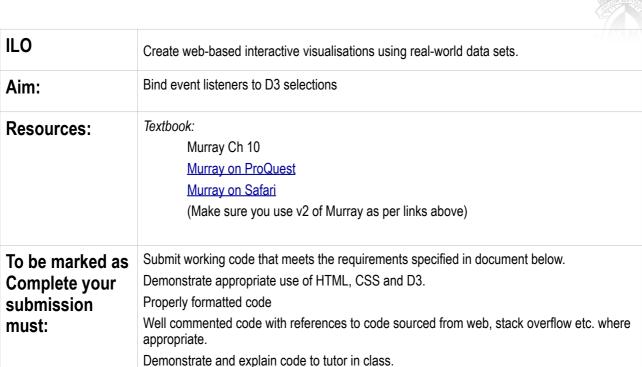
COS30045 Data Visualisation

Submit to Doubtfire

Task 6.2 D3 Interactivity - Sort

Submission



· code that demonstrates ascending and descending sort

Bring code to class to demonstrate to tutor

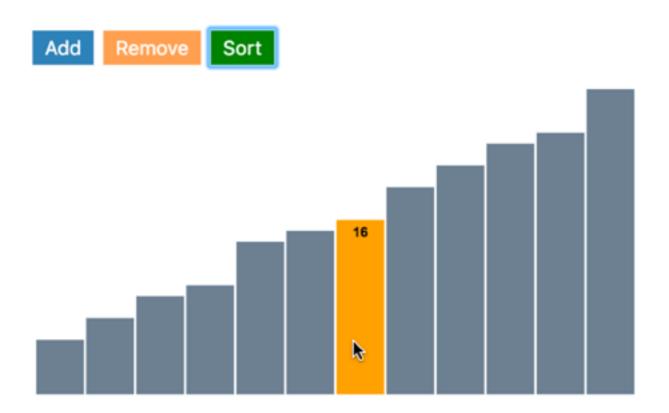
Note: The functions handling scale have changed between D3 v3 and D3 v4. This is something to be aware of if you are doing your on research into this topic. Make sure you use Murray Ed 2. Code examples from Ed 1 will not work.



Overview

At the end of Task 6.1 we had a bar chart that we could add and remove data from and demonstrated some mouse over effects. In this task we will add a sort feature.

Bar Chart with Mouse Over and Sort



Step 1: Set up event listener for sort button

Start with the code from Task 6.1. Add a button for your new Sort function. Give it a unique id (e.g., id="sort") so we can set up an event listener for it. Then set up the event listener to launch our the sort function we will build.

```
d3.select("#sort")
   .on("click", function() {
      sortBars();
});
```

Step 2: Write Sort Function

Our sort function will select all the rectangle elements then use D3 functions sort() and d3.ascending() to sort the data. Finally the rectangles need to be redrawn with new x values.

```
var sortBars = function() {
        svg1.selectAll("rect")
        .sort(function(a, b) {
            return d3.ascending(a, b);
        })
        .attr("x", function(d, i) {
            return xScale(i);
        });
    };
```

Save and run. You will notice that the transition happens straight away. Add a transition so the user can see the sort occur.

Step 3: Add a descending sort

Currently the sort only works one way. Allow the user to resort in the other direction by clicking the sort button again.

```
var sortOrder = false;

var sortBars = function() {

    sortOrder = !sortOrder;

    svg.selectAll("rect")
        .sort(function(a, b) {
         if (sortOrder) {
            return d3.ascending(a, b);
        } else {
            return d3.descending(a, b);
        }
    })
    // ....
```

Save your work and be ready to demonstrate in class.