

Comp 324/424 - Client-side Web Design - Slides

Spring Semester 2018

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Final Demo and Presentation

- presentation and demo - live working app...
 - *due on Monday 23rd April 2018 @ 4.15pm*
 - **NO** content management systems (CMSs) such as Drupal, Joomla, WordPress...
 - **NO** PHP, Python, Ruby, C# & .Net, Go, XML...
 - **NO** CSS frameworks, such as Bootstrap, Foundation, Materialize...
- explain chosen app's logic and structure
 - *data store, API, deferred patterns &c.*
 - *any data visualisations used*
 - ...
- must implement data from either
 - *self hosted (MongoDB, Redis...)*
 - *APIs*
 - *cloud services, storage (Firebase, Heroku, mLab &c.)*
 - **NO** SQL...
- explain design decisions
 - *describe patterns used in design of UI and interaction*
 - *layout choices...*
- show and explain implemented differences from DEV week
 - *where and why did you update the app?*
 - *perceived benefits of the updates?*
- how did you respond to peer review?
- anything else useful for final assessment...
- consider outline of content from final report outline
- ...

All project code must be pushed to a repository on GitHub.

n.b. present your own work contributed to the project, and its development...

Final Report

Report due on 30th April 2018 by 4.15pm

- final report outline - coursework section of website
 - *PDF*
 - *group report*
 - ***extra individual report*** - *optional*
- include repository details for project code on GitHub

Group Updates

- what is currently working?
- which data store?
- any APIs? Internal or remote...
- what is left to add or fix?
 - *features, UI elements, interactions...*
- who is working on what?
 - *logic, design, testing, research...*

Groups A to F

Server-side considerations - data storage

MongoDB - install and setup

- install on Linux
- install on Mac OS X
 - again, we can use **Homebrew** to install MongoDB

```
// update brew packages  
brew update  
// install MongoDB  
brew install mongodb
```

- then follow the above OS X install instructions to set paths...
- install on Windows

Server-side considerations - data storage

MongoDB - a few shell commands

- issue following commands at command line to get started - OS X etc

```
// start MongoDB server - terminal window 1
mongod
// connect to MongoDB - terminal window 2
mongo
```

- switch to, create a new DB (if not available), and drop a current DB as follows

```
// list available databases
show dbs
// switch to specified db
use 424db1
// show current database
db
// drop current database
db.dropDatabase();
```

- DB is not created permanently until data is created and saved
 - *insert a record and save to current DB*
- only permanent DB is the local test DB, until new DBs created...

Server-side considerations - data storage

MongoDB - a few shell commands

- add an initial record to a new 424db1 database.

```
// select/create db
use 424db1
// insert data to collection in current db
db.notes.insert({
...   "travelNotes": [{
...     "created": "2015-10-12T00:00:00Z",
...     "note": "Curral das Freiras..."
...   }]
... })
```

- our new DB 424db1 will now be saved in Mongo
- we've created a new collection, notes

```
// show databases
show dbs
// show collections
show collections
```

Server-side considerations - data storage

MongoDB - test app

- now create a new test app for use with MongoDB
- create and setup app as before
 - eg: same setup pattern as Redis test app
- add **Mongoose** to our app
 - use to connect to MongoDB
 - helps us create a schema for working with DB
- update our `package.json` file
 - add dependency for Mongoose

```
// add mongoose to app and save dependency to package.json  
npm install mongoose --save
```

- test server and app as usual from app's working directory

```
node server.js
```


Server-side considerations - data storage

MongoDB - Mongoose schema

- use **Mongoose** as a type of bridge between Node.js and MongoDB
- works as a client for MongoDB from Node.js applications
- serves as a useful data modeling tool
 - *represent our documents as objects in the application*
- a data model
 - *object representation of a document collection within data store*
 - *helps specify required fields for each collection's document*
 - *known as a schema in Mongoose, eg: NoteSchema*

```
var NoteSchema = mongoose.Schema({  
  "created": Date,  
  "note": String  
});
```

- using schema, build a model
 - *by convention, use first letter uppercase for name of data model object*

```
var Note = mongoose.model("Note", NoteSchema);
```

- now start creating objects of this model type using JavaScript

```
var funchalNote = new Note({  
  "created": "2015-10-12T00:00:00Z",  
  "note": "Curral das Freiras..."  
});
```

- then use the Mongoose object to interact with the MongoDB
 - *using functions such as save and find*

Server-side considerations - data storage

MongoDB - test app

- with our new DB setup, our schema created
 - *now start to add notes to our DB, 424db1, in MongoDB*
- in our `server.js` file
 - *need to connect Mongoose to 424db1 in MongoDB*
 - *define our schema for our notes*
 - *then model a note*
 - *use model to create a note for saving to 424db1*

```
...
//connect to 424db1 DB in MongoDB
mongoose.connect('mongodb://localhost/424db1');
//define Mongoose schema for notes
var NoteSchema = mongoose.Schema({
  "created": Date,
  "note": String
});
//model note
var Note = mongoose.model("Note", NoteSchema);
...
```

Server-side considerations - data storage

MongoDB - test app

- then update app's post route to save note to 424db1

```
//json post route - update for MongoDB
jsonApp.post("/notes", function(req, res) {
  var newNote = new Note({
    "created":req.body.created,
    "note":req.body.note
  });
  newNote.save(function (error, result) {
    if (error !== null) {
      console.log(error);
      res.send("error reported");
    } else {
      Note.find({}, function (error, result) {
        res.json(result);
      })
    }
  });
});
```

Server-side considerations - data storage

MongoDB - test app

- update our app's get route for serving these notes

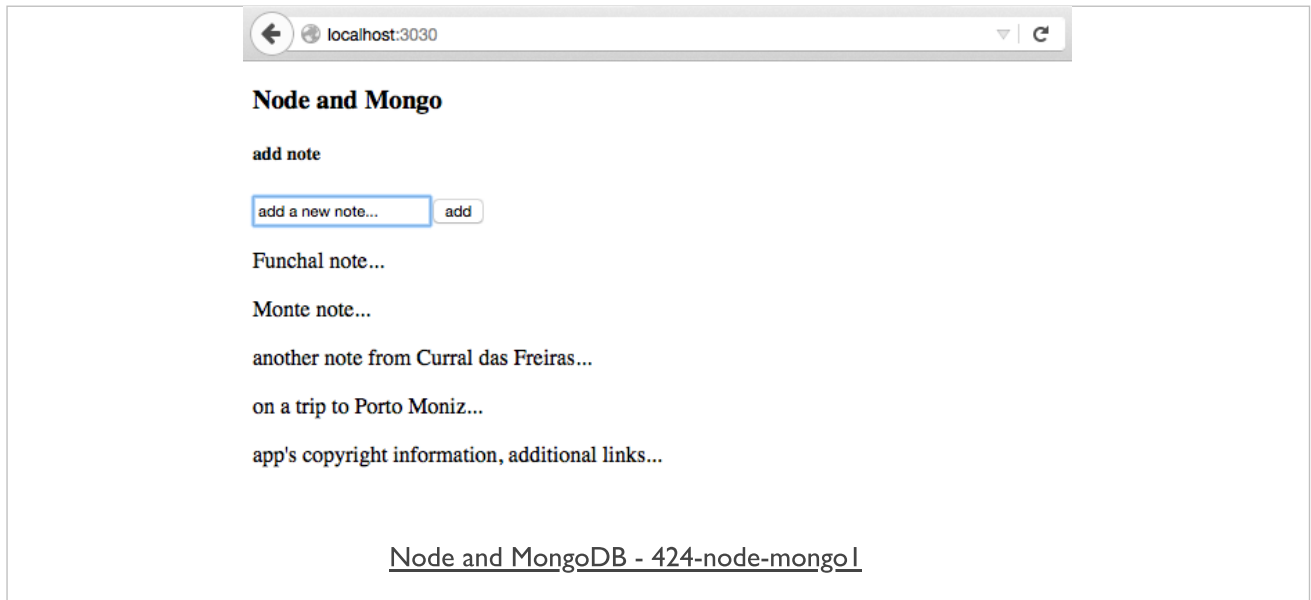
```
//json get route - update for mongo
jsonApp.get("/notes.json", function(req, res) {
  Note.find({}, function (error, notes) {
    //add some error checking...
    res.json(notes);
  });
});
```

- modify buildNotes () function in json_app.js to get return correctly

```
...
//get travelNotes
var $travelNotes = response;
...
```

- now able to enter, save, read notes for app
- notes data is stored in the 424db1 database in MongoDB
- notes are loaded from DB on page load
- notes are updated from DB for each new note addition
- DEMO - 424-node-mongo1

Image - Client-side and server-side computing



Extra notes

- Node.js
 - *Node.js updating*
- Node.js & Express
 - *Node.js & Express starter*
- Node.js API
 - *Heroku & Postman*
 - *Data stores & APIs - MongoDB and native driver*
 - *Node Todos API*
 - *Testing - Node Todos API*
- Node.js & Web Sockets
 - *Node.js & Socket.io*
- React starter
 - *JSX Intro*
 - *Proofs*
- Web development - general
 - *Basic geolocation*
 - *Basic timestamps*
- Web development - patterns
 - *Observer pattern*
 - *Pubsub pattern*

Data visualisation

intro - part I

- data visualisation - study of how to visually communicate and analyse data
- covers many disparate aspects
 - *including infographics, exploratory tools, dashboards...*
- already some notable definitions of data visualisation
- one of the better known examples,

"Data visualisation is the representation and presentation of data that exploits our visual perception in order to amplify cognition."

(Kirk, A. "Data Visualisation: A successful design process." Packt Publishing. 2012.)

- several variants of this general theme exist
 - *the underlying premise remains the same*
- simply, data visualisation is a visual representation of the underlying data
- visualisation aims to impart a better understanding of this data
 - *by association, its relevant context*

Data visualisation

intro - part 2

- an inherent flip-side to data visualisation
- without a correct understanding of its application
 - *it can simply impart a false perception, and understanding, on the dataset*
- run the risk of creating many examples of standard **areal unit** problem
 - *perception often based on creator's base standard and potential bias*
- inherently good at seeing what we want to see
- without due care and attention visualisations may provide false summations of the data

Data visualisation

types - part I

- many different ways to visualise datasets
 - *many ways to customise a standard infographic*
- some standard examples that allow us to consider the nature of visualisations
 - *infographics*
 - *exploratory visualisations*
 - *dashboards*
- perceived that data visualisation is simply a variation between
 - *infographics, exploratory tools, charts, and some data art*

I. infographics

- *well suited for representing large datasets of contextual information*
- *often used in projects more inclined to exploratory data analysis,*
- *tend to be more interactive for the user*
- *data science can perceive infographics as improper data visualisation because*
- *they are designed to guide a user through a story*
- *the main facts are often already highlighted*
- **NB:** *such classifications often still only provide tangible reference points*

Data visualisation

types - part 2

2. exploratory visualisations

- *more interested in the provision of tools to explore and interpret datasets*
- *visualisations can be represented either static or interactive*
- *from a user perspective these charts can be viewed*
- *either carefully*
- *simply become interactive representations*
- *both perspectives help a user discover new and interesting concepts*
- *interactivity may include*
- *option for the user to filter the dataset*
- *interact with the visualisation via manipulation of the data*
- *modify the resultant information represented from the data*
- *often perceived as more objective and data oriented than other forms*

3. dashboards

- *dense displays of charts*
- *represent and understand a given issue, domain...*
- *as quickly and effectively as possible*
- *examples of dashboards*
- *display of server logs, website users, business data...*

Data visualisation

Dashboards - intro

- dashboards are dense displays of charts
- allow us to represent and understand the key **metrics** of a given issue
 - *as quickly and effective as possible*
 - *eg: consider display of server logs, website users, and business data...*
- one definition of a dashboard is as follows,

"A dashboard is a visual display of the most important information needed to achieve one or more objective; consolidated and arranged on a single screen so the information can be monitored at a glance."

Few, Stephen. Information Dashboard Design: The Effective Visual Communication of Data. O'Reilly Media. 2006.

- dashboards are visual displays of information
 - *can contain text elements*
 - *primarily a visual display of data rendered as meaningful information*

Data visualisation

Dashboards - intro

- information needs to be consumed quickly
- often simply no available time to read long annotations or repeatedly click controls
- information needs to be visible, and ready to be consumed
- dashboards are normally presented as a complementary environment
- an option to other tools and analytical/exploratory options
- design issues presented by dashboards include effective distribution of available space
- compact charts that permit quick data retrieval are normally preferred
- dashboards should be designed with a purpose in mind
- generalised information within a dashboard is rarely useful
- display most important information necessary to achieve their defined purpose
- a dashboard becomes a central view for collated data
- represented as meaningful information

Data visualisation

Dashboards - good practices

- to help promote our information
 - *need to design the dashboard to fully exploit available screen space*
- need to use this space to help users absorb as much information as possible
- some visual elements more easily perceived and absorbed by users than others
- some naturally convey and communicate information more effectively than others
- such attributes are known as **pre-attentive attributes of visual perception**
- for example,
 - *colour*
 - *form*
 - *position*

Data visualisation

Dashboards - visual perception

■ pre-attentive attributes of visual perception

1. Colour

- *many different colour models currently available*
- *most useful relevant to dashboard design is the HSL model*
- *this model describes colour in terms of three attributes*
 - *hue*
 - *saturation*
 - *lightness*
- *perception of colour often depends upon context*

2. Form

- *correct use of length, width, and general size can convey quantitative dimensions*
- *each with varying degrees of precision*
- *use the Laws of Prägnanz to manipulate groups of similar shapes and designs*
- *thereby easily grouping like data and information for the user*

3. Position

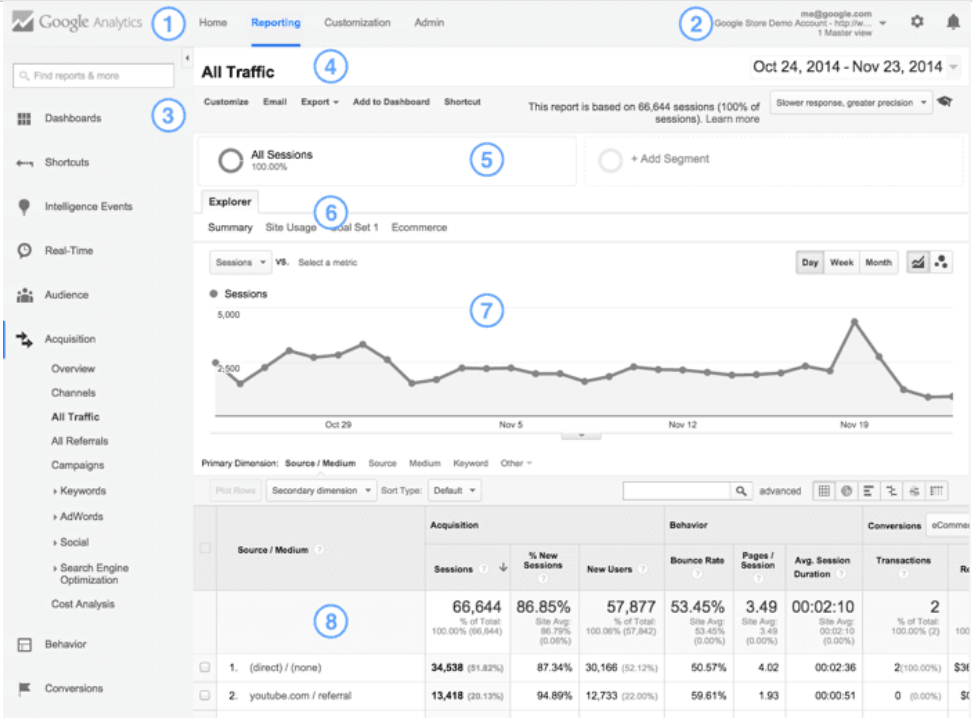
- *relative positioning of elements helps communicate dashboard information*
- *laws of Prägnanz teach us*
- *position can often infer a perception of relationship and similarity*
- *higher items are often perceived as being better*
- *items on the left of the screen traditionally seen first by a western user*

Data visualisation

Building a dashboard

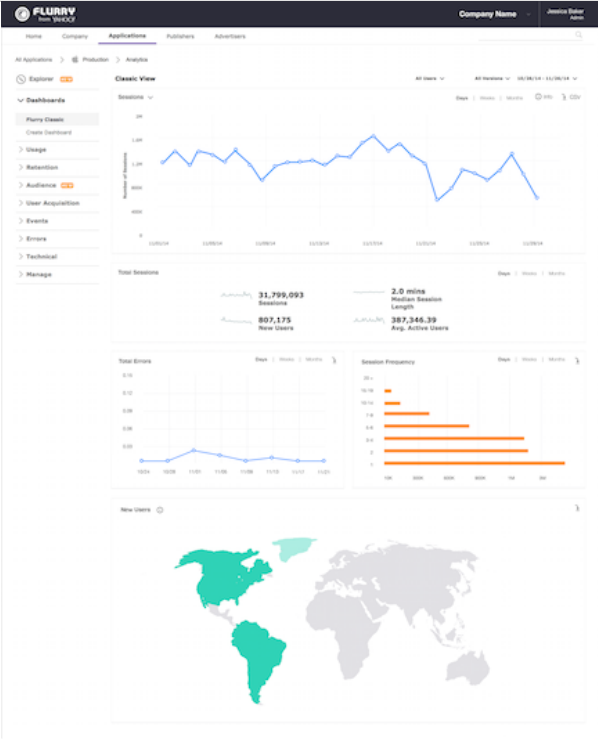
- need to clearly determine the questions that need to be answered
 - *given the information collated and presented within the dashboard*
- need to ensure that any problems can be detected on time
- be certain why we actually need a dashboard for the current dataset
- then begin to collect the requisite data to help us answer such questions
 - *data can be sourced from multiple, disparate datasets*
- chosen visualisations help us tell this story more effectively
- present it in a manner appealing to our users
- need to consider information visualisations familiar to our users
 - *helps reduce any potential user's cognitive overload*
- carefully consider organisation of data and information
- organise the data into logical units of information
 - *helps present dashboard information in a meaningful manner*
- dashboard sections should be organised
 - *to help highlight and detect any underlying or prevailing issues*
 - *then present them to the user*

Image - Google Analytics



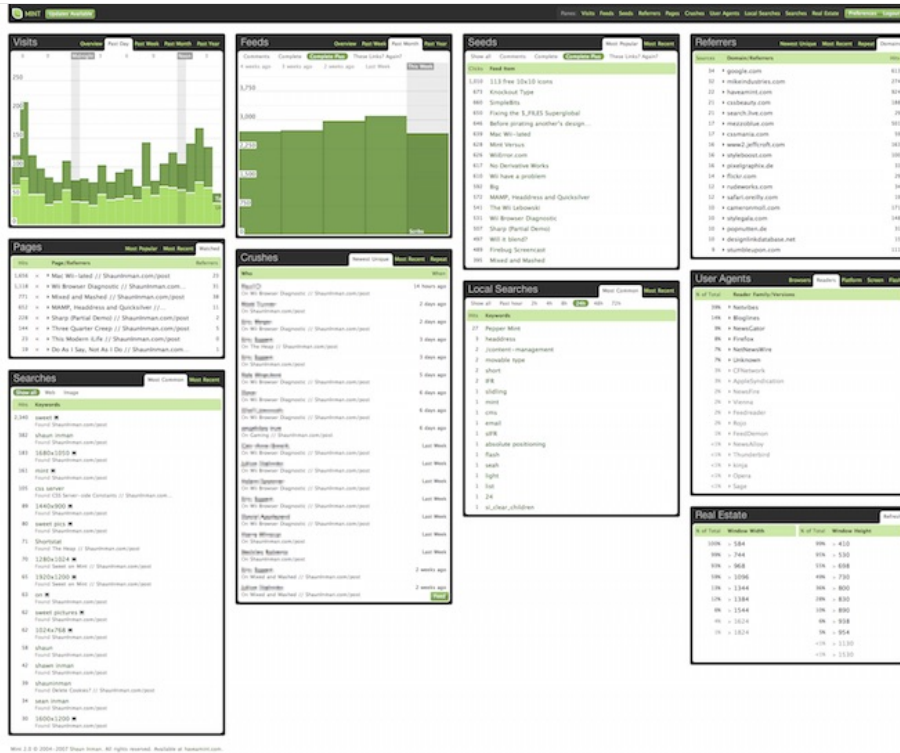
Dashboard - Google Analytics

Image - Yahoo Flurry



Dashboard - Yahoo Flurry

Image - Mint



Dashboard - Mint

Data visualisation - D3

Intro - part I

- D3 is a custom JavaScript library
 - *designed for the manipulation of data centric documents*
 - *uses a custom library with HTML, CSS, and SVG*
 - *creates graphically rich, informative documents for the presentation of data*
- D3 uses a data-driven approach to manipulate the DOM
- Setup and configuration of D3 is straightforward
 - *most involved aspect is the configuration of a web server*
- D3.js works with standard HTML files
 - *requires a web server capable of parsing and rendering HTML...*
- to parse D3 correctly we need
 - *UTF-8 encoding reference in a meta element in the head section of our file*
 - *reference D3 file, CDN in standard script element in HTML*

Data visualisation - D3

intro - part 2

- D3 Wiki describes the underlying functional concepts as follows,

D3's functional style allows code reuse through a diverse collection of components and plugins.

D3 Wiki

- in JS, functions are objects
 - *as with other objects, a function is a collection of a name and value pair*
- real difference between a function object and a regular object
 - *a function can be invoked, and associated, with two hidden properties*
 - *include a function context and function code*
- variable resolution in D3 relies on variable searching being performed locally first
- if a variable declaration is not found
 - *search will continue to the parent object*
 - *continue recursively to the next static parent*
 - *until it reaches global variable definition*
 - *if not found, a reference error will be generated for this variable*
- important to keep this static scoping rule in mind when dealing with D3

Data visualisation - D3

Data Intro - part I

- Data is structured information with an inherent perceived potential for meaning
- consider data relative to D3
 - *need to know how data can be represented*
 - *both in programming constructs and its associated visual metaphor*
- what is the basic difference between data and information?

Data are raw facts. The word raw indicates that the facts have not yet been processed >>> to reveal their meaning...Information is the result of processing raw data to reveal >>> its meaning.

Rob, Morris, and Coronel. 2009

- a general concept of data and information
- consider them relative to visualisation, impart a richer interpretation
- information, in this context, is no longer
 - *the simple result of processed raw data or facts*
 - *it becomes a visual metaphor of the facts*
- same data set can generate any number of visualisations
 - *may lay equal claim in terms of its validity*
- visualisation is communicating creator's insight into data...

Data visualisation - D3

Data Intro - part 2

- relative to development for visualisation
 - *data will often be stored simply in a text or binary format*
- not simply textual data, can also include data representing
 - *images, audio, video, streams, archives, models...*
- for D3 this concept may often simply be restricted to
 - *textual data, or text-based data...*
 - *any data represented as a series of numbers and strings containing alpha numeric characters*
- suitable textual data for use with D3
 - *text stored as a comma-separated value file (.csv)*
 - *JSON document (.json)*
 - *plain text file (.txt)*
- data can then be *bound* to elements within the DOM of a page using D3
 - *inherent pattern for D3*

Data visualisation - D3

Data Intro - Enter-Update-Exit Pattern

- in D3, connection between data and its visual representation
 - *usually referred to as the **enter-update-exit** pattern*
- concept is starkly different from the standard imperative programming style
- pattern includes
 - *enter mode*
 - *update mode*
 - *exit mode*

Data visualisation - D3

Data Intro - Enter-Update-Exit Pattern

Enter mode

- `enter()` function returns all specified data that not yet represented in visual domain
- standard modifier function chained to a selection method
 - *create new visual elements representing given data elements*
 - *eg: keep updating an array, and outputting new data bound to elements*

Update mode

- `selection.data(data)` function on a given selection
 - *establishes connection between data domain and visual domain*
- returned result of intersection of data and visual will be a **data-bound** selection
- now invoke a modifier function on this newly created selection
 - *update all existing elements*
 - *this is what we mean by an **update** mode*

Exit mode

- invoke `selection.data(data).exit` function on a data-bound selection
 - *function computes new selection*
 - *contains all visual elements no longer associated with any valid data element*
- *eg: create a bar chart with 25 data points*
 - *then update it to 20, so we now have 5 left over*
 - **exit mode** can now remove excess elements for 5 spare data points

Data visualisation - D3

Data Intro - binding data - part I

- consider standard patterns for working with data
- we can iterate through an array, and then bind the data to an element
 - *most common option in D3 is to use the **enter-update-exit** pattern*
- use same basic pattern for binding object literals as data
- to access our data we call the required attribute of the supplied data

```
var data = [  
  {height: 10, width: 20},  
  {height: 15, width: 25}  
];  
  
function (d) {  
  return (d.width) + "px";  
}
```

- then access the **height** attribute per object in the same manner
- we can also bind functions as data
 - *D3 allows functions to be treated as data...*

Data visualisation - D3

Data Intro - binding data - part 2

- D3 enables us to bind data to elements in the DOM
 - *associating data to specific elements*
 - *allows us to reference those values later*
 - *so that we can apply required mapping rules*
- use D3's `selection.data()` method to bind our data to DOM elements
 - *we obviously need some data to bind, and a selection of DOM elements*
- D3 is particularly flexible with data
 - *happily accepts various types*
- D3 also has a built-in function to handle loading JSON data

```
d3.json("testdata.json", function(json) {  
    console.log(json); //do something with the json...  
});
```

Data visualisation - D3

Data Intro - working with arrays - options

- min and max = return the min and max values in the passed array

```
d3.select("#output").text(d3.min(ourArray));  
d3.select("#output").text(d3.max(ourArray));
```

- extent = retrieves both the smallest and largest values in the the passed array

```
d3.select("#output").text(d3.extent(ourArray));
```

- sum

```
d3.select("#output").text(d3.sum(ourArray));
```

- median

```
d3.select("#output").text(d3.median(ourArray));
```

- mean

```
d3.select("#output").text(d3.mean(ourArray));
```

- asc and desc

```
d3.select("#output").text(ourArray.sort(d3.ascending));  
d3.select("#output").text(ourArray.sort(d3.descending));
```

- & many more...

Data visualisation - D3

Data Intro - working with arrays - nest

- D3's nest function used to build an algorithm
 - *transforms a flat array data structure into a hierarchical nested structure*
- function can be configured using the key function chained to **nest**
- nesting allows elements in an array to be grouped into a hierarchical tree structure
 - *similar in concept to the group by option in SQL*
 - **nest** allows multiple levels of grouping
 - *result is a tree rather than a flat table*
- levels in the tree are defined by the key function
- leaf nodes of the tree can be sorted by value
- internal nodes of the tree can be sorted by key

Data visualisation - D3

Selections - intro

- **Selection** is one of the key tasks required within D3 to manipulate and visualise our data
- simply allows us to target certain visual elements on a given page
- Selector support is now standardised upon the W3C specification for the Selector API
 - *supported by all of the modern web browsers*
 - *its limitations are particularly noticeable for work with visualising data*
- Selector API only provides support for selector and not selection
 - *able to select an element in the document*
 - *to manipulate or modify its data we need to implement a standard loop etc*
- D3 introduced its own selection API to address these issues and perceived shortcomings
 - *ability to select elements by ID or class, its attributes, set element IDs and class, and so on...*

Data visualisation - D3

Selections - single element

- select a single element within our page

```
d3.select("p");
```

- now select the first <p> element on the page, and then allow us to modify as necessary
 - eg; we could simply add some text to this element

```
d3.select("p")  
.text("Hello World");
```

- selection could be a generic element, such as <p>
 - or a specific element defined by targeting its ID
- use additional modifier functions, such as `attr`, to perform a given modification on the selected element

```
//set an attribute for the selected element  
d3.select("p").attr("foo");  
//get the attribute for the selected element  
d3.select("p").attr("foo");
```

- also add or remove classes on the selected element

```
//test selected element for specified class  
d3.select("p").classed("foo")  
//add a class to the selected element  
d3.select("p").classed("goo", true);  
//remove the specified class from the selected element  
d3.select("p").classed("goo", function(){ return false; });
```

Data visualisation - D3

Selections - multiple elements

- also select all of the specified elements using D3

```
d3.selectAll("p")  
.attr("class", "para");
```

- use and implement multiple element selection
 - *same as single selection pattern*
- also use the same modifier functions
- allows us to modify each element's attributes, style, class...

Data visualisation - D3

Selections - iterating through a selection

- D3 provides us with a selection iteration API
 - *allows us to iterate through each selection*
 - *then modify each selection relative to its position*
 - *very similar to the way we normally loop through data*

```
d3.selectAll("p")
  .attr("class", "para")
  .each(function (d, i) {
    d3.select(this).append("h1").text(i);
  });
```

- D3 selections are essentially like arrays with some enhancements
 - *use the iterative nature of Selection API*

```
d3.selectAll('p')
  .attr("class", "para2")
  .text(function(d, i) {
    return i;
  });
```


Data visualisation - D3

Selections - performing sub-selection

- for selections - often necessary to perform specific scope requests
 - eg: selecting *all* `<p>` elements for a given `<div>` element

```
//direct css selector (selector level-3 combinators)
d3.select("div > p")
  .attr("class", "para");

//d3 style scope selection
d3.select("div")
  .selectAll("p")
  .attr("class", "para");
```

- both examples produce the same effect and output, but use very different selection techniques
 - first example uses the *CSS3, level-3, selectors*
 - `div > p` is known as *combinators in CSS syntax*

Data visualisation - D3

Selections - combinators

Example combinators..

1. descendant combinator

- uses the pattern of `selector selector` - describing loose parent-child relationship
- loose due to possible relationships - parent-child, parent-grandchild...

```
d3.select("div p");
```

- select the `<p>` element as a child of the parent `<div>` element
 - *relationship can be generational*

2. child combinator

- uses same style of syntax, `selector > selector`
- able to describe a more restrictive **parent-child** relationship between two elements

```
d3.select("div > p");
```

- finds `<p>` element if it is a direct child to the `<div>` element

Data visualisation - D3

Selections - D3 sub-selection

- sub-selection using D3's built-in selection of child elements
- a simple option to select an element, then chain another selection to get the child element
- this type of chained selection defines a scoped selection within D3
 - eg: selecting a `<p>` element nested within our selected `<div>` element
 - each selection is, effectively, independent
- D3 API built around the inherent concept of function chaining
 - can almost be considered a Domain Specific Language for dynamically building HTML/SVG elements
- a benefit of chaining = easy to produce concise, readable code

```
var body = d3.select("body");

body.append("div")
  .attr("id", "div1")
  .append("p")
  .attr("class", "para")
  .append("h5")
  .text("this is a paragraph heading...");
```

Data visualisation - D3

Data Intro - page elements

- generation of new DOM elements normally fits
 - *either circles, rectangles, or some other visual form that represents the data*
- D3 can also create generic structural elements in HTML, such as a `<p>`
 - *eg: we can append a standard `p` element to our new page*

```
d3.select("body").append("p").text("sample text...");
```

- used D3 to select body element, then append a new `<p>` element with text "new paragraph"
- D3 supports *chain syntax*
 - *allowed us to `select`, `append`, and `add text` in one statement*

Data visualisation - D3

Data Intro - page elements

```
d3.select("body").append("p").text("sample text...");
```

- `d3`
 - references the D3 object, access its built-in methods
- `.select("body")`
 - accepts a CSS selector, returns first instance of the matched selector in the document's DOM
 - `.selectAll()`
 - **NB:** this method is a variant of the single `select()`
 - returns all of the matched CSS selectors in the DOM
- `.append("p")`
 - creates specified new DOM element
 - appends it to the end of the defined select CSS selector
- `.text("new paragraph")`
 - takes defined string, "new paragraph"
 - adds it to the newly created `<p>` DOM element

Data visualisation - D3

Binding data - making a selection

- choose a selector within our document
 - eg: we could select all of the paragraphs in our document

```
d3.select("body").selectAll("p");
```

- if the element we require does not yet exist
 - need to use the method `enter()`

```
d3.select("body").selectAll("p").data(dataset).enter().append("p").text("new paragraph");
```

- we get new paragraphs that match total number of values currently available in the **dataset**
 - akin to looping through an array
 - outputting a new paragraph for each value in the array
- create new, data-bound elements using `enter()`
 - method checks the current DOM selection, and the data being assigned to it
- if more data values than matching DOM elements
 - `enter()` creates a new placeholder element for the data value
 - then passes this placeholder on to the next step in the chain, eg: `append()`
- data from dataset also assigned to new paragraphs
- **NB:** when D3 binds data to a DOM element, it does not exist in the DOM itself
 - it does exist in the memory

Data visualisation - D3

Binding data - using the data

- change our last code example as follows,

```
d3.select("body").selectAll("p").data(dataset).enter().append("p").text(function(d) { return d; });
```

- then load our HTML, we'll now see dataset values output instead of fixed text
- anytime in the chain after calling the `data()` method
 - we can then access the current data using `d`
- also bind other things to elements with D3, eg: CSS selectors, styles...

```
.style("color", "blue");
```

- chain the above to the end of our existing code
 - now bind an additional css style attribute to each `<p>` element
 - turning the font colour blue
- extend code to include a conditional statement that checks the value of the data
 - eg: *simplistic striped colour option*

```
.style("color", function(d) {  
  if (d % 2 == 0) {  
    return "green";  
  } else {  
    return "blue";  
  }  
});
```

- DEMO - D3 basic elements

Image - D3 Basic Elements

Testing - D3

[Home](#) | [d3 basic element](#)

Basic - add text

some sample text...

Basic - add element

p element...

p element...

p element...

p element...

p element...

p element...

Basic - add array value to element (with colour)

0

1

2

3

4

5

Basic - add key & value to element

key = 0, value = 0

key = 1, value = 1

key = 2, value = 2

key = 3, value = 3

key = 4, value = 4

key = 5, value = 5

D3 - basic elements

Data visualisation - D3

Drawing - intro - part I

1. drawing divs

- one of the easiest ways to draw a rectangle, for example, is with a HTML `<div>`
- an easy way to start drawing a bar chart for our stats
- start with standard HTML elements, then consider more powerful option of drawing with SVG
- semantically incorrect, we could use `<div>` to output bars for a bar chart
 - *use of an empty `<div>` for purely visual effect*
- using D3, add a class to an empty element using `selection.attr()` method

2. setting attributes

- `attr()` is used to set an HTML attribute and its value on an element
- After selecting the required element in the DOM
 - *assign an attributes as follows*

```
.attr("class", "barchart")
```

Data visualisation - D3

Drawing - intro - part 2

- use D3 to draw a set of bars in divs as follows

```
var dataset = [ 1, 2, 3, 4, 5 ];

d3.select("body").selectAll("div")
  .data(dataset)
  .enter()
  .append("div")
  .attr("class", "bar");
```

- above sample outputs the values from our dataset with no space between them
 - *effectively as a bar chart of equal height*
- modify the height of each representative bar
 - *by setting height of each bar as a function of its corresponding data value*
 - *eg: append the following to our example chain*

```
.style("height", function(d) {
  return d + "px";
});
```

- make each bar in our chart more clearly defined by modifying style

```
.style("height", function(d) {
  var barHeight = d * 3;
  return barHeight + "px";
});
```

Data visualisation - D3

Drawing - intro - part 3

1. drawing SVGs

- properties of SVG elements are specified as **attributes**
- represented as property/value pairs within each element tag

```
<element property="value">...</element>
```

- SVG elements exist in the DOM
 - we can still use D3 methods *append()* and *attr()*
 - create new HTML elements and set their attributes

2. create SVG

- need to create an element for our SVG
- allows us to draw and output all of our required shapes

```
d3.select("body").append("svg");
```

- variable effectively works as a reference
 - points to the newly created SVG object
 - allows us to use this reference to access this element in the DOM
- DEMO - Drawing with SVG

Image - D3 Basic Drawing

Testing - D3

[Home](#) | [d3 basic drawing](#)

Basic drawing - add text

genius is 1% inspiration, 99% perspiration

Basic drawing - add circles



Basic drawing - add rectangles



D3 - basic drawing

Data visualisation - D3

Drawing - SVG barchart - part I

- create a new barchart using SVG, need to set the required size for our SVG output

```
//width & height  
var w = 750;  
var h = 200;
```

- then use D3 to create an empty SVG element, and add it to the DOM

```
var svg = d3.select("body")  
  .append("svg")  
  .attr("width", w)  
  .attr("height", h);
```

- instead of creating DIVs as before, we generate *rects* and add them to the svg element.

```
svg.selectAll("rect")  
  .data(dataset)  
  .enter()  
  .append("rect")  
  .attr("x", 0)  
  .attr("y", 0)  
  .attr("width", 10)  
  .attr("height", 50);
```

Data visualisation - D3

Drawing - SVG barchart - part 2

- this code selects all of the `rect` elements within `svg`
- initially none, D3 still needs to select them before creating them
- `data()` then checks the number of values in the specified dataset
 - *hands those values to the `enter` method for processing*
- `enter` method then creates a placeholder
 - *for each data value without a corresponding `rect`*
 - *also appends a rectangle to the DOM for each data value*
- then use `attr` method to set `x`, `y`, `width`, `height` values for each rectangle
- still only outputs a single bar due to an overlap issue
- need to amend our code to handle the width of each bar
 - *implement flexible, dynamic coordinates to fit available SVG width and height*
 - *visualisation scales appropriately with the supplied data*

```
.attr("x", function(d, i) {  
    return i * (w / dataset.length);  
})
```

Data visualisation - D3

Drawing - SVG barchart - part 3

- now linked the `x` value directly to the width of the SVG `w`
 - and the number of values in the dataset, `dataset.length`
 - the bars will be evenly spaced regardless of the number of values
- if we have a large number of data values
 - bars still look like one horizontal bar
 - unless there is sufficient width for parent SVG and space between each bar
- try to solve this as well by setting the bar width to be proportional
 - narrower for more data, wider for less data

```
var w = 750;  
var h = 200;  
var barPadding = 1;
```

- now set each bar's width
 - as a fraction of the SVG width and number of data points, minus our padding value

```
.attr("width", w / dataset.length - barPadding)
```

- our bar widths and `x` positions scale correctly regardless of data values

Data visualisation - D3

Drawing - SVG barchart - part 4

- encode our data as the *height* of each bar

```
.attr("height", function(d) {  
    return d * 4;  
});
```

- our bar chart will size correctly, albeit from the top down
 - *due to the nature of SVG*
 - *SVG adheres to a top left pattern for rendering shapes*
- to correct this issue
 - *need to calculate the top position of our bars relative to the SVG*
- top of each bar expressed as a relationship
 - *between the height of the SVG and the corresponding data value*

```
.attr("y", function(d) {  
    //height minus data value  
    return h - d;  
});
```

- bar chart will now display correctly from the bottom upwards
- DEMO - Drawing with SVG - barcharts

Image - D3 Barcharts

Testing - D3

[Home](#) | [d3 data drawing bar](#)

Bar chart 1 - no correction



Bar chart 2 - correction



[D3 - drawing barcharts](#)

Data visualisation - D3

Drawing - SVG barchart - part 5

1. add some colour

- adding a colour per bar simply a matter of setting an attribute for the fill colour

```
.attr("fill", "blue");
```

- set many colours using the data itself to determine the colour

```
.attr("fill", function(d) {  
    return "rgb(0, 0, " + (d * 10) + ")";  
});
```

2. add text labels

- also set dynamic text labels per bar, which reflect the current dataset

```
svg.selectAll("text")  
  .data(dataset)  
  .enter()  
  .append("text")
```

- extend this further by positioning our text labels

```
.attr("x", function(d, i) {  
    return i * (w / dataset.length);  
})  
.attr("y", function(d, i) {  
    return h - (d * 4);  
});
```

- then position them relative to the applicable bars, add some styling, colours...

```
.attr("font-family", "sans-serif")  
.attr("font-size", "11px")  
.attr("fill", "white");
```

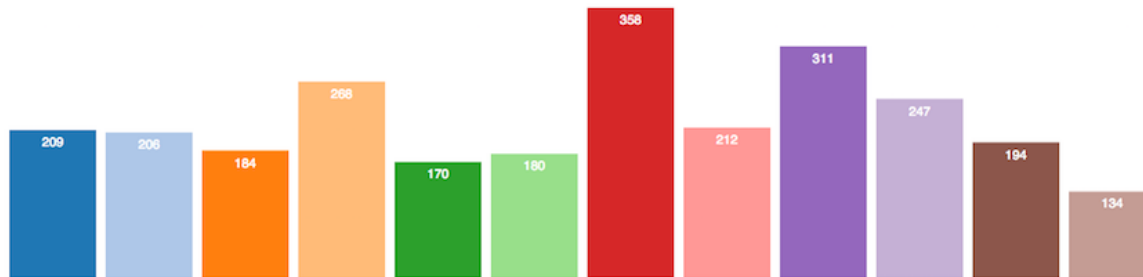
- DEMO - Drawing with SVG - barcharts, colour, and text labels

Image - D3 Barcharts

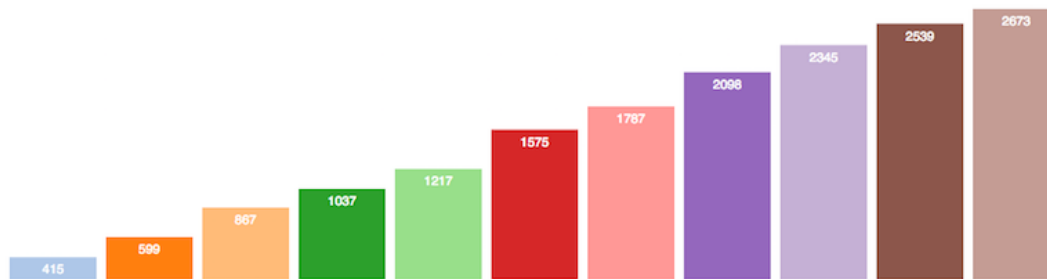
Testing - D3

[Home](#) | [d3 github commits barchart](#)

Total commits per month - calendar



Total commits per month - cumulative



D3 - drawing barcharts with colour and text

Data visualisation - D3

Drawing - add interaction - listeners

- event listeners apply to any DOM element for interaction
 - *from a button to a <p> with the body of a HTML page*

```
<p>this is a HTML paragraph...</p>
```

- add a listener to this DOM element

```
d3.select("p")  
  .on("click", function() {  
    //do something with the element...  
  });
```

- above sample code selects the <p> element
 - *then adds an event listener to that element*
- event listener is an anonymous function
 - *listens for .on event for a specific element or group of elements*
- in our example,
 - *on () function takes two arguments*

Data visualisation - D3

Drawing - add interaction - update visuals

- achieved by combining
 - event listener
 - modification of the visuals relative to changes in data

```
d3.select("p")
  .on("click", function() {

    dataset = [...];

    //update all of the rects
    svg.selectAll("rect")
      .data(dataset)
      .attr("y", function(d) {
        return h - yScale(d);
      });
      .attr("height", function(d) {
        return yScale(d);
      });
  });
```

- above code triggers a change to visuals for each call to the event listener
- eg: change the colours
 - add call to *fill()* to update bar colours

```
.attr("fill", function( d ) {
  return "rgb( 0, 0, " + (d * 10) + ")";
});
```

- DEMO - update bar colours

Image - D3 Barcharts



Bar chart 3 - colours



D3 - drawing colour updates for barcharts

Data visualisation - D3

Drawing - add interaction - transitions

- adding a fun transition in D3 is as simple as adding the following,

```
.transition()
```

- add this to above code chain to get a fun and useful transition in the data
- animation reflects the change from the old to the new data
- add a call to the `duration()` function
 - *allows us to specify a time delay for the transition*
 - *quick, slow...we can specify each based upon time*
- chain the `duration()` function after `transition()`

```
.transition().duration(1000)
```

- if we want to specify a constant easing to the transition
 - *use `ease()` with a `linear` parameter*

```
.ease(linear)
```

- other built-in options, including
 - *circle - gradual ease in and acceleration until elements snap into place*
 - *elastic - best described as springy*
 - *bounce - like a ball bouncing, and then coming to rest...*

Data visualisation - D3

Drawing - add interaction - transitions

- add a delay using the `delay()` function

```
.transition()  
.delay(1000)  
.duration(2000)
```

- also set the `delay()` function dynamically relative to the data,

```
.transition()  
.delay( function( d, i ) {  
  return i * 100;  
})  
.duration( 500)
```

- when passed an anonymous function
 - *datum* bound to the current element is passed into *d*
 - *index* position of that element is passed into *i*
- in the above code example, as D3 loops through each element
 - delay for each element is set to *i* * 100
 - meaning each subsequent element will be delayed 100ms more than preceding element
- DEMO - transitions - interactive sort

Data visualisation - D3

Drawing - add interaction - adding values and elements

- select all of the bars in our chart
 - we can *rebind the new data to those bars*
 - *and grab the new update as well*

```
var bars = svg.selectAll("rect")  
  .data(dataset);
```

- if more new elements, bars in our example, than original length
 - use *enter()* to create references to those new elements that do not yet exist
- with these reserved elements
 - we can use *append()* to add those new elements to the DOM
 - now updates our bar chart as well
- now made the new `rect` elements
 - need to update all visual attributes for our *rects*
 - set *x*, and *y* position relative to new dataset length
 - set width and height based upon new *xScale* and *yScale*
 - calculated from new dataset length

Data visualisation - D3

Drawing - add interaction - removing values and elements

- more DOM elements than provided data values
 - D3's **exit** selection contains references to those elements without specified data
 - **exit** selection is simply accessed using the `exit()` function
- grab the exit selection
- then transition exiting elements off the screen
 - for example to the right
- then finally remove it

```
bars.exit()  
  .transition()  
  .duration(500)  
  .attr("x", w)  
  .remove();
```

- `remove()` is a special transition method that awaits until transition is complete
- then deletes element from DOM forever
 - to get it back, we'd need to rebuild it again

Data visualisation - D3

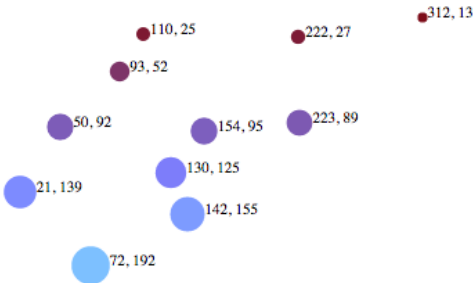
Drawing - SVG scatterplot - intro

- scatterplot allows us to visualise two sets of values on two different axes
 - *one set of data against another*
- plot one set of data on x axis, and the other on the y axis
- often create dimensions from our data
 - *helps us define patterns within our dataset*
 - *eg: date against age, or age against fitness...*
- dimensions will also be represented relative to x and y axes
- create our scatterplot using SVG
 - *add our SVG to a selected element*

Image - D3 Scatterplot

Testing - D3

[Home](#) | [d3 data drawing scatter](#)



[D3 - drawing a basic scatterplot](#)

Data visualisation - D3

Drawing - SVG scatterplot - data

- data for the scatterplot is normally stored as a multi-dimensional representation
 - *comparison x and y points*
- eg: we could store this data in a multi-dimensional array

```
var dataset = [  
  [10, 22], [33, 8], [76, 39], [4, 15]  
];
```

- in such a multi-dimensional array
 - *inner array stores the comparison data points for our scatterplot*
 - *each inner array stores x and y points for scatterplot diagram*
- we can also store such data in many different structures
 - eg: JSON...

Data visualisation - D3

Drawing - SVG scatterplot - create SVG

- need to create an element for our SVG
 - *allows us to draw and output all of our required shapes*

```
d3.select("body").append("svg");
```

- appends to the body an SVG element
 - *useful to encapsulate this new DOM element within a variable*

```
var svg = d3.select("body").append("svg");
```

- variable effectively works as a reference
 - *points to the newly created SVG object*
 - *allows us to use this reference to access element in the DOM*

Data visualisation - D3

Drawing - SVG scatterplot - build scatterplot

- as with our barchart, we can set the width and height for our scatterplot,

```
//width & height  
var w = 750;  
var h = 200;
```

- we will need to create circles for use with scatterplot instead of rectangles

```
svg.selectAll('circle')  
  .data(dataset)  
  .enter()  
  .append('circle');
```

- corresponding to drawing circles
 - set cx , the x position value of the centre of the circle
 - set cy , the y position value of the centre of the circle
 - set r , the radius of the circle

Data visualisation - D3

Drawing - SVG scatterplot - adding circles

- draw circles for scatterplot

```
.attr('cx', function(d) {  
    return d[0]; //get first index value for inner array  
})  
.attr('cy', function(d) {  
    return d[1]; //get second index value for inner array  
})  
.attr('r', 5);
```

- outputs simple circle for each inner array within our supplied multi-dimensional dataset
- start to work with creating circle sizes relative to data quantities
- set a dynamic size for each circle
 - *representative of the data itself*
 - *modify the circle's area to correspond to its y value*
- as we create SVG circles, we cannot directly set the area
 - *so we need to calculate the radius r*
 - *then modify that for each circle*

Data visualisation - D3

Drawing - SVG scatterplot - calculate dynamic area

- assuming that `d[1]` is the original area value of our circles
 - *get the square root and set the radius for each circle*
- instead of setting each circle's radius as a static value
 - *now use the following*

```
.attr('r', function(d) {  
    return Math.sqrt(d[1]);  
});
```

- use the JavaScript `Math.sqrt()` function to help us with this calculation

Data visualisation - D3

Drawing - SVG scatterplot - add colour

- as with a barchart
- also set a dynamic colour relative to a circle's data

```
.attr('fill', function (d) {  
  return 'rgb(125,' + (d[1]) + ', ' + (d[1] * 2) + ');'  
});
```

Data visualisation - D3

Drawing - SVG scatterplot - add labels

```
//add labels for each circle
svg.selectAll('text')
  .data(dataset)
  .enter()
  .append('text')
  .text(function(d) {
    return d[0] + ', ' + d[1]; //set each data point on the text label
  })
  .attr('x', function(d) {
    return d[0];
  })
  .attr('y', function(d) {
    return d[1];
  })
  .attr('font-family', 'serif')
  .attr('font-size', '12px')
  .attr('fill', 'navy');
```

- start by adding text labels for our data
 - *adding new text elements where they do not already exist*
- then set the text label itself for each circle
 - *using the data values stored in each inner array*
- make the label easier to read
 - *set x and y coordinates relative to data points for each circle*
- set some styles for the labels

Image - D3 Scatterplot

Testing - D3

[Home](#) | [d3 data drawing scales](#)



D3 - drawing a basic scatterplot 2

Data visualisation - D3

Drawing - SVG - scales

- in D3, scales are defined as follows,

"Scales are functions that map from an input domain to an output range"

Bostock, M.

- you can specify your own scale for the required dataset
 - *eg: to avoid massive data values that do not translate correctly to a visualisation*
 - *scale these values to look better within you graphic*
- to achieve this result, you simply use the following pattern.
 - *define the parameters for the scale function*
 - *call the scale function*
 - *pass a data value to the function*
 - *the scale function returns a scaled output value for rendering*
- also define and use as many scale functions as necessary for your visualisation
- important to realise that a scale has no direct relation to the visual output
 - *it is a mathematical relationship*
- need to consider scales and axes
 - *two separate, different concepts relative to visualisations*

Data visualisation - D3

Drawing - SVG - domains and ranges

- *input domain* for a scale is its possible range of input data values
 - *in effect, initial data values stored in your original dataset*
- *output range* is the possible range of output values
 - *normally use as the pixel representation of the data values*
 - *a personal consideration of the designer*
- normally set a minimum and maximum *output range* for our scaled data
- scale function then calculates the scaled output
 - *based upon original data and defined range for scaled output*
- many different types of scale available for use in D3
- three primary types
 - *quantitative*
 - *ordinal*
 - *time*
- *quantitative* scale types also include other built-in scale types
- many methods available for the scale types

Data visualisation - D3

Drawing - SVG - building a scale

- start building our scale in D3
 - use `d3.scale` with our preferred scale type

```
var scale = d3.scale.linear();
```

- to use the scale effectively, we now need to set our input domain

```
scale.domain([10, 350]);
```

- then we set the output range for the scale

```
scale.range([1, 100]);
```

- we can also chain these methods together

```
var scale = d3.scale.linear()  
  .domain([10, 350])  
  .range([1, 100]);
```

Data visualisation - D3

Drawing - SVG - adding dynamic scales

- we could pre-define values for our scale relative to a given dataset
- makes more sense to abstract these values relative to the defined dataset
- we can now use the D3 array functions to help us set these scale values
 - eg; *find highest number in array dataset*

```
d3.max(dataset, function(d) {  
    return d[0];  
});
```

- returns highest value from the supplied array
- getting minimum value in array works in the same manner
 - with *d3.min()* being called instead
- now create a scale function for x and y axes

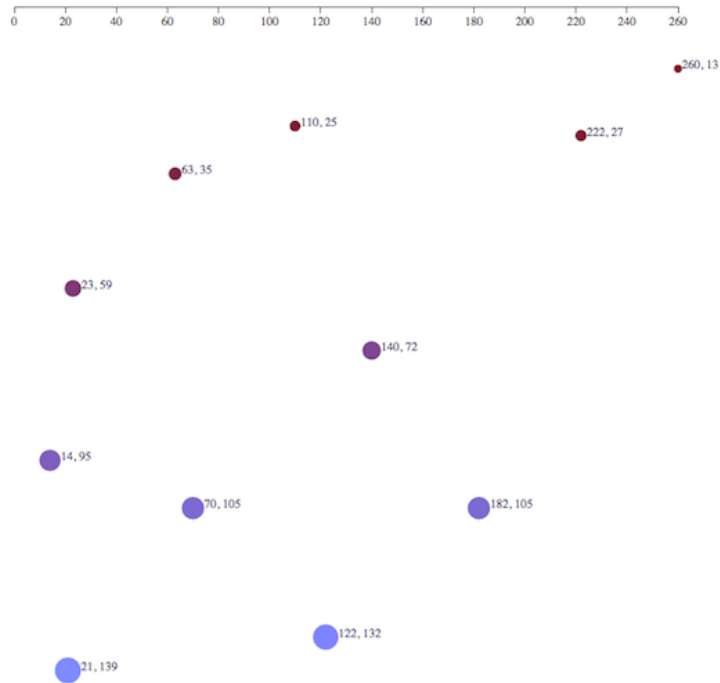
```
var scaleX = d3.scale.linear()  
    .domain([0, d3.max(dataset, function(d) { return d[0]; })])  
    .range([0, w]); //set output range from 0 to width of svg
```

- Y axis scale modifies above code relative to provided data, *d[1]*
 - *range uses height instead of width*
- for a scatterplot we can use these values to set *cx* and *cy* values

Image - D3 Scatterplot

Testing - D3

[Home](#) | [d3 data drawing axes](#)



D3 - add axis

Data visualisation - D3

Drawing - SVG - adding dynamic scales

- a few data visualisation examples
- Tests 1
- Tests 2

Data Visualisation

general examples

Sample dashboards and visualisations

- gaming dashboard
- schools and education
- students and grades
- D3 examples

Example datasets

- Chicago data portal

Article example

- dashboard designs
- replace jQuery with D3

Data Visualisation

projects examples

A few examples from recent projects,

- GitHub API tests
- check JSON return
- early test examples
- metrics test examples

Demos

MongoDB

- [424-node-mongo](#)

D3.js

- [D3 basic elements](#)
- [Drawing with SVG](#)
- [Drawing with SVG - barcharts](#)
- [Drawing with SVG - barcharts, colour, and text labels](#)

References

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