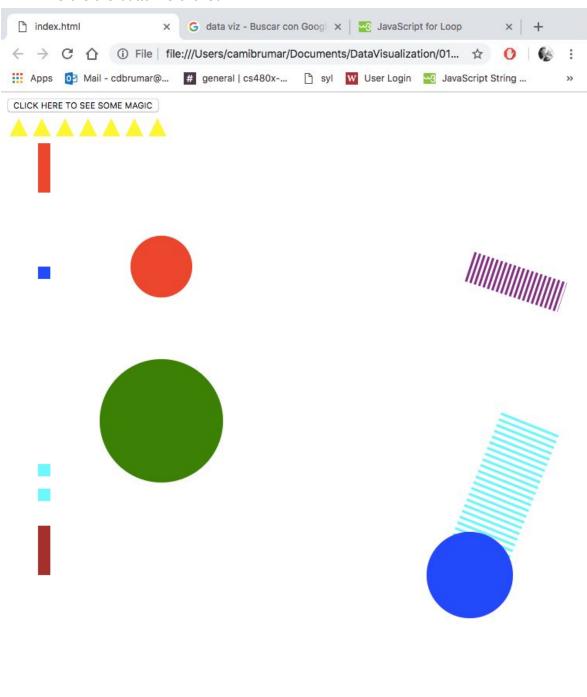**ReadMe: Data Visualization/01-ghd3**

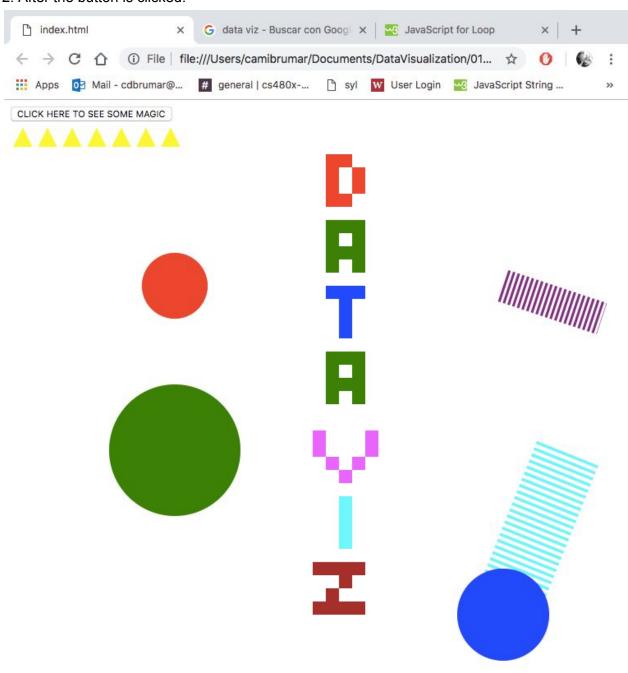**Link to index.html**: https://camibrumi.github.io/01-ghd3/index.html
Description: I have created an interactive animation, which is launched when a button is clicked.
Screenshots:
1. Before the button is clicked.

2. After the button is clicked.

Technical Achievements:
- I have learned some HTML and JavaScript and I have done my first project in these languages.
- I have learned how to create shapes (circles, squares, lines, triangles) with d3.js and how to animate them.
- I added some style to the lines in addition to the usual attributes of the lines.
- I added animation to the squares, which is launched by the user when he/she clicks the button "CLICK HERE TO SEE SOME MAGIC". In other words, I have learned how to properly use the method transition().
- I learned how to add elements to the canvas without using absolute coordinates, but using percentages of the dimensions of the screen.

Design Achievements:
- I have designed how the letters should appear out of some lines lying on the margin of the canvas.
- I also chose the letters to appear vertically because it is a more dynamic design instead of a static horizontal design.

References:
Main tutorial: http://eyalarubas.com/getting-started-with-d3js.html
Dashed lines: http://www.d3noob.org/2013/01/making-dashed-line-in-d3js.html