

tt()

Schedule

1. Recap
2. Scales in D3
3. Drawing an axis

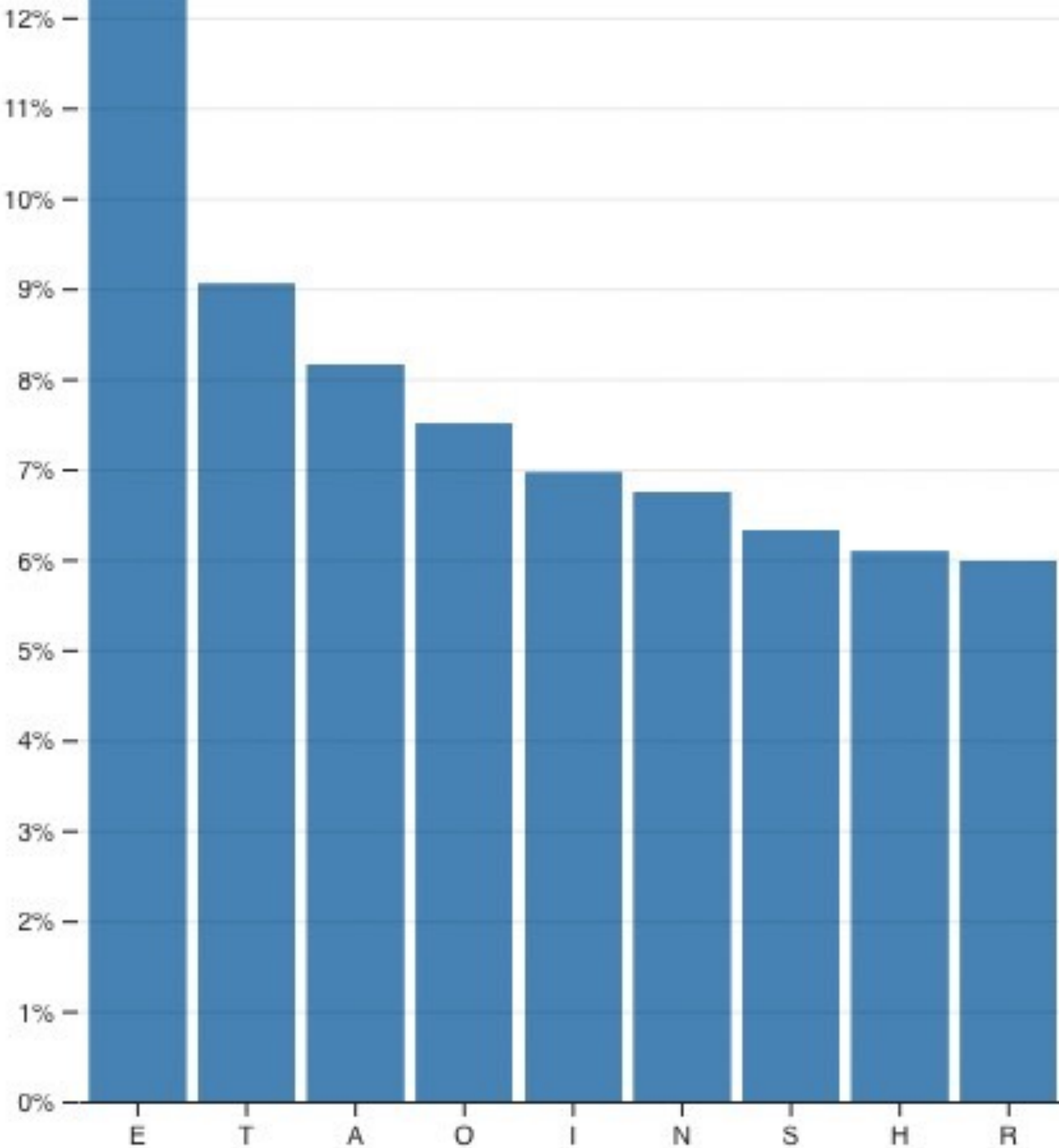


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D3 Concepts



1. Selections

2. Joins

3. Accessor functions

4. Scales

5. Axes

6. Ticks

Selections – the purpose

We work with HTML elements, SVG ... and want to modify them

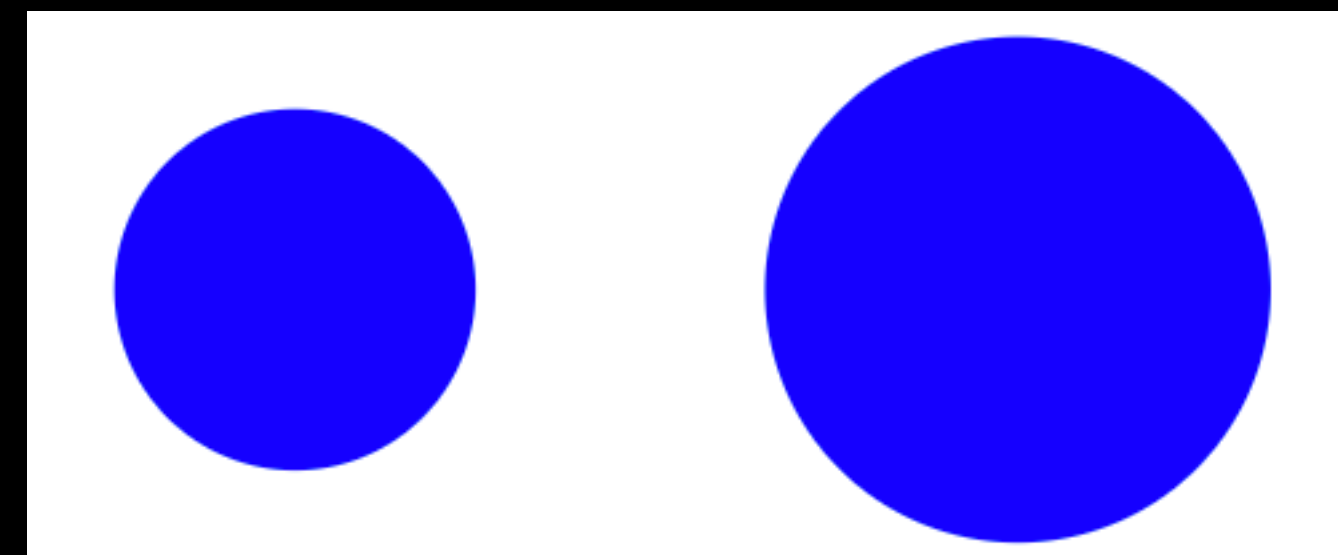
`d3.select()` is kinda like `document.querySelector()`

`d3.selectAll` is kinda like `document.querySelectorAll()`

```
d3.selectAll('circle')
```

```
<svg>  
  <circle cx=10 cy=10 r=5 />  
  <circle cx=30 cy=10 r=7 />  
</svg>
```

```
d3.selectAll('circle').style('fill', 'blue')
```



Selections

`d3.select()` is kinda like `document.querySelector()`

`d3.selectAll` is kinda like `document.querySelectorAll()`

Name	Behaviour	Example
<code>.style</code>	Update the style	<code>d3.selectAll('circle').style('fill', 'red')</code>
<code>.attr</code>	Update an attribute	<code>d3.selectAll('rect').attr('width', 10)</code>
<code>.classed</code>	Add/remove a class attribute	<code>d3.select('.item').classed('selected', true)</code>
<code>.property</code>	Update an element's property	<code>d3.selectAll('input[type=checkbox]').property('checked', true)</code>
<code>.text</code>	Update the text content	<code>d3.select('h1').text('Hello world')</code>
<code>.html</code>	Change the html content	<code>d3.select('form').html('<button>Turn off</button>')</code>

Joins – the purpose

We never know in advance how many elements of the DOM (HTML, SVG) we will need...

It depends on our data

Joins

Data joins are kinda like doing a mail merge in Office to create address labels based on a list in Excel



```
<svg id="chart"></svg>
```

```
<script>
```

```
let myData = [40, 10, 20, 60, 30];
```

```
d3.select('#chart')
```

```
  .selectAll('rect')
```

```
  .data(myData)
```

```
  .join('rect');
```

```
</script>
```

Here we use `d3.join()` to create a `<rect>` element for each item in our `myData` array

Accessor functions – the purpose



```
<svg id="chart"></svg>
```

```
<script>
```

```
const myData = [
```

```
  { day: "Monday", cars: 40 },
```

```
  { day: "Tuesday", cars: 10 },
```

```
  { day: "Wednesday", cars: 20 },
```

```
  { day: "Thursday", cars: 60 },
```

```
  { day: "Friday", cars: 30 },
```

```
];
```

```
d3.select("#chart")
```

```
  .selectAll("rect")
```

```
  .data(myData)
```

```
  .join("rect")
```

```
  .attr('width', d => d.cars);
```

```
</script>
```

If you're using JSON (an array of objects) you'll need to tell D3 which property you want to use

← Accessor function

About Sveltekit and D3

```
<script>
  import * as d3 from 'd3';
  import { onMount } from 'svelte';

  const myData = [4, 8, 15, 16, 23, 42];

  onMount(() => {
    console.log('D3 is running after mount!');

    d3.select('#chart')
      .selectAll('rect')
      .data(myData)
      .join('rect')
      .attr('x', (d, i) => i * 30)
      .attr('y', (d) => 100 - d * 2)
      .attr('width', 20)
      .attr('height', (d) => d * 2)
      .attr('fill', 'steelblue');
  });
</script>

<svg id="chart" width="300" height="100"></svg>
```

Exercise

Practise with selections, joins and accessor function:

https://codepen.io/Laura_B/pen/KKOBMgI

Show and tell

Schedule

1. Recap
- 2. Scales in D3**
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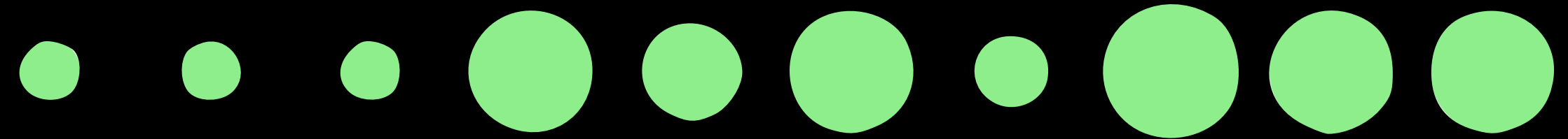
D3

Scales – the purpose

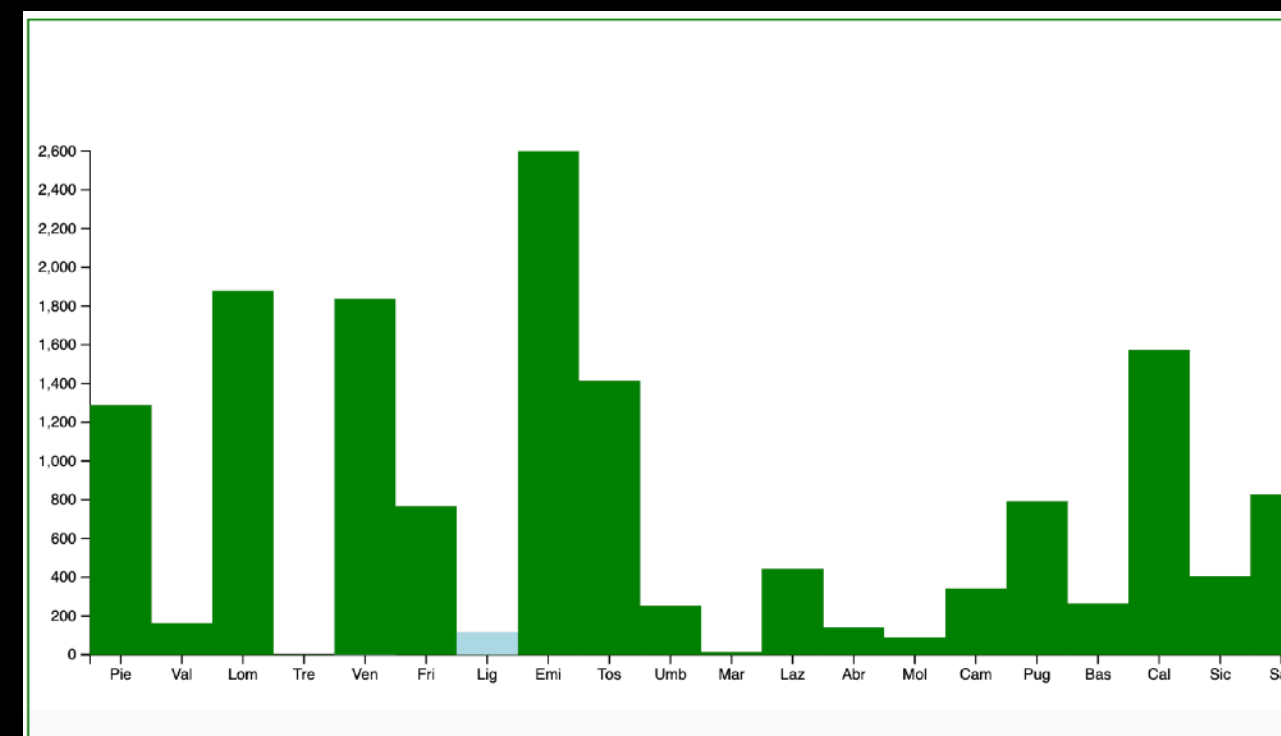
Scales allow to visualize data through:

size

position



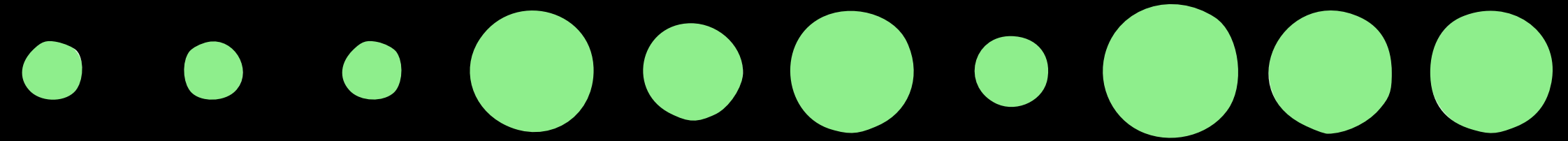
(In order to fit in your graphic view)



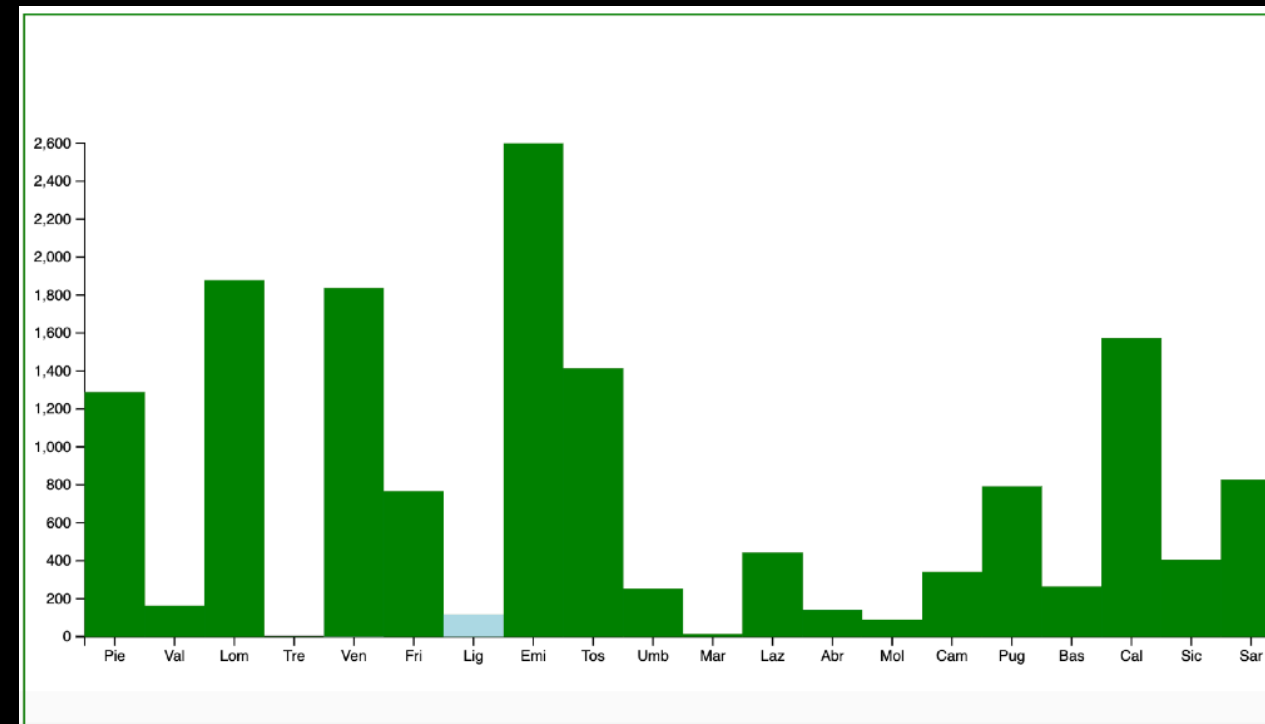
Scales – the purpose

Scales allow to visualize data through:

size



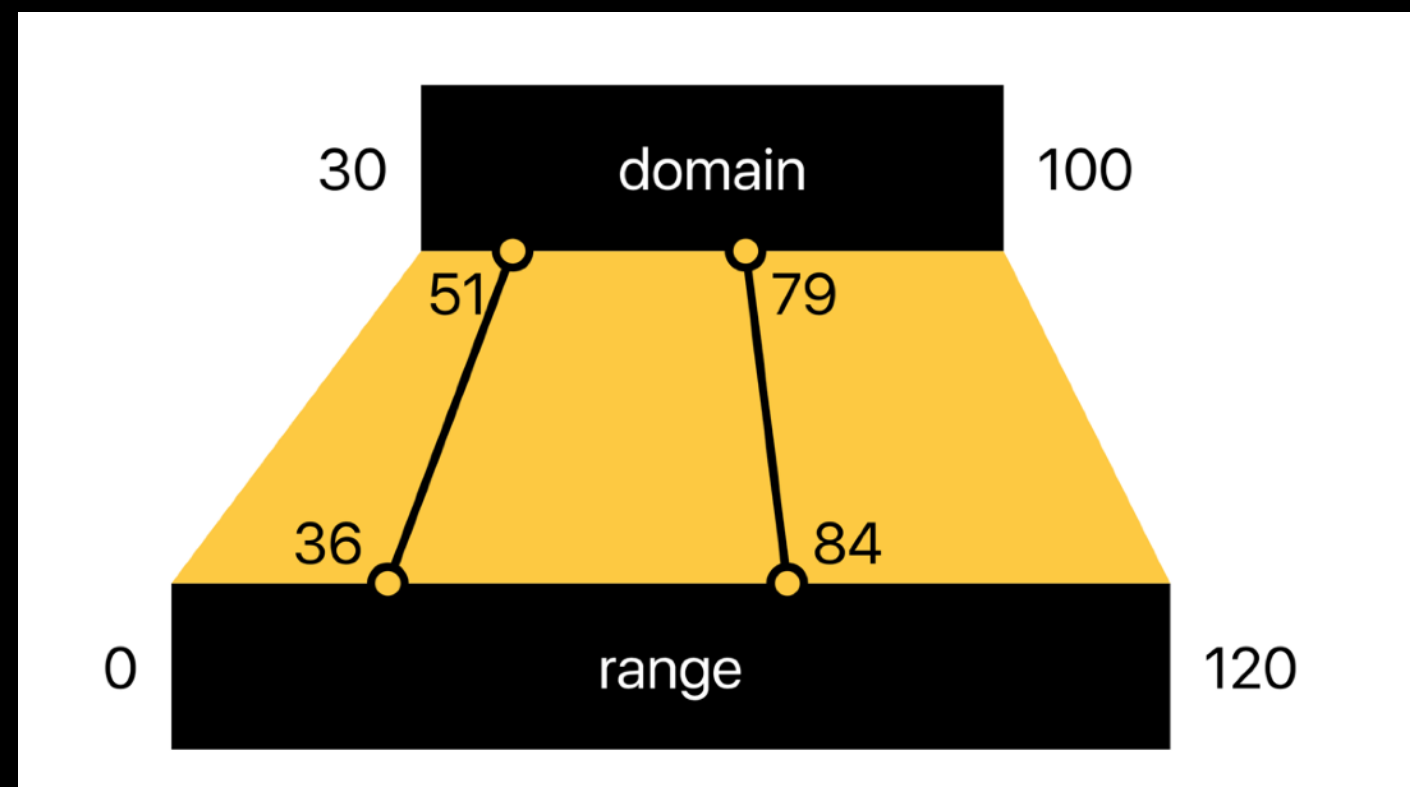
position



and **color**



Scales – the abstraction



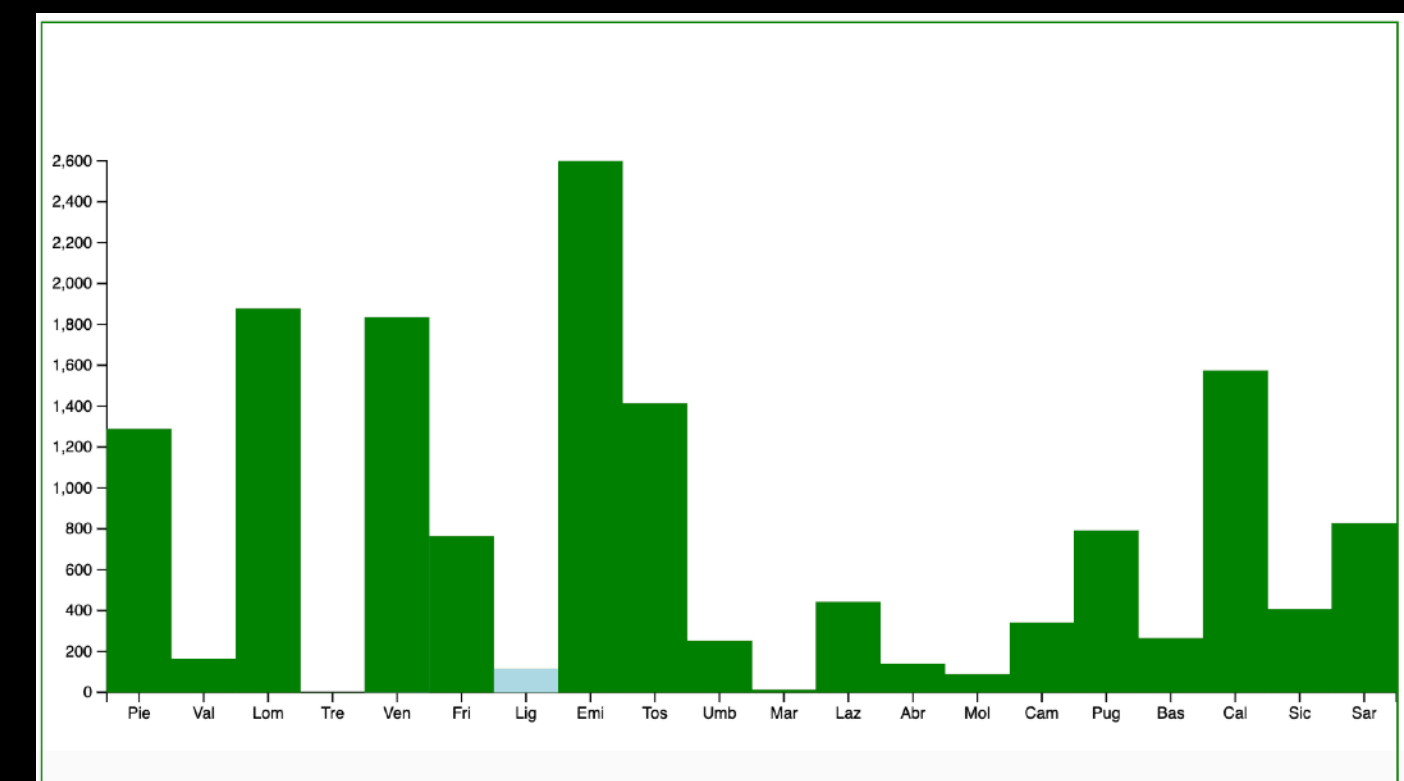
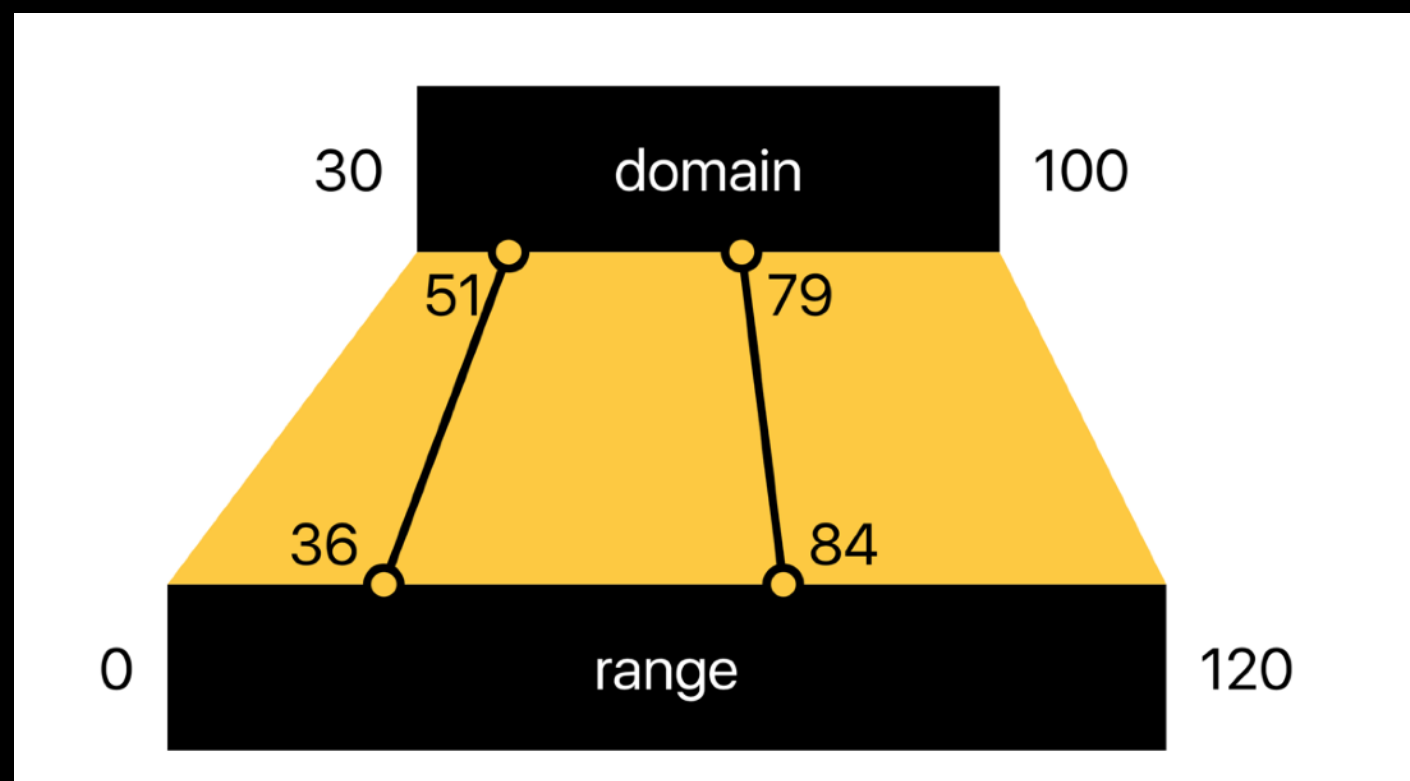
A **scale** is a **function**, that – given the values you want to display – helps you calculate:

- where the elements, representing each value are positioned
- how big they should be

It's all about numbers

Scales calculate how data is displayed on the screen:

- as a number on an axis
- as the size of an element of the DOM (that is a number)
- as the color of an element of the DOM (that is also a combination of numbers)

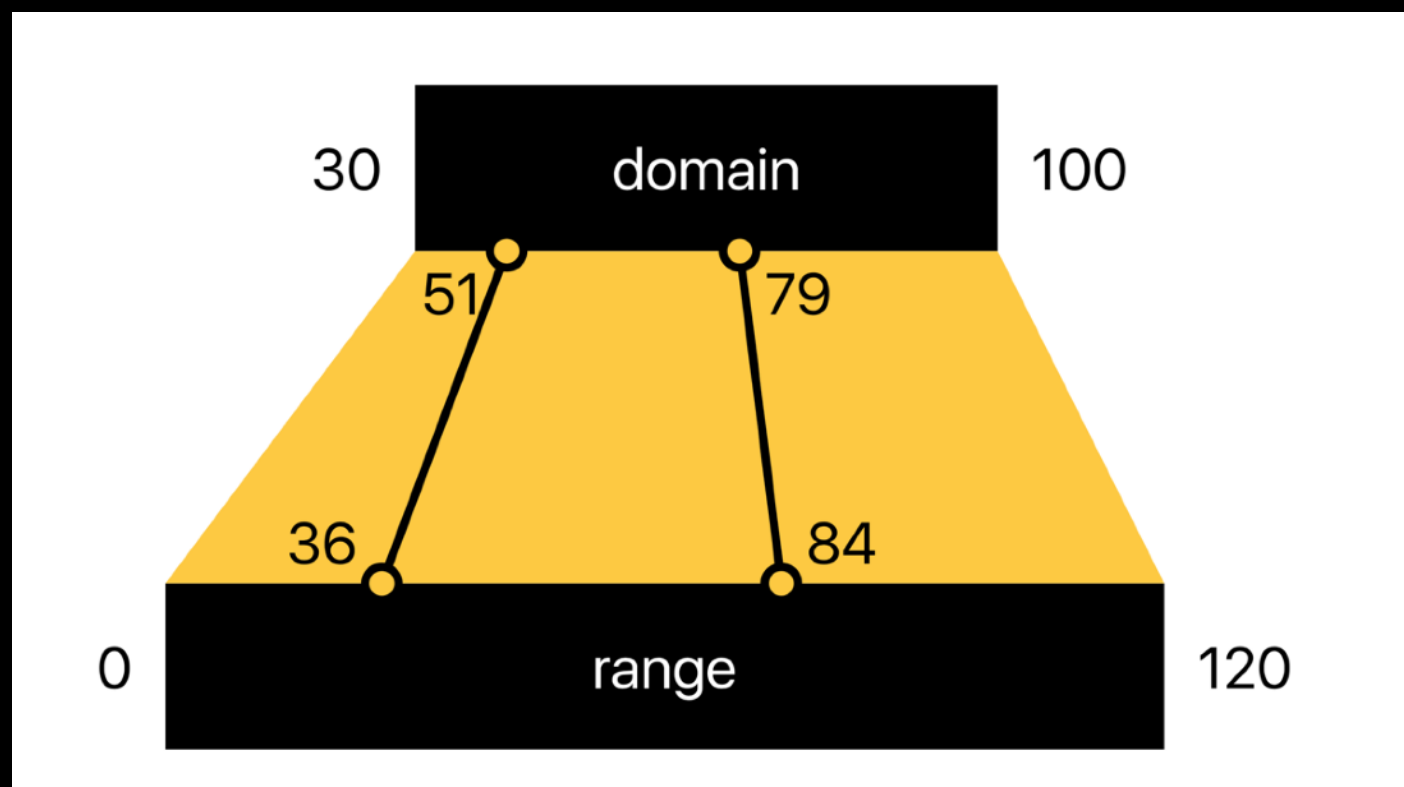


Scales—the Math (vocabulary, part 1)

A **scale** is a **function**, that – given a value you want to display – helps you calculate how the value is displayed on the screen

The set of values you want to display is called the **domain** of the scale function.

How you choose to visualize these values (size, position on axis, color etc.) can also be seen as a set of numerical values. We call it the **range** of the scale function.



Scale examples

color scale

```
var color = d3.scaleLinear()  
  .domain([10, 100]) //data  
  .range(['brown', 'steelblue']) //colorrange
```

```
color(20) // Output: '#9a3439'
```

```
color(50) // Output: '#7b5167'
```

Scale examples

time scale

MDN reference: Date constructor

```
new Date(year, monthIndex, day)
```

```
new Date(year, monthIndex, day, hours)
```

```
var time = d3.scaleTime()  
    .domain([new Date(2000, 0, 1), new Date(2000, 0, 2)])  
    .range([0, 960])
```

```
time(new Date(2000, 0, 1, 5)) // Output: 200
```

```
time(new Date(2000, 0, 1, 16)) // Output: 640
```

Scale examples

```
var scale = d3.scaleLinear()  
  .domain([10, 130])  
  .range([0, 960])  
  
scale(-10) // Output: -160, outside range  
  
scale.clamp(true)  
scale(-10) // Output: 0, clamped to range
```

clamping scales


By default, D3 scales will try to use the still return a scaled value if the data you give it is outside the domain. This could be a weird outlier in your dataset for example or just a bug in your API.

If you want your scale to always stay within the range, you can add `.clamp(true)` to your scale function.

Choosing scales – (vocabulary, part 2)

variable	What do I want to display	How do I want to display it
	Domain	Range
X-coördinate	0..11 passengers	0..800 px
(Point scale)		Equally spaced points
Size (area) of a circle	0..11 passengers	0..45 px diameter
(scale Sqr)		
Color of a car	0..11 passengers	['red', 'orange', 'green']
(Scale quantile)	Array of values	0..3 red, 4..6 orange enz.

Hands-on...

- Werk in tweetallen
- Oefen met Joins, Scales (en Axes):
https://codepen.io/Laura_B/pen/KKOBMgI
- Maak een **point scale** die er voor zorgt dat, hoeveel ritten er ook worden afgebeeld door een auto, ze altijd passen in een rij van 800px
- Maak een **kleurscale** die de user laat zien hoe rendabel de rit is, bijvoorbeeld:

- Zie: <https://www.d3indepth.com/scales/>

Wij zijn benieuwd!!!!

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Axes & Ticks

4 different types of Axes:
axisLeft, axisRight, axisTop,
axisBottom

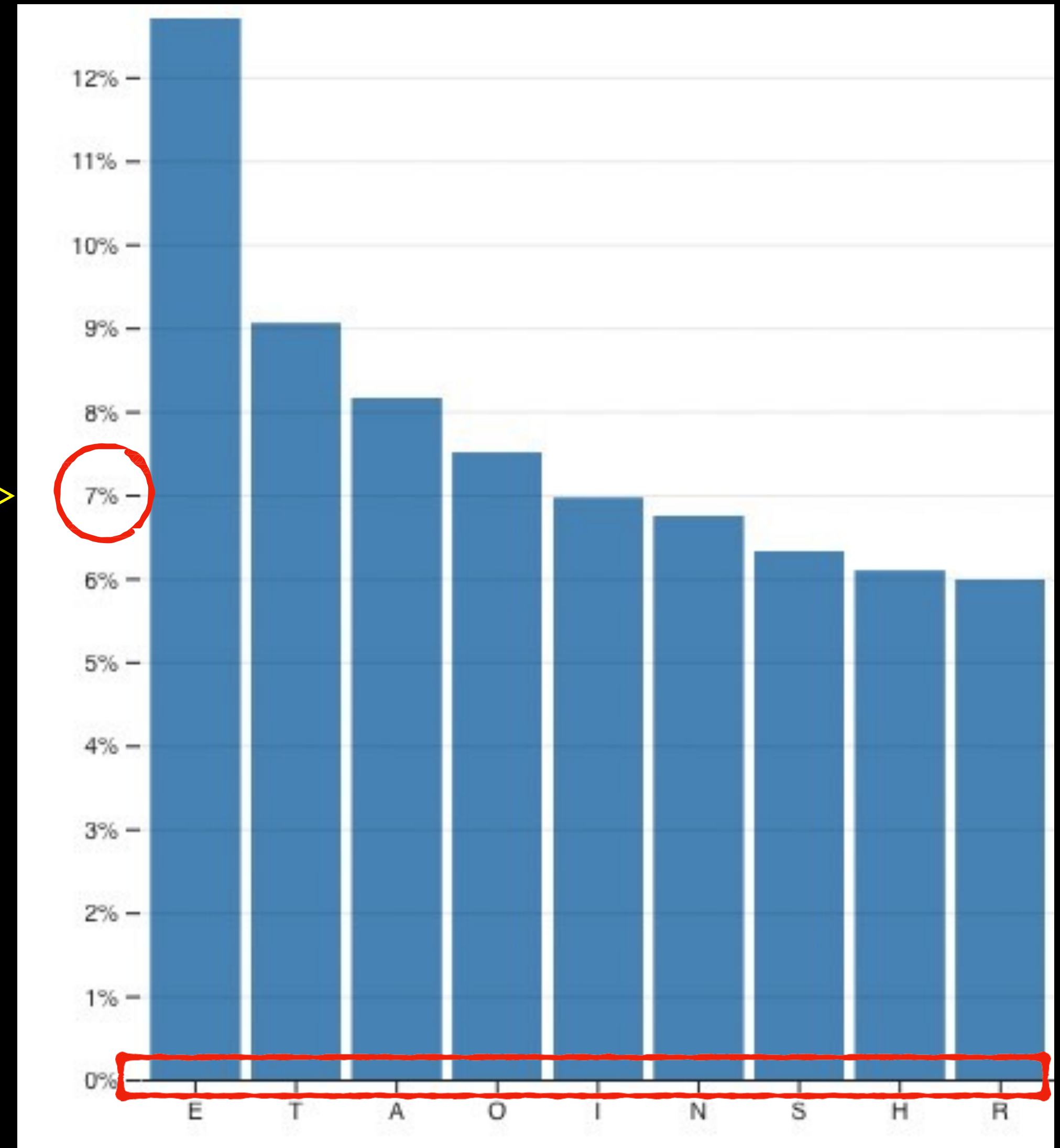
Axes refer to **scales**
that should have been
declared previously

```
24 const myAxisBottom = d3
25   .axisBottom(myScaleBand)
26   .tickFormat(d => d)
27
```

Ticks are gathered from data,
with accessor functions

Ticks ->

Axes ->



Axes & Ticks

Axes should be **positioned**

Different strategies:

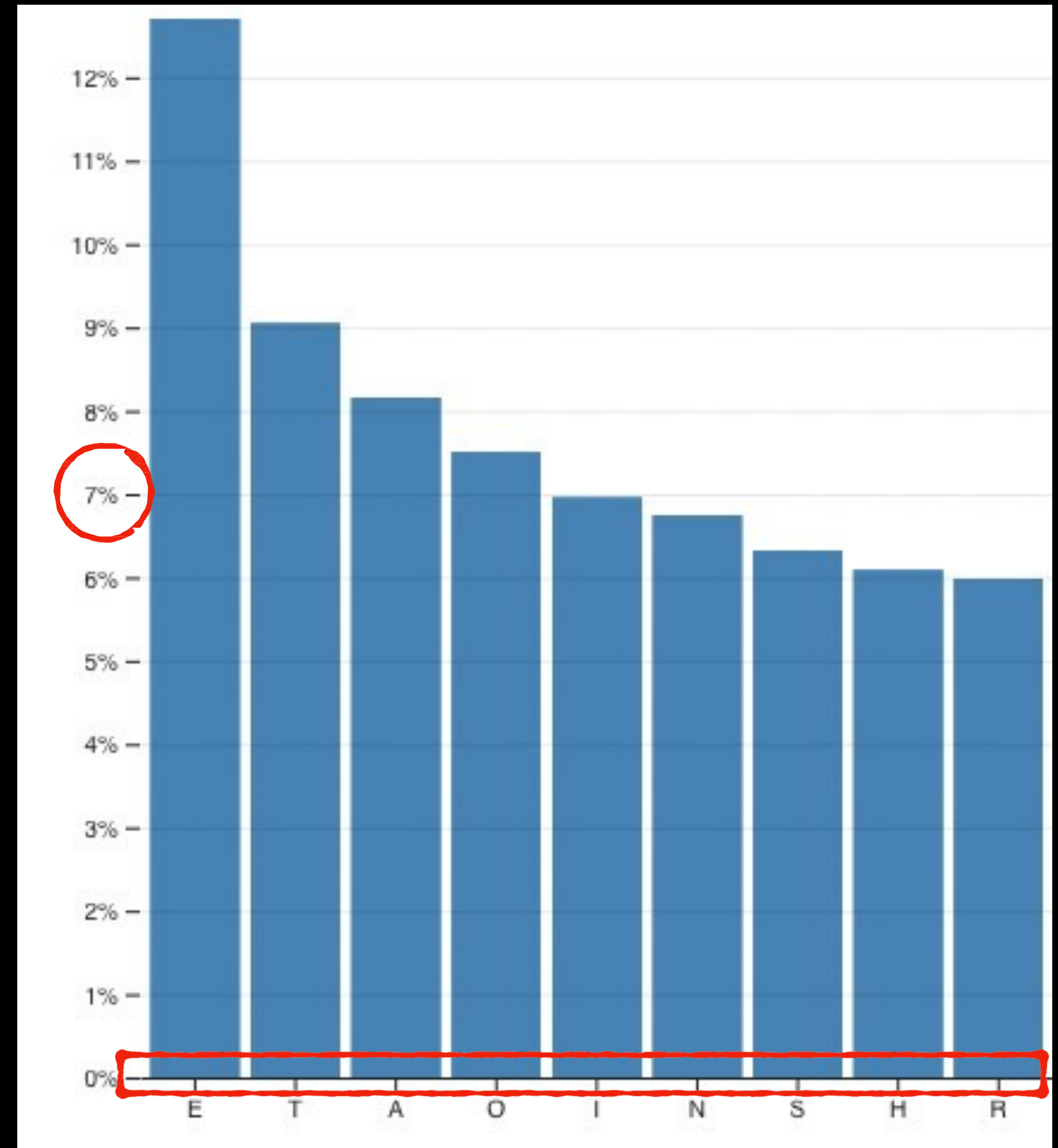
```
27 <svg id="axis">
28   <g transform="translate(50,0)"></g>
29
30 </svg>
31
```

In **HTML**: SVG el. have a *transform* attribute. Its syntax looks like the CSS property - but is different

In **d3**: using
.attr("transform",...)

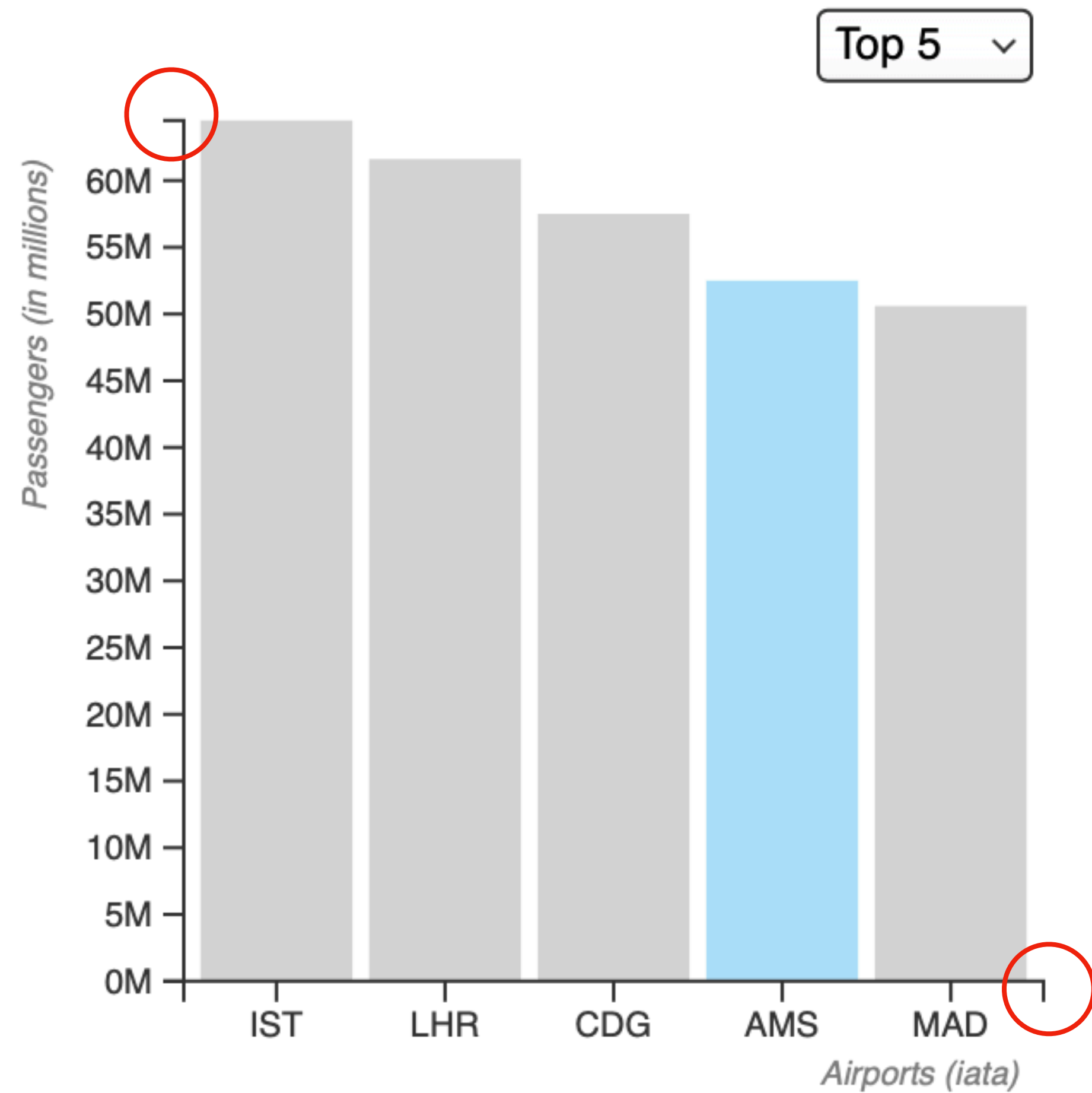
Avoid **CSS**

Axis-→



Uncaught SyntaxError
Unexpected end of input

Axes



Sometimes your data doesn't fit on axes perfectly and you might see an extra tick without a label.

You can ask D3 to solve this by adding `.nice()` to your axis function