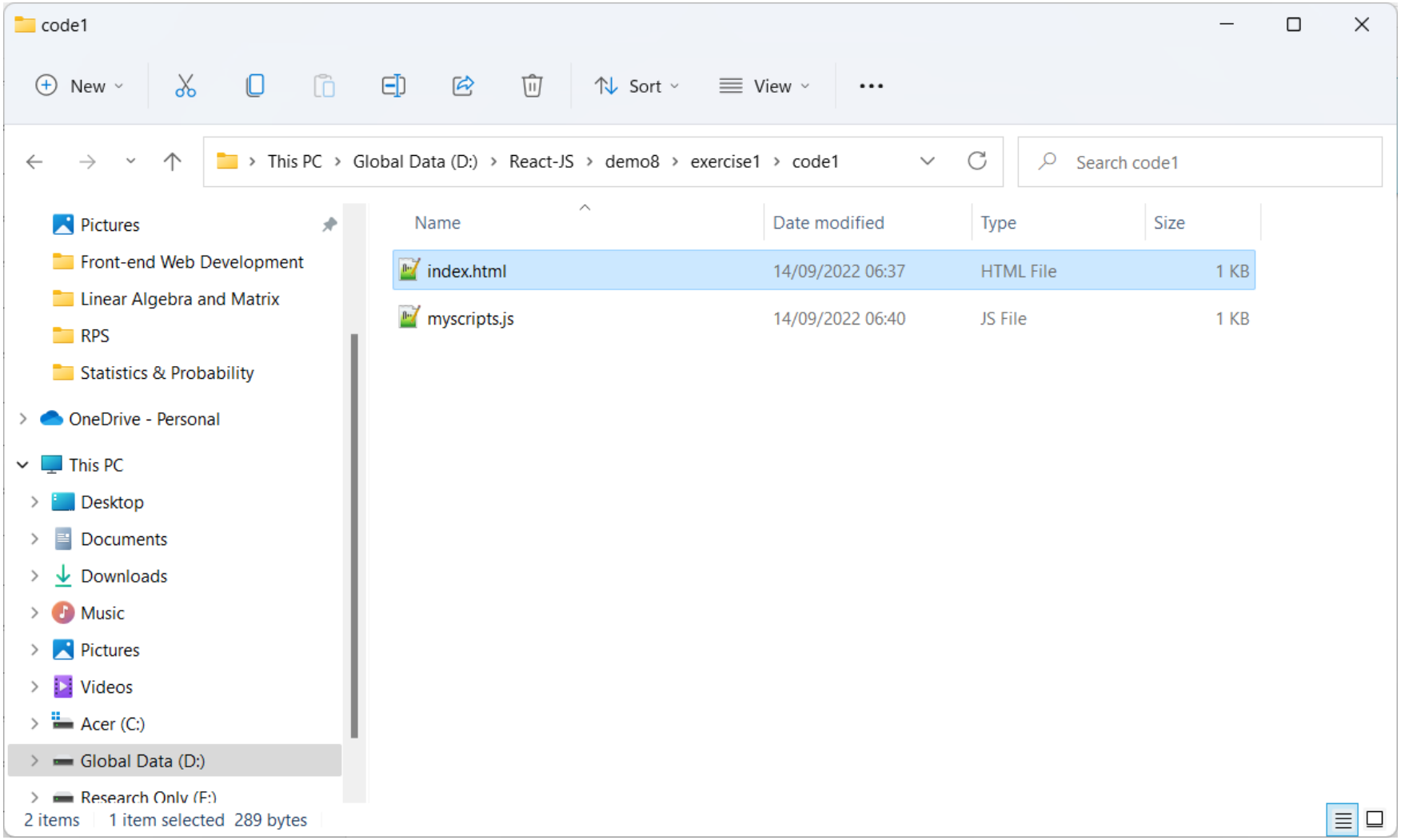


Exercise #1

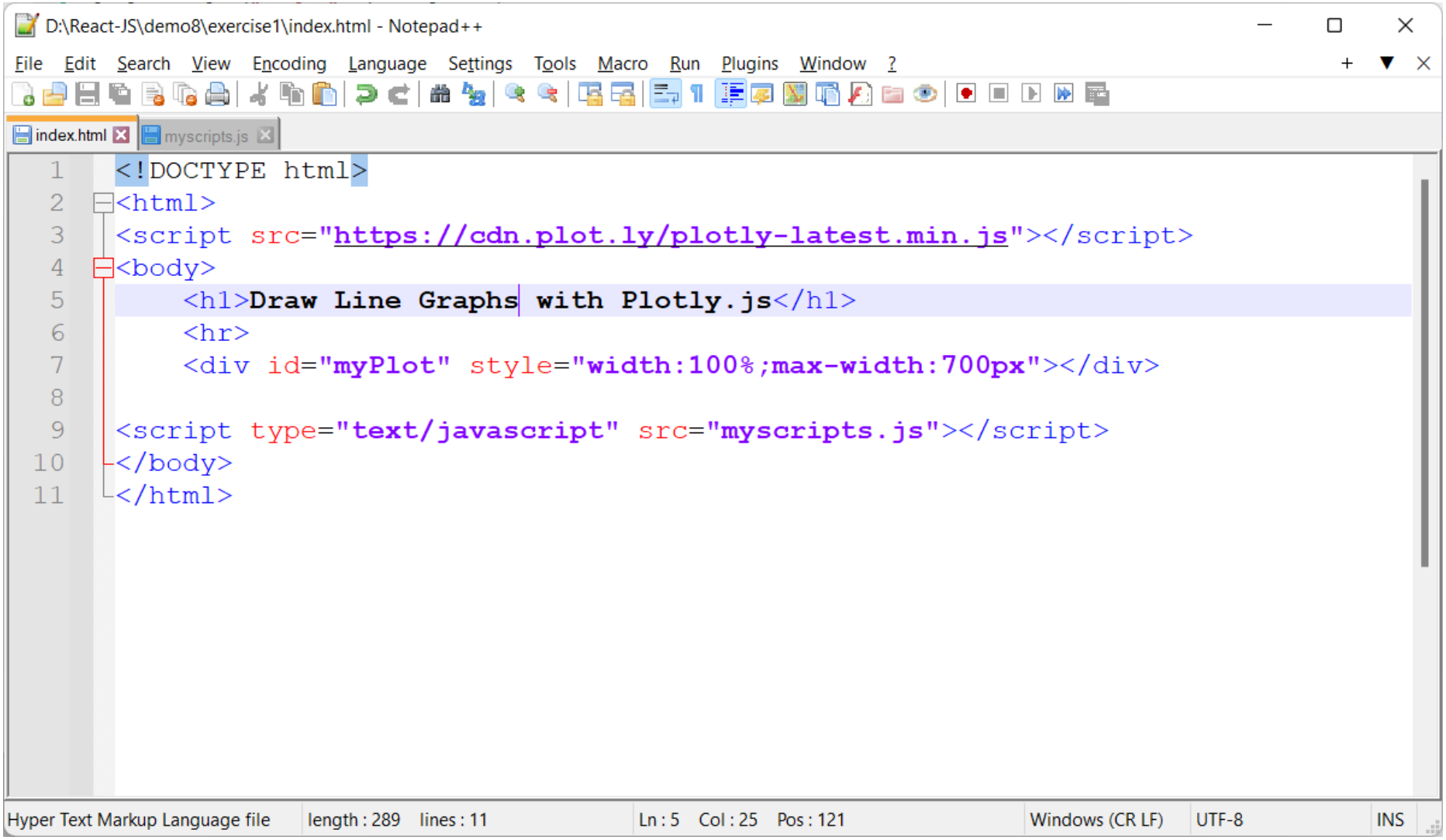
Plotly.js Javascript Open Source Graphing Library

Code #1
(Line Graph)

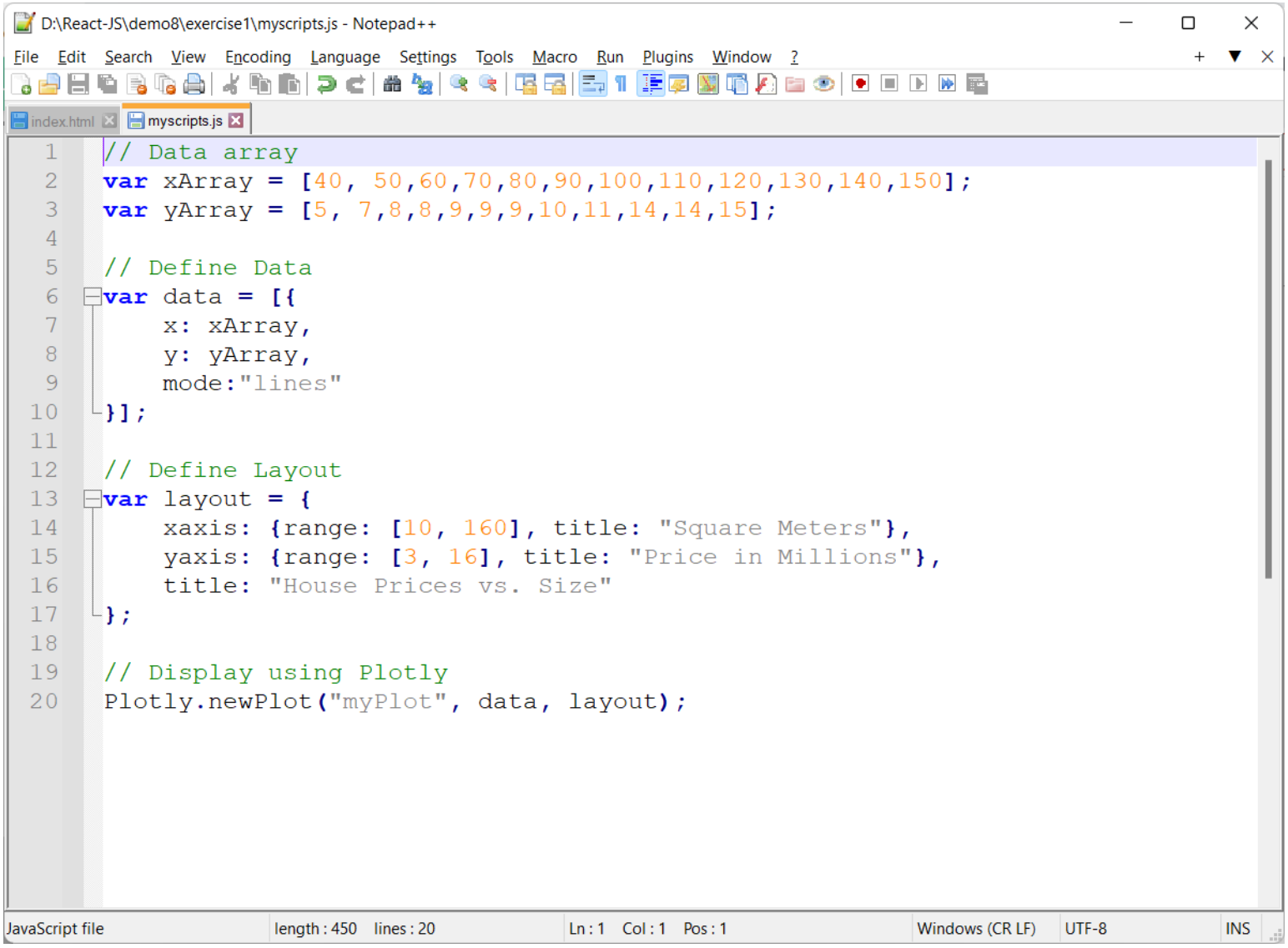
Create HTML & JavaScript Files



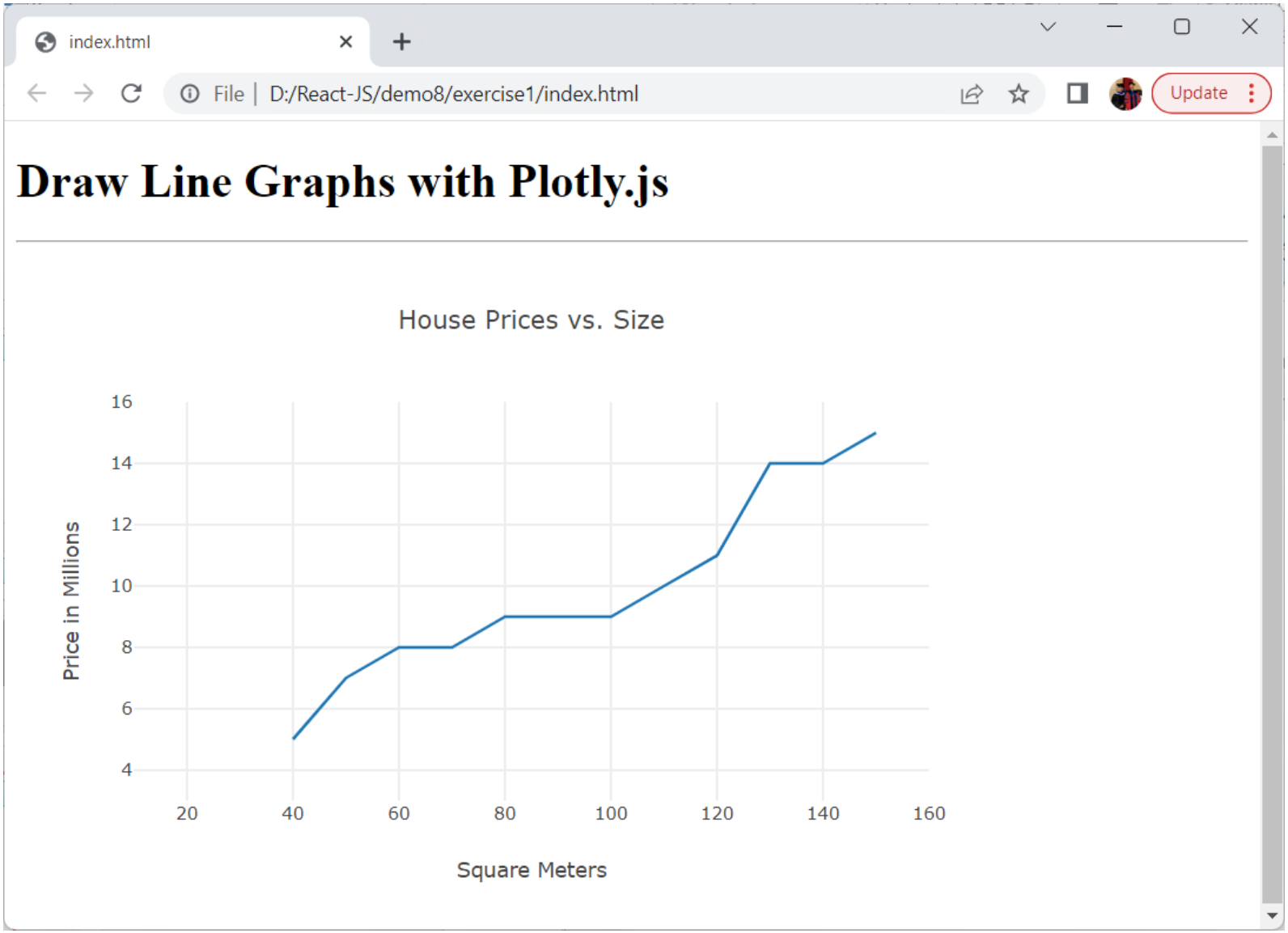
Write Code *in* HTML File



Write Code *in* Javascript File

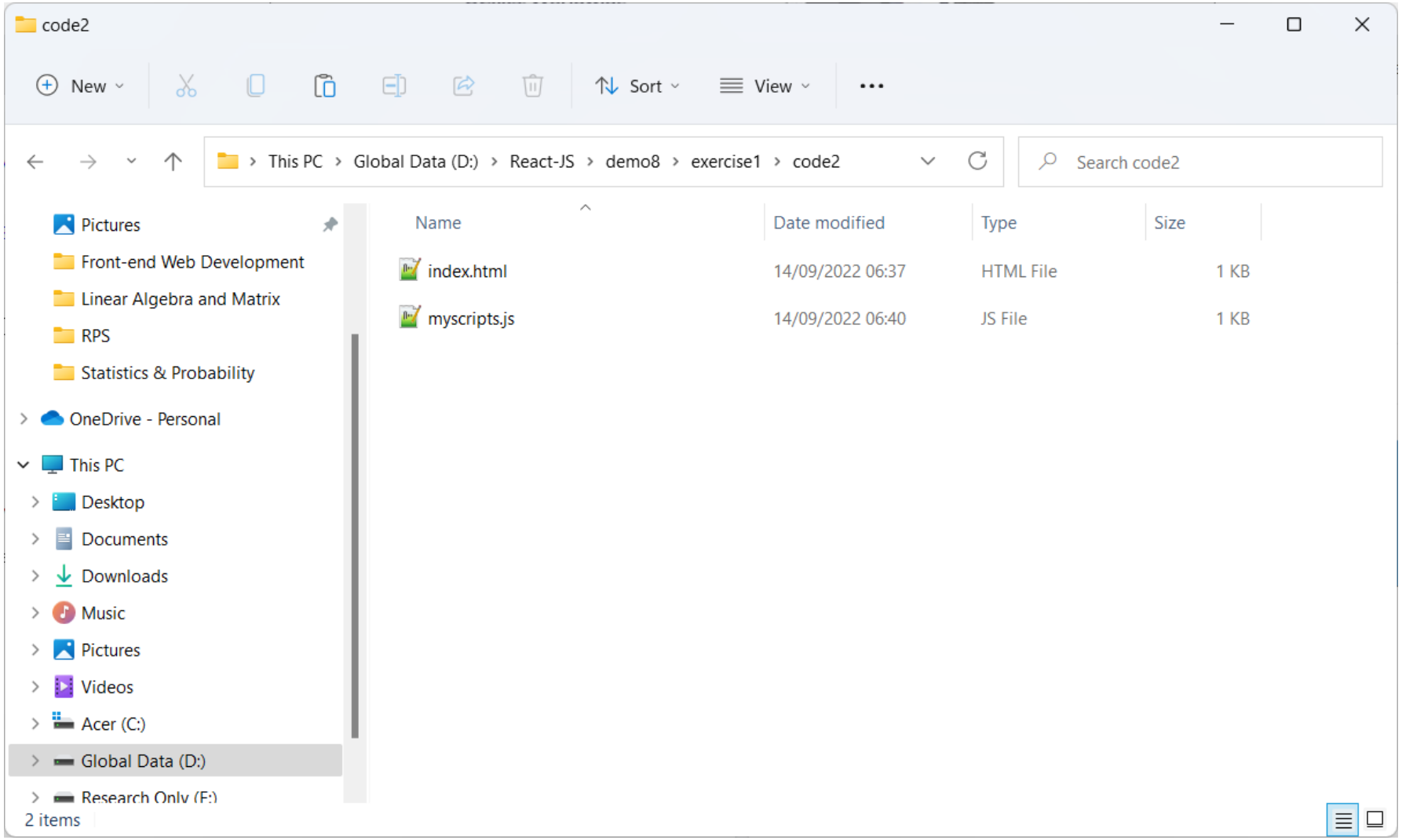


Expected Output

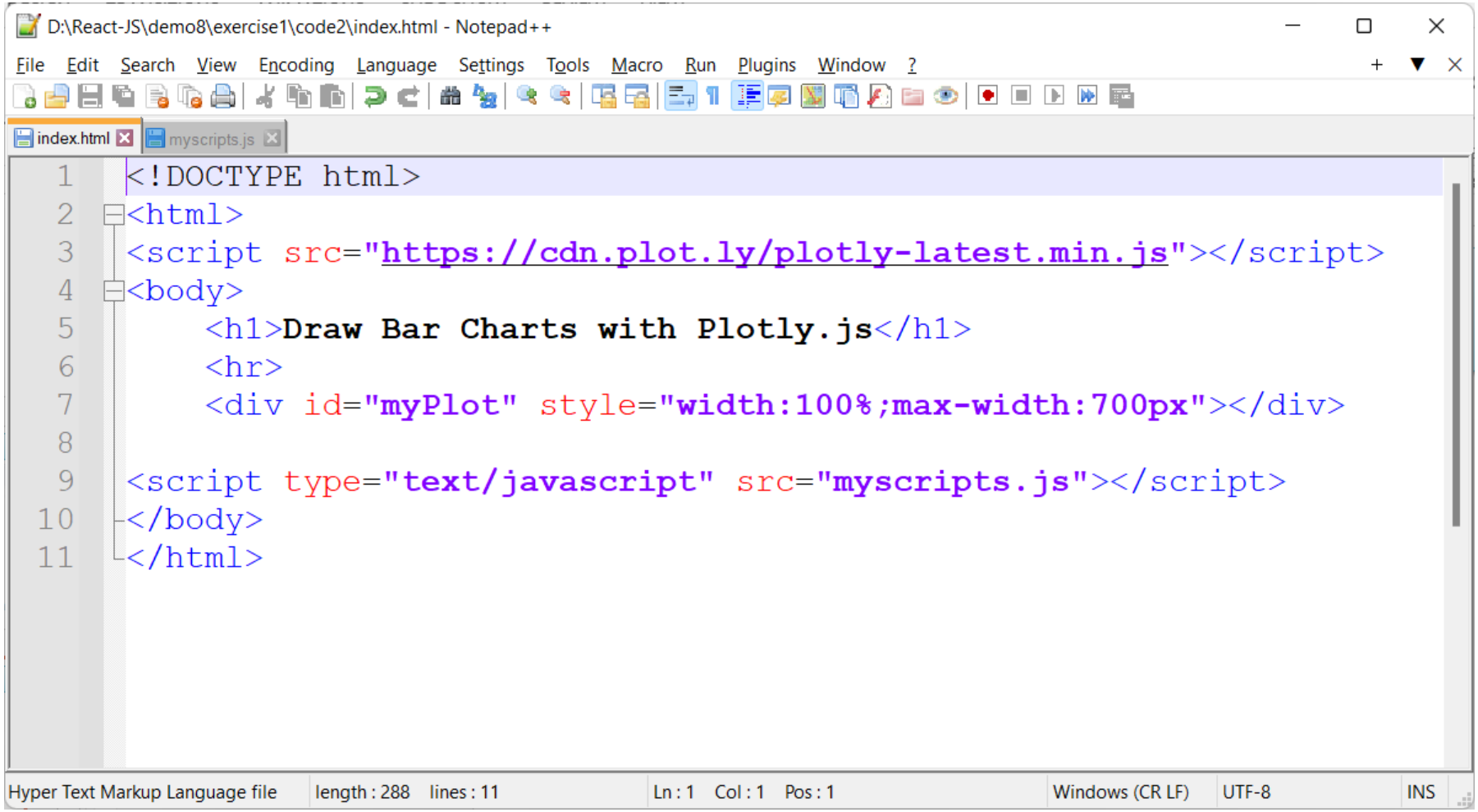


Code #2
(Bar Charts)

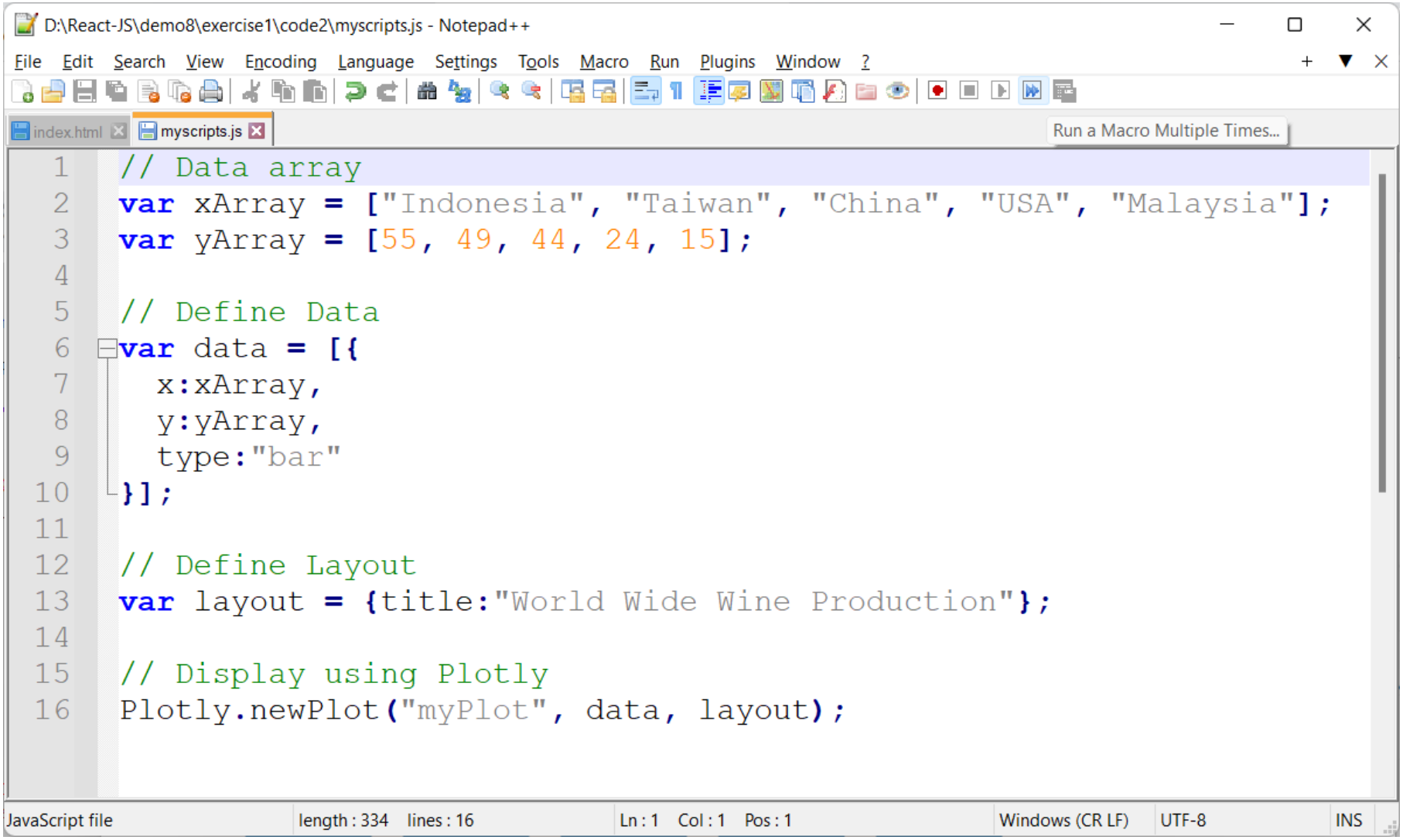
Create HTML & JavaScript Files



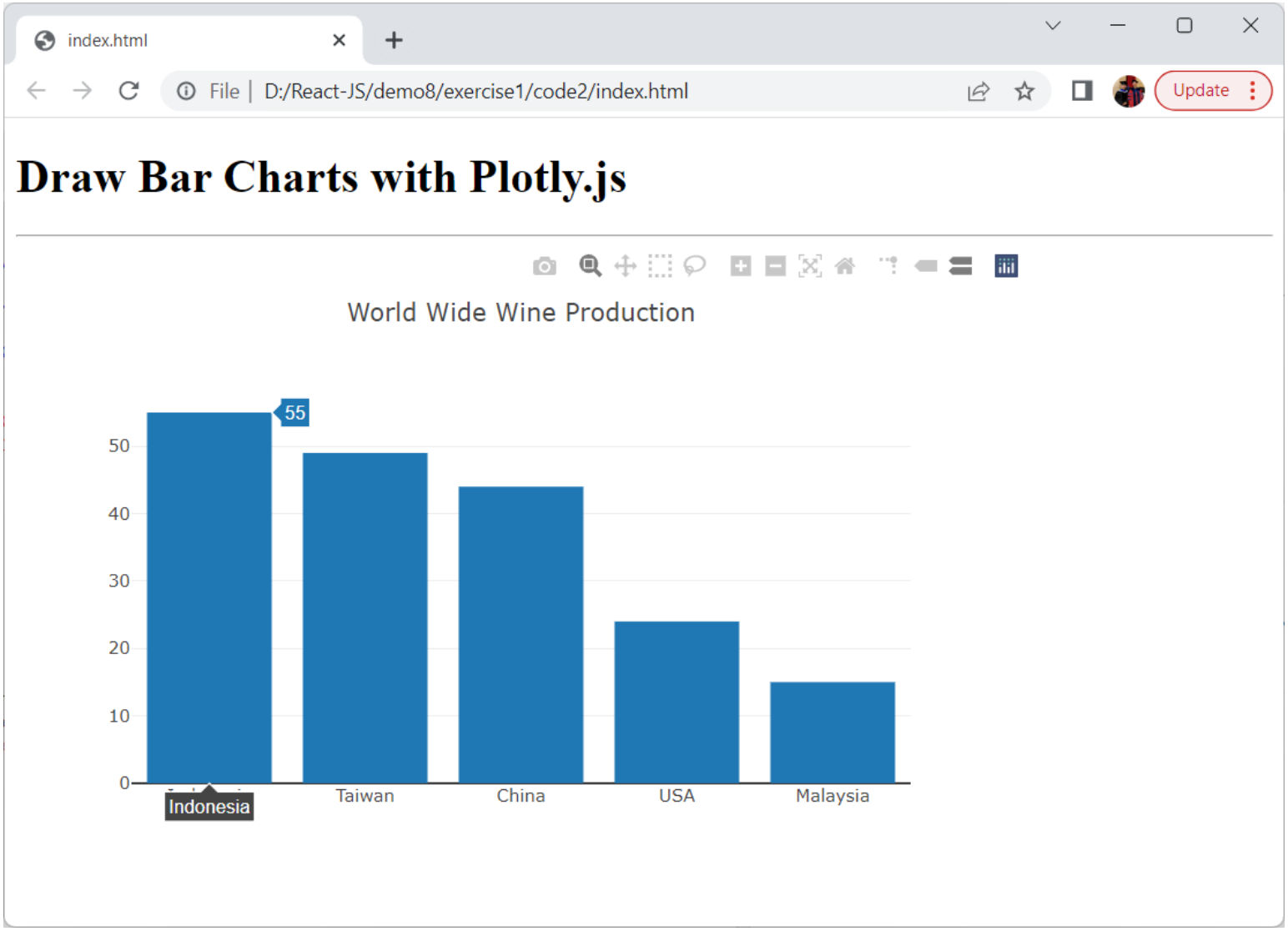
Write Code *in* HTML File



Write Code *in* Javascript File

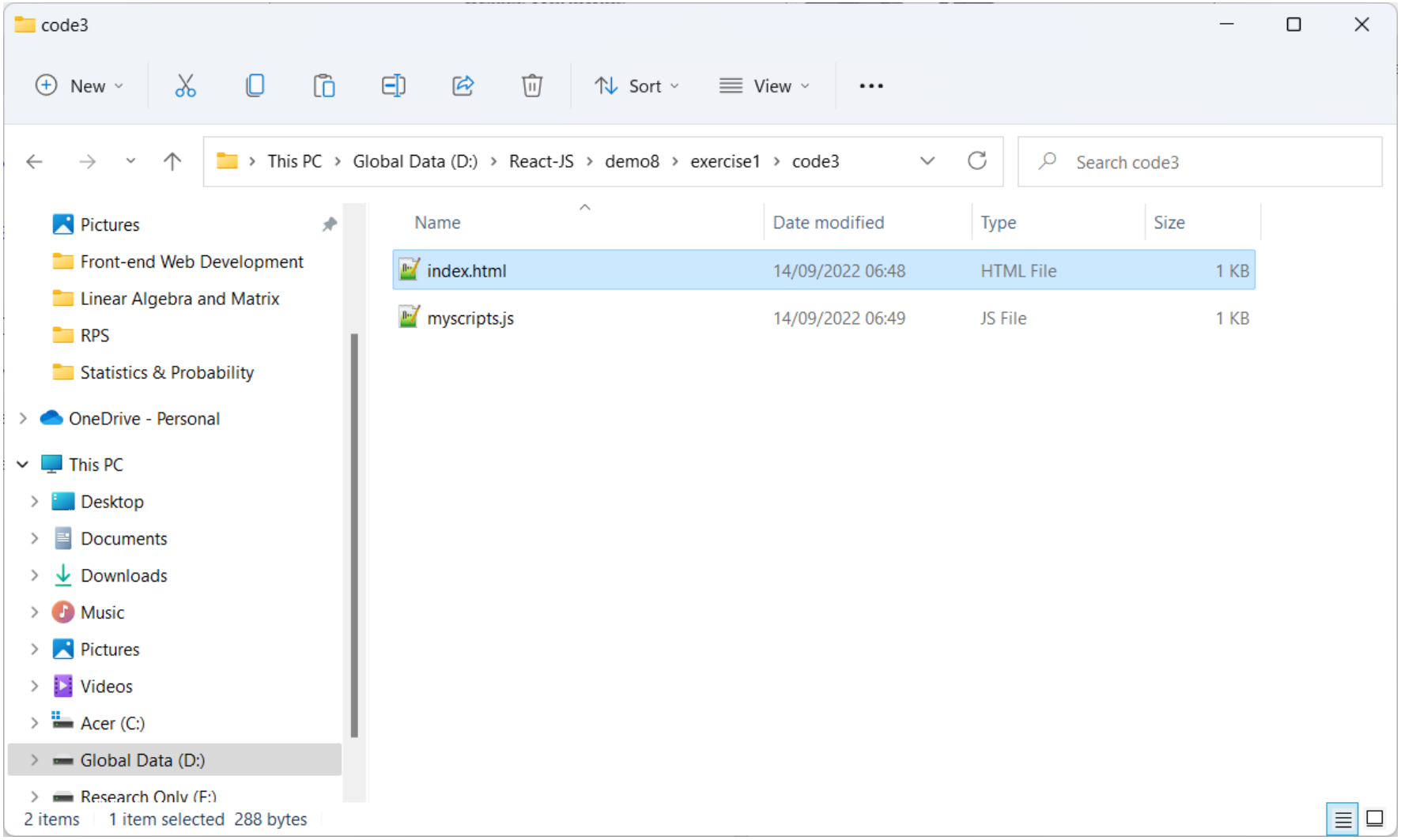


Expected Output

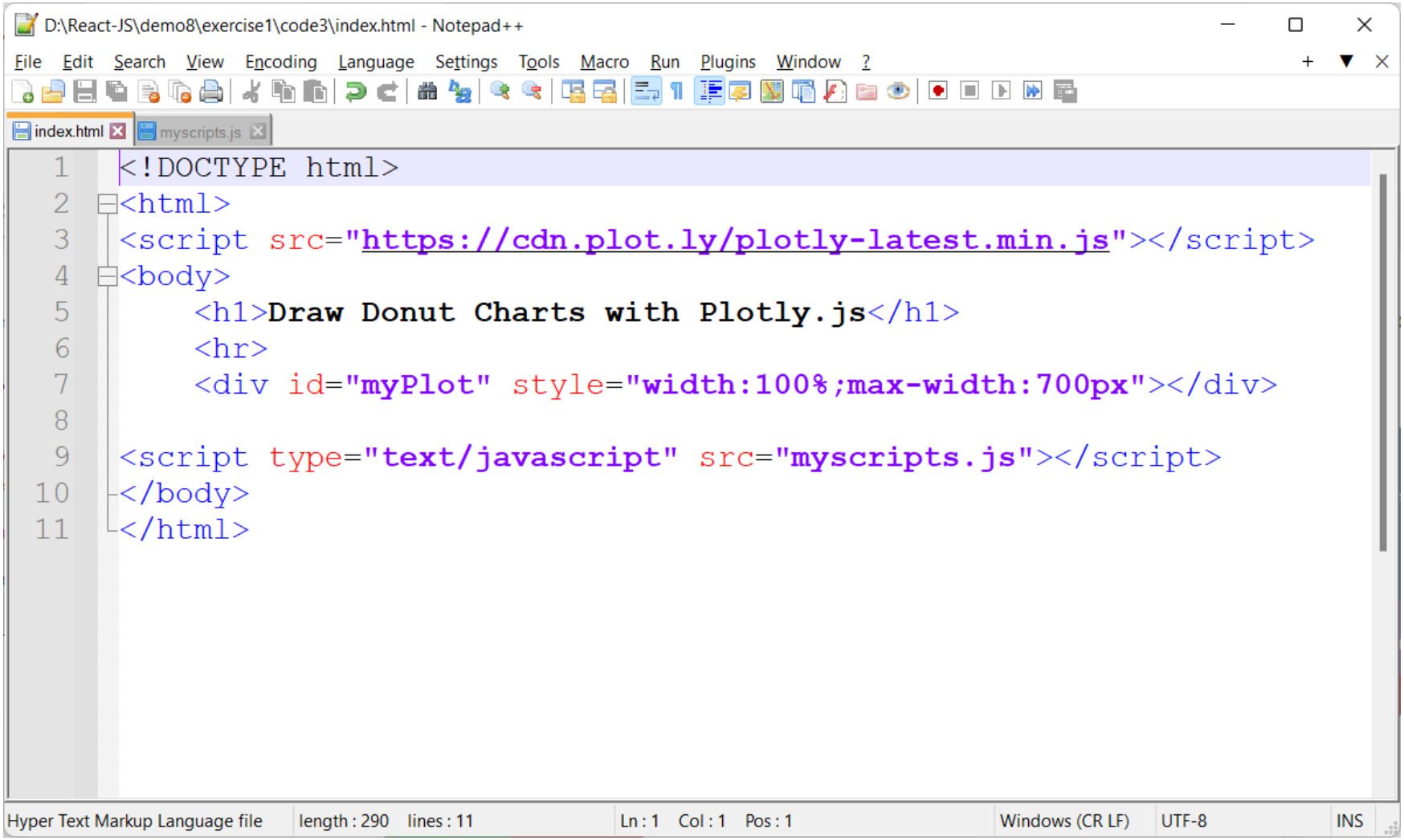


Code #3
(Donut Charts)

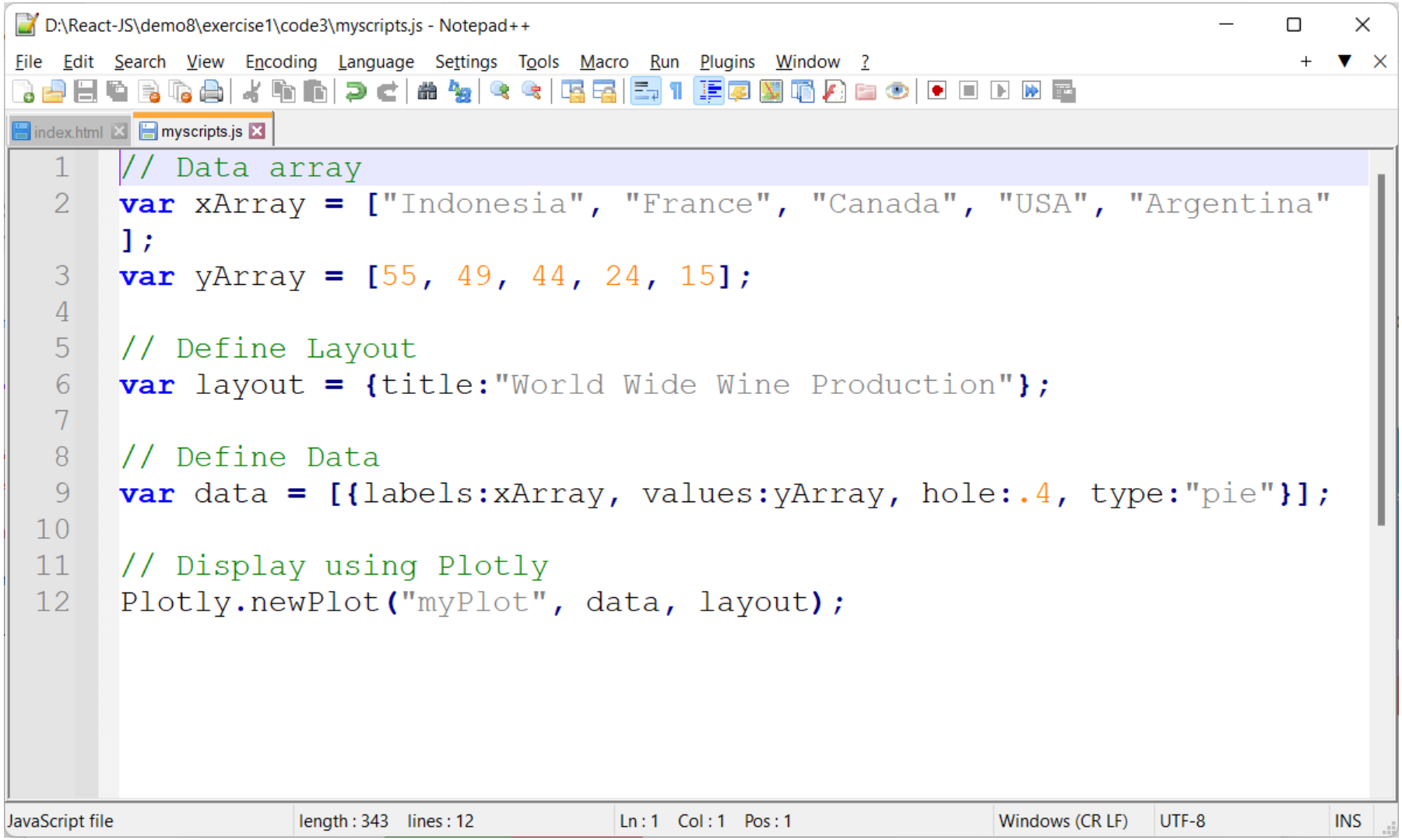
Create HTML & JavaScript Files



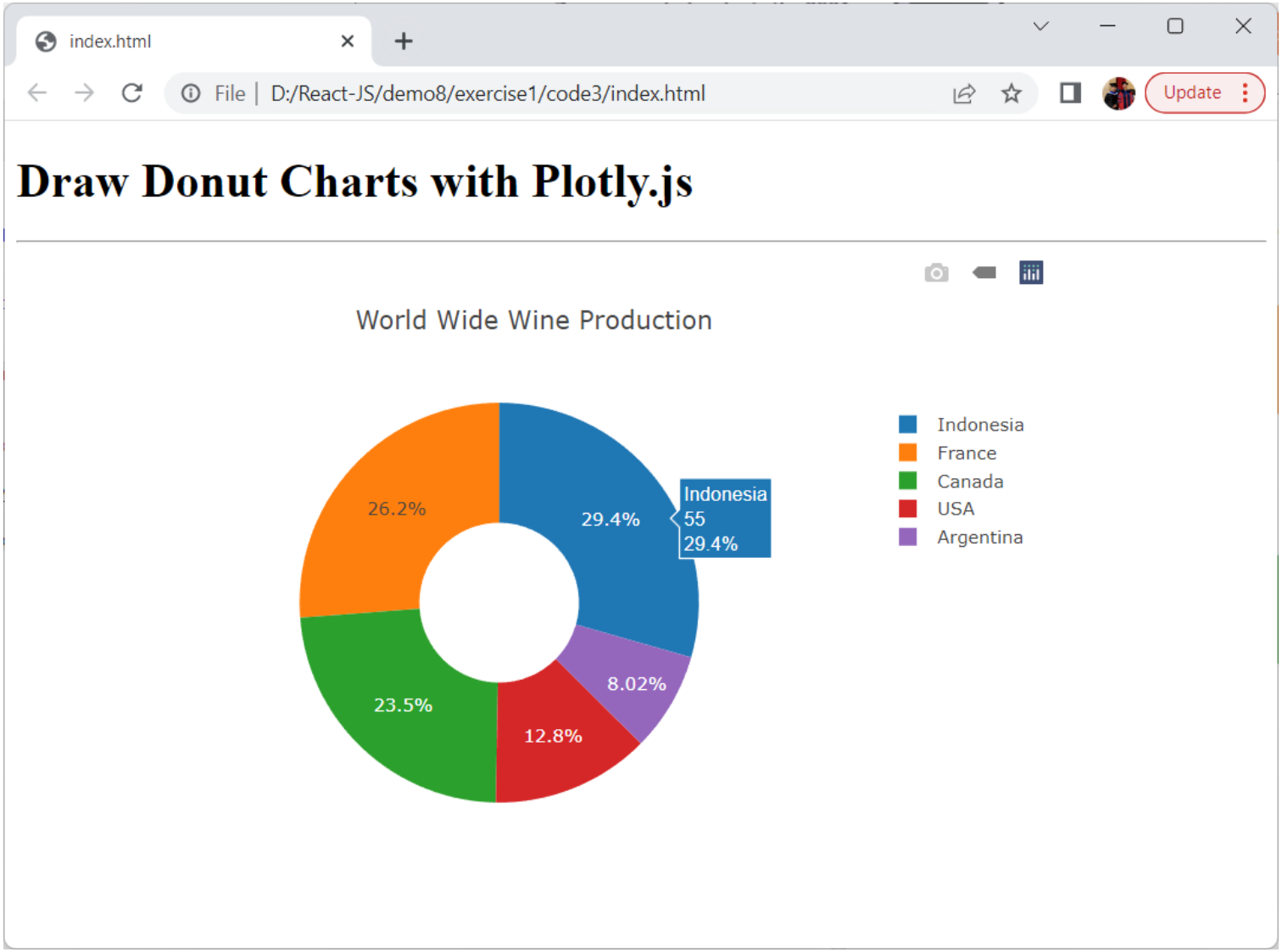
Write Code *in* HTML File



Write Code *in* Javascript File



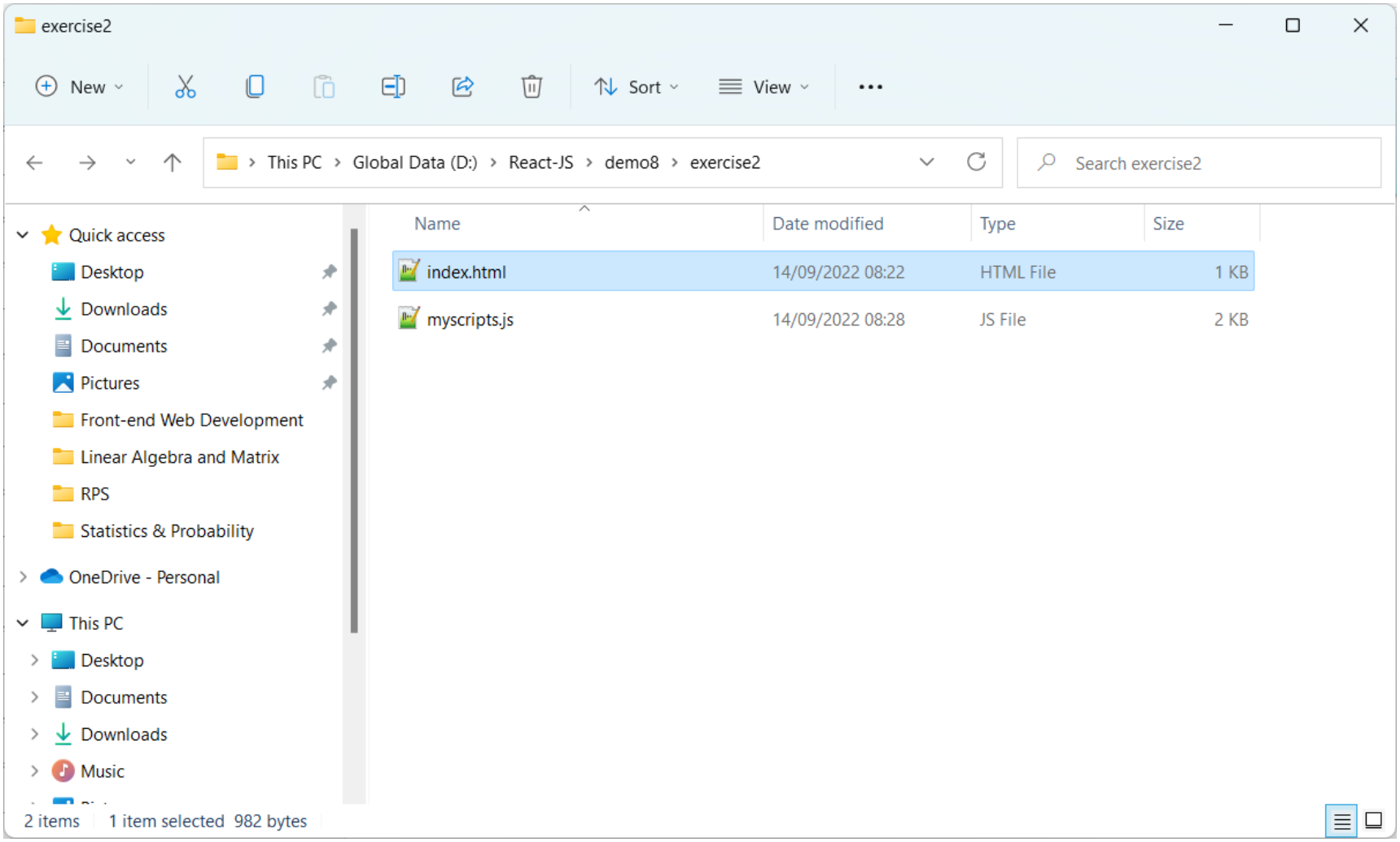
Expected Output



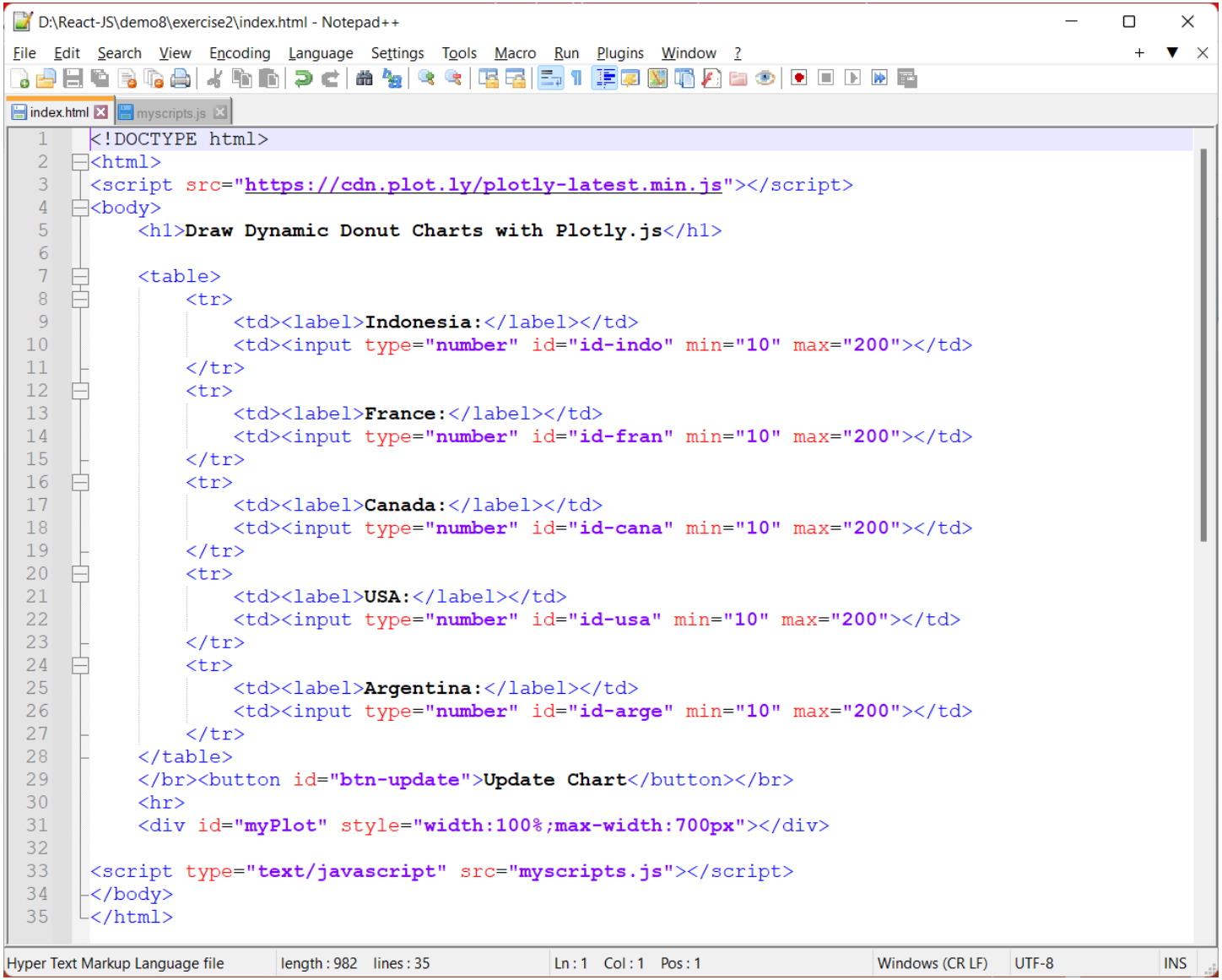
Exercise #2

Draw Dynamic Donut Charts with Plotly.js

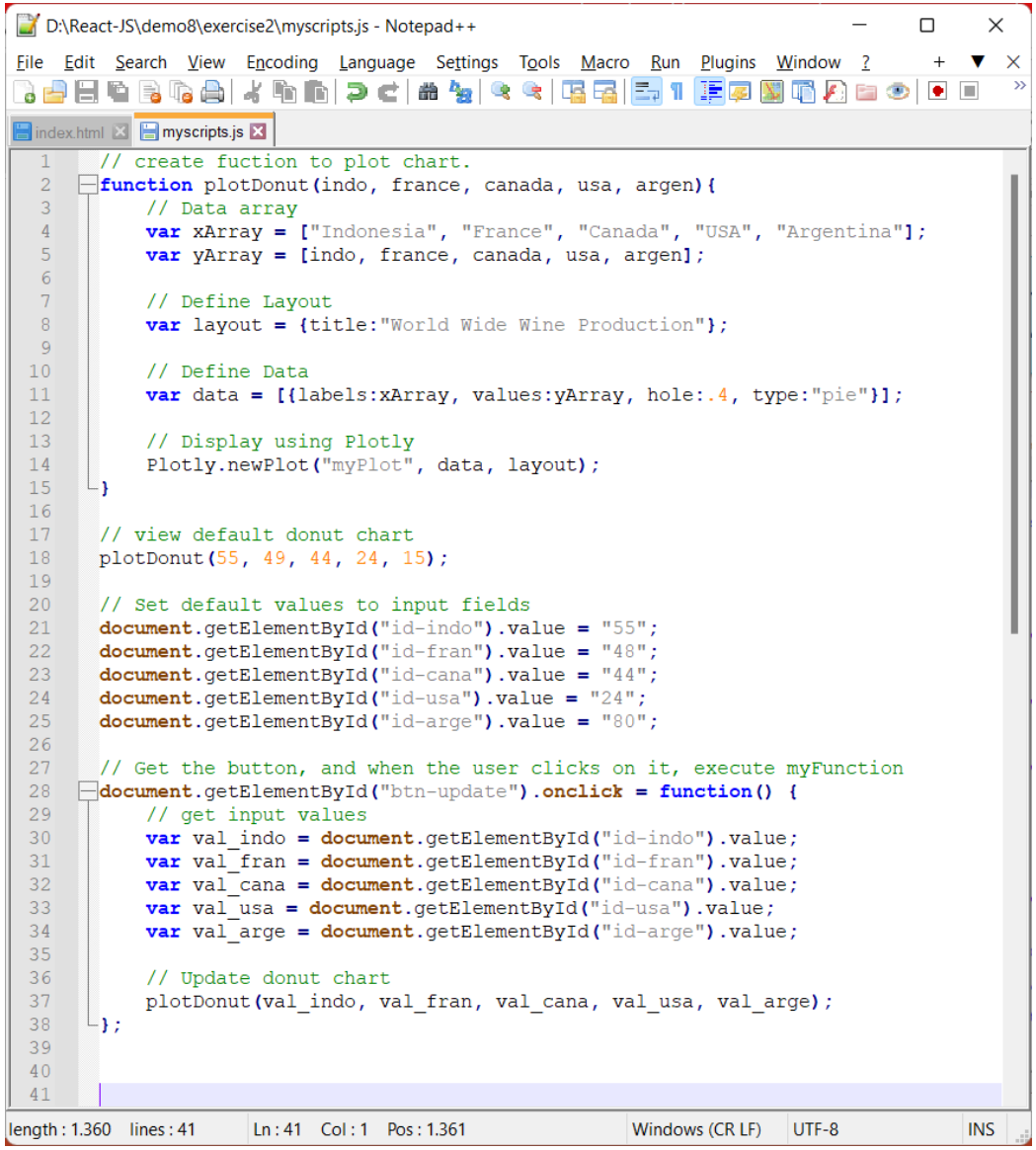
Create HTML & JavaScript Files



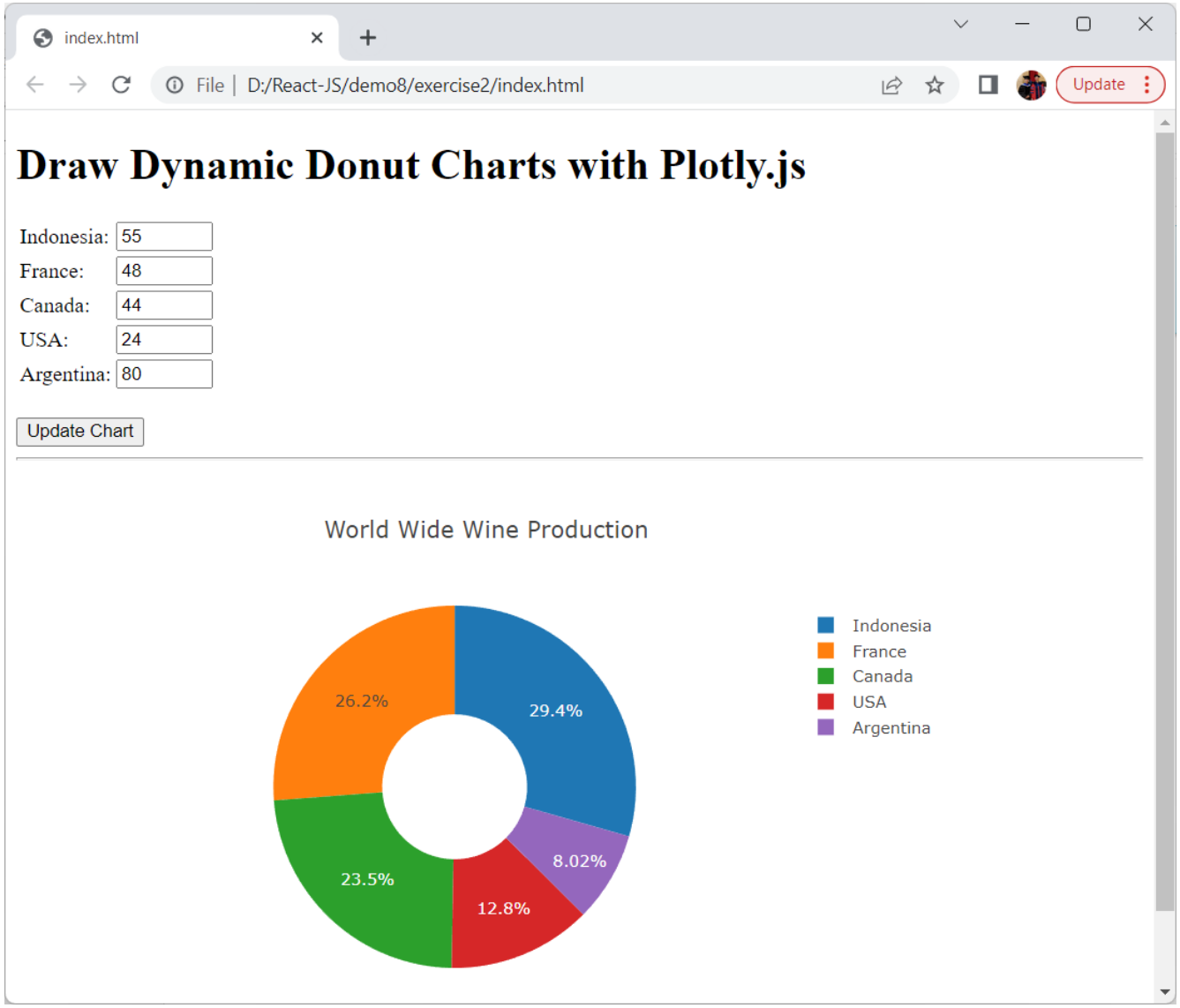
Write Code *in* HTML File



Write Code *in* Javascript File



Expected Output



END PRESENTATION

Thank you for your attention

Instructor: S – W – T