

data-vis\sketch.js

```

1 // Global variable to store the gallery object. The gallery object is a container for all
  // the visualisations.
2 let gallery;
3
4 //----- START NEW CODE -----
  -//
5 // Definig global variables for menu left and top
6 let menuLeft;
7 let menuTop;
8
9 // Acessability
10 let accessibilityMode = false;
11
12 function preload() {
13   // Load images
14   uol_logo = loadImage('assets/uol_logo.png');
15   user_logo = loadImage('assets/user_logo.png');
16   ai_icon = loadImage('assets/ai.png');
17   climate_icon = loadImage('assets/climate.png');
18   job_icon = loadImage('assets/job.png');
19   pay_icon = loadImage('assets/pay.png');
20   tech_icon = loadImage('assets/tech.png');
21   vitamin_icon = loadImage('assets/vitamin.png');
22
23   // Load font
24   robotoFont = loadFont('assets/roboto_font/Roboto_Condensed-Regular.ttf');
25   robotoFontBold = loadFont('assets/roboto_font/Roboto_Condensed-Bold.ttf');
26 }
27 //----- END NEW CODE -----//
28
29 function setup() {
30   // Create a canvas to fill the content div from index.html.
31   canvasContainer = select('.app');
32   var c = createCanvas(1400, 800);
33   c.parent('app');
34
35   // Create a new gallery object.
36   gallery = new Gallery();
37
38   //----- START NEW CODE -----
  -//
39   // Margins
40   menuLeft = {x: 42, y: 0, w: 260, h: height};
41   menuTop = {x: 42, y: 0, w: width, h: 100};
42
43   // Font
44   textFont(robotoFont);
45
46   //----- END NEW CODE -----//
47
48   // Add the visualisation objects here.
49   gallery.addVisual(new PayGapTimeSeries());

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50 gallery.addVisual(new aiCheck());
51 gallery.addVisual(new TechDiversityRace());
52 gallery.addVisual(new TechDiversityGender());
53 gallery.addVisual(new PayGapByJob2017());
54 gallery.addVisual(new ClimateChange());
55 gallery.addVisual(new UKFoodAttitudes());
56 gallery.addVisual(new NutrientsTimeSeries());
57 }
58
59 function draw() {
60 //----- START NEW CODE -----
61 -//
62 // Call constructors.
63 canvas = new canvasDesign();
64
65 // Entire canvas background
66 background(255);
67
68 // First layer of canvas background
69 canvas.draw_canvas_background(menuLeft.x + menuLeft.w, menuTop.h, width, menuTop.w, 0,
70 "#F2F2F2");
71
72 // Second layer for charts (white)
73 canvas.draw_canvas_background(menuLeft.x + menuLeft.w + 60, menuTop.h + 80, width - 420,
74 menuTop.w - 805, 20, 255);
75
76 // Draw borders into the canvas.
77 canvas.draw_canvas_borders(menuLeft.x, 0, width - menuLeft.x, height, 2, 0);
78
79 // Draw menu bar at the left of the canvas.
80 canvas.draw_menu_bar(menuLeft.x, menuLeft.y, menuLeft.w, menuLeft.h, 0, "#C8102E");
81 // canvas.draw_menu_bar(menuLeft.x, menuLeft.y, menuLeft.w, menuLeft.h, 0, '#E69F00');
82
83 // Draw upper rectangle
84 canvas.draw_menu_bar(menuTop.x, menuTop.y, menuTop.w, menuTop.h, 0, "#C7C7C795");
85
86 // Draw UOL logo
87 let targetHeight = 70;
88 let aspect = uol_logo.width / uol_logo.height;
89 let targetWidth = targetHeight * aspect;
90 image(uol_logo, 75, 15, targetWidth, targetHeight);
91
92 // Draw tittle
93 push();
94 textSize(30);
95 textAlign(LEFT, TOP);
96 textFont(robotoFontBold);
97 fill(255);
98 noStroke();
99 text("MENU BAR", 103, 150);
100 pop();
101
102 if (gallery.selectedVisual != null) {
103 // Select visuals
```

```
101     gallery.selectedVisual.draw();
102
103     // Draw user image
104     image(user_logo, menuLeft.x + menuLeft.w + 60, 106, 65, 65);
105 }
106 else {
107     canvas.drawHomeScreen();
108 }
109 }
110 //----- END NEW CODE -----//
```