PBO Workshop

Creating Data-Driven Documents With d3

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Outline

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If you are eager to obtain everything

https://github.com/benracine/d3_cisnet_tutorial/downloads

Attendee Introduction

Favorite Tools?

- Database and/or spreadsheet tools
- DSL and/or general programming languages
- Visualization tools

Any web developers?

- Any Javascript experience?

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- Firefox 3+
- IE9
- Safari
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jQuery + Protovis ≈ d3

- Any jQuery experience?
  - d3 is similar, but can also target the SVG (an xml-esque image format)
  - They both do some fancy functional programming to make it possible for us to declaratively (and efficiently) reach into the dom tree
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  - API: https://github.com/mbostock/d3/wiki/API-Reference
  - Examples: http://mbostock.github.com/d3/ex/
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Clone or Download Slides, Source Code and Exercises

```
if you have an internet connection
    if you are a git user
        git clone git@github.com:benracine/d3_cisnet_tutorial.git
    else
        https://github.com/benracine/d3_cisnet_tutorial/downloads
    end
else
    We have usb sticks
end
```

Canonical Test to Ensure Installation

- Navigate to an exercise file on your hard-drive in your browser
- Open up your browser's web developer tools
- Go to the developer tool console
- Enter d3 and you should see "object" in the response

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Briefly playing in the console

- Navigate to http://mbostock.github.com/d3/
- Let's change the color of the hyperlinks
  - Open console
  - d3.selectAll("a").style("color","red")
  - d3.selectAll("p").style("color","blue")
- Note the existence of both d3.select and d3.selectAll
  - d3.select only chooses the first element

Exercise-01.html: Hello World

- This example only uses raw html (i.e. no SVG)
- Include the main d3 file in line 5
  - This, d3.js, is the 'core' module
  - The default build of d3.js includes the core, scale, svg and behavior modules
  - Others include:
    - d3.time.js
    - d3.geo.js
    - d3.csv.js

Exercise-01.html: Hello World

- All d3 commands live in a unified d3 namespace
- d3 supports CSS3 notation, i.e. one can select by:
  - Tag ("*div*")
  - Class ("*.awesome*")
  - Identifier ("*foo*")
  - Containment ("*parentchild*")
  - Intersection ("*.this.that*" for logical AND)
  - Union ("*.this*, *.that*" for logical OR)
  - Attribute ("$[color = red]$")
- Notice that method chaining has already begun
- Method chaining takes advantage of function that return the modifed version of the incoming selection
- Elements can be accessed directly
  - (e.g. selection[0][0])

Exercise-01.html: Hello World

- .text() is an "operator", a d3 term
- Operators can both get or set:
  - .classed() : toggling of css classes
  - .style() : sets the CSS style property (can be run w/ priority levels)
  - .property() : example, a slider value
  - .property() : example, a slider value
- By default, D3 supports svg, xhtml, xlink, xml and xmlns namespaces
- Additional namespaces can be registered

Exercise-01.html: Hello World

- Can be set as either constants or as functions
- When used to set document content, the operators return the current selection, so you can chain multiple operators together in a concise statement.
- d3.select("") $\approx$ $("") $\approx$ jQuery("")

Exercise-02.html:: Including an SVG Element

- Width and height could be related to the width and height of the window
- Think of the svg element as a canvas with a transformed coordinate system
- A svg:g element is means of containing other svg elements
- A tranform can be a handy way of moving the coordinate system to a desired location
- Regarding the coordinate system, note:
  - Origin is the top-left
  - x is positive to the right
  - y is positive down
  - scales can be used to correct to cartesian coords

Exercise-02.html:: Including an SVG Element

- svg:circle self explanatory
  - Refer to the SVG spec for relevant and/or required circle attributes
- Note the use of a JavaScript namespace variable to cache a selection of interest

Exercise-03.html: Combining with CSS Selections

- Concepts
  - CSS3 selector notation in the style section $\approx$ in the d3.select("") command
  - Appending is fairly self-explanatory
  - Good practice to use intelligent id and class attributes

Exercise-03.html: Combining with CSS Selections

- Namespaces, explain that svg:svg <– first one is a namespace, second one is the element itself svg:g is kind of like a div in html:... just a bag in which to group other things in note: you give them uniqueness through class or id
- Attr, addressed in previous slide
- Appropriate use of namespace variables
- Assign a namespace at any "juncture" in your workflow i.e. if you're about to add circles AND text to your scenegraph... it's probably appropriate to add a name to the state of your scenegraph at that point

Exercises-05.html through Exercise-08.html: Skipping for now

- d, i, and this
- Event listeners can take many forms
- Can listen for different types of events
- Click, mouseover, submit, etc.
- There's a subtlety of attaching to multiple functions to the same event...
- i.e. click.foo maps to one function, click.bar maps to another function

Exercises-05.html through Exercise-08.html: Skipping for now

- exercise-05.html: skip tweens and get to data bindings
- exercise-06.html: notice that we're scaling the whole image,
- exercise-07.html: listen to user events, i.e watch the mouse move
- exercise-08.html: mouse fading events
- exercise-09.html: html-based bar-chart to emphasize that it's not just for SVG canvases

A Quick Break

Exercise-09.html: Bar Chart

- Bar Chart with HTML Elements
- Scales

Exercise-09.html: Bar Chart

- Identity function
- Functional programming
- Data binding selections
- Update
- Enter
- Exit

Exercise-11.html: 2d Array into an HTML Table

- Foo

Exercise-12.html: 2d Array into SVG Bar Chart

- 2d Array into SVG Bar Chart
- RangeBands
- Linear vs. ordinal scales

Exercise-13.html: Axes Elements

Extras

- Transition $\approx$ a non-instantaneous transformation with extra attributes:
  - Duration -
  - Delay -
- Ease
- Interpolate
- Tween (exercise-05.html if we get a chance)
- Call and each for control flow

Conclusion

- You rock for sticking through this duration