# Week of May 24

Currently working on improving the performance of the app on the client side. Some animations used by angular materials are slowing things down

Furthermore, some of the caculations we are doing for the dictionary of interactions needs to be moved to the server side in order to improve performance.

Making the concentric layout more dynamic and based on the number of nodes. We are now determining at each level the ideal radius. We should probably make the source nodes twice the size of the neighbours so that they are visible even with all of the edges coming out of them.

So we moved the self loop logic to the server, and we moved the function that builds the edgeDictionary to the server as well.

Added a popup for examining edges and seeing their source, target, and weight.

Made changes to the gene locator so that the zooming works more smoothly. Also added an animation to change nodes to green. Added a button to remove the highlighting of nodes if wanted.

Need to make the random layout more dynamic in terms of volume needed to display nodes

Need to make the nodes with a larger degree have a bigger size in the random layout

Need to add a legend for the graph showing what color corresponds with what tissue

\*\*\*mapData