Cx and x attributes serve the same purpose except cx is for circles within svg objects.

dx and dx are just naturally interpreted as the difference based on the nodes location.

Using append.append.append will keep adding children to nodes/links ( <g> <circle><text>text</text></circle></g>. U

tick versus end within the function force.on determines if it displays the layout every time a calculation ticks or just at the end of all calculations (aka when everything would come to rest).

cy and cx are absolute coordinates within the svg plane. cx is left to right and cy is top to bottom

nodes inherently hold data x and y which can be called via function(d) { d.x (or d.x)} . This allows them to be bound to attributes which pin them in the correct location on the SVG object.

https://www.dashingd3js.com/using-the-svg-coordinate-space