

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

Fall Semester 2017 - Week 14

Dr Nick Hayward

Contents

- Final demo and presentation
- Final report
- Group updates
- Data visualisation
 - *types*
- Data visualisation library - D3.js
 - *intro*
 - *data*
 - *selections*
 - *drawing*
 - *interaction*

Final Demo and Presentation

- working app (as close as possible...)
- **NO** PHP, Python, Ruby, Go, XML, SQL, Bootstrap...
- explain chosen app's logic and structure
- data store, API, deferred patterns &c.
- any data visualisations used
- ...
- 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
- ...

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

Final Report

Report due on 11th December 2017 by 4.15pm

- final report outline - coursework section of website
 - *PDF*
 - *group report*
 - ***extra individual report*** - *optional*

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...*

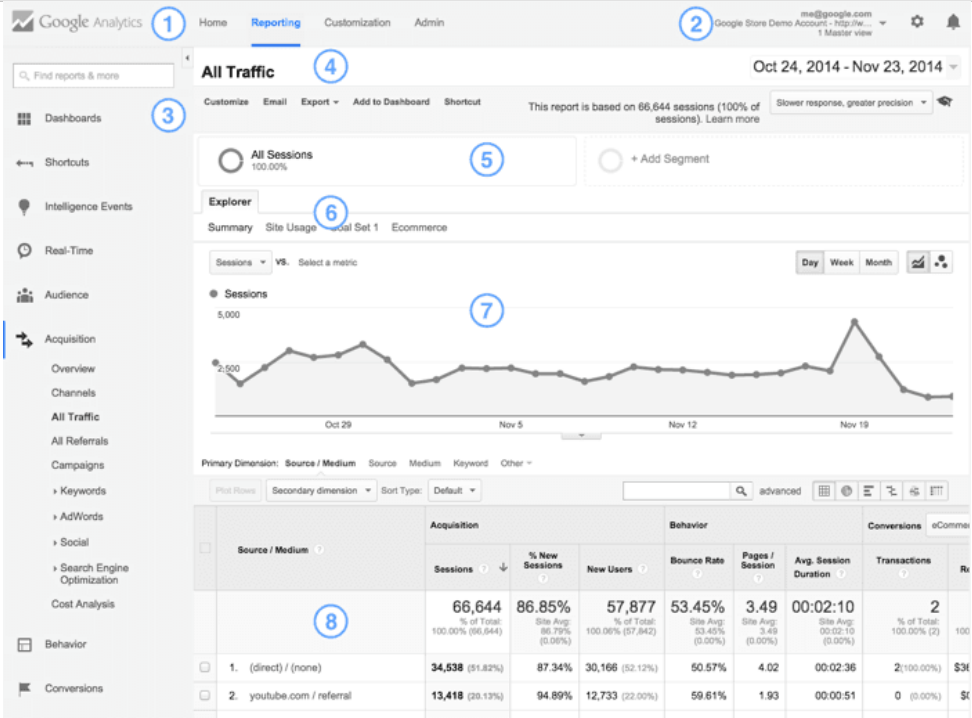
Groups A to F

Data visualisation

Building a dashboard

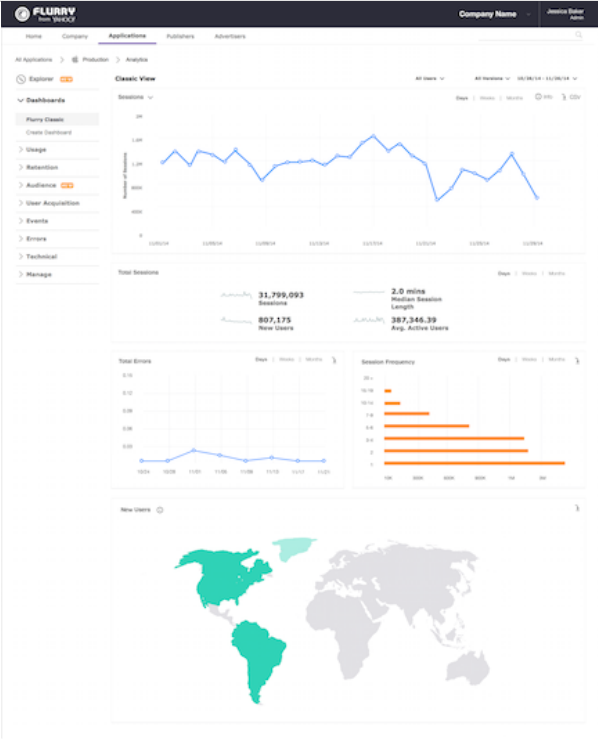
- need to clearly determine the questions that need to be answered
 - *given the information collated and presented within the dashboard*
- need to ensure that any problems can be detected on time
- be certain why we actually need a dashboard for the current dataset
- then begin to collect the requisite 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



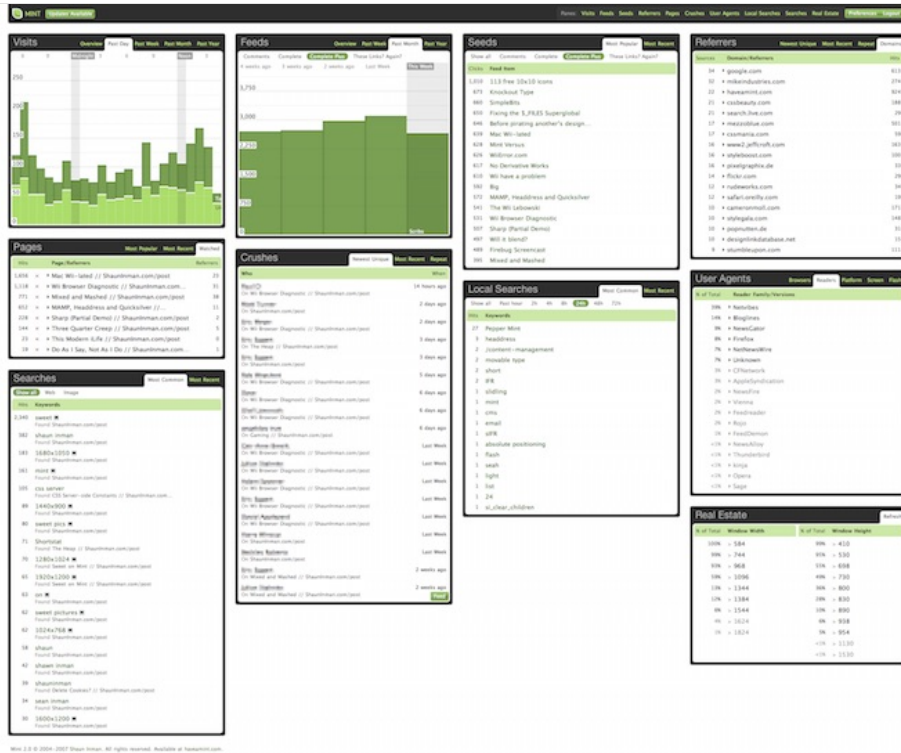
Dashboard - Google Analytics

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 1

- 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

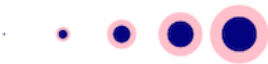
Testing - D3

[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");
```

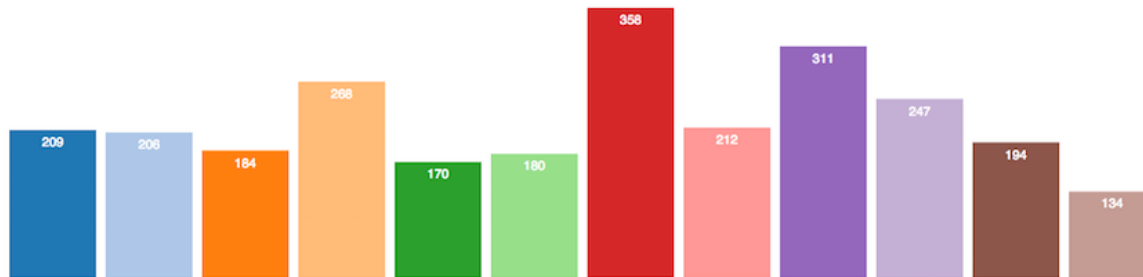
- DEMO - Drawing with SVG - barcharts, colour, and text labels

Image - D3 Barcharts

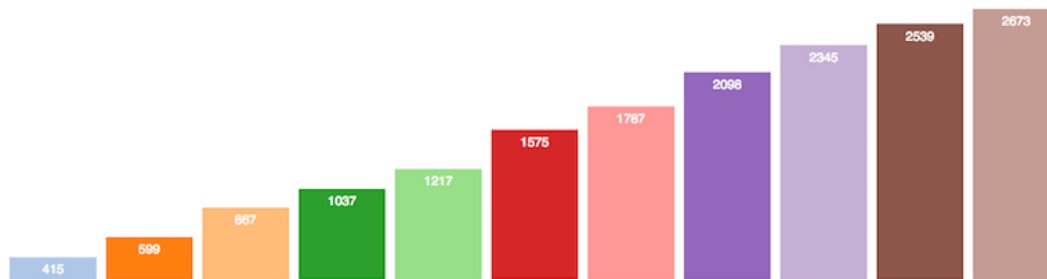
Testing - D3

[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

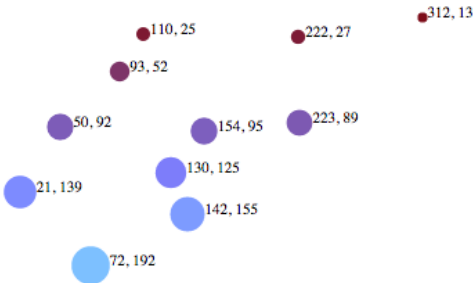
Drawing - SVG scatterplot - intro

- 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

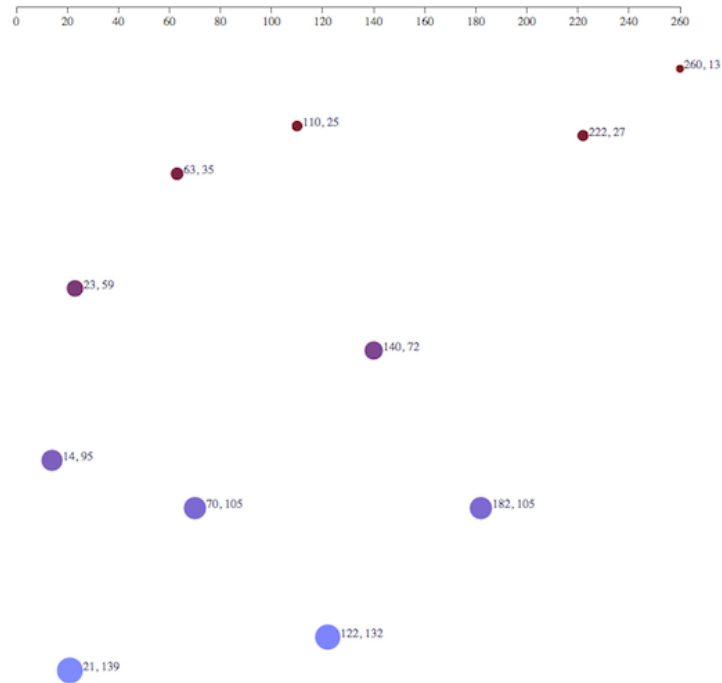
```
var scaleX = d3.scale.linear()  
    .domain([0, d3.max(dataset, function(d) { return d[0]; })])  
    .range([0, w]); //set output range from 0 to width of svg
```

- 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

D3.js

- D3 basic elements
- Drawing with SVG
- Drawing with SVG - barcharts
- Drawing with SVG - barcharts, colour, and text labels

References - JS & Libraries

- D3.js
 - *D3 - API reference*
 - *D3 - Easing*
 - *D3 - Scales*
 - *D3 - Wiki*
- Kirk, A. *Data Visualisation: A successful design process*. Packt Publishing. 2012.
- Various
 - *W3 Selector API*