USER INTERACTIONS

Moving cursors along the plot by keyboard interactions

**Approach:**

* On keyboard event, we check whether left key is clicked or right is clicked
* If left key is clicked, we will get the current index of the respective cursor point and decrement it by 1. Now, we will place our current cursor at the updated index and also updates the cursor\_Event to get current cursors harmonics.
* If right key is clicked, we will get the current index of the respective cursor point and increment it by 1. Now, we will place our current cursor at the updated index and also updates the cursor\_Event to get current cursors harmonics.

**Code:**

if(movement=="left"){

if(this.active\_cursor==0){

this.index\_A -=1;

curr\_index = this.index\_A;

}

else{

this.index\_B -= 1;

curr\_index = this.index\_B;

}

}

else{

if(this.active\_cursor==0){

this.index\_A +=1;

curr\_index = this.index\_A;

}

else{

this.index\_B += 1;

curr\_index = this.index\_B;

}

}

this.current\_cursor.attr("x",this.x(SpectrumData[curr\_index].x\_value)-5)

.attr("y", this.y(SpectrumData[curr\_index].y\_value)-5)

if(this.active\_cursor==0)

this.cursor\_event\_A.next(SpectrumData[curr\_index].x\_value);

else

this.cursor\_event\_B.next(SpectrumData[curr\_index].x\_value);

**Conclusion :**

* We have achieved the movement of cursors along the plot by keyboard interactions as expected.

**Resources:**

* <https://alexzywiak.github.io/animating-keyboard-events-in-d3/index.html>