

1. How can D3 access and change the DOM? What do `select` and `selectAll` do?
2. What are the `d` and `i` in `function(d){}` and `function(d, i){}`?
3. Write sample lines of JavaScript to add a `div` element with class `"barChart1"` and to add an `svg` element with class `"barChart2"` with square dimensions.
4. Describe `append`, `update`, `enter`, and `exit` at a high level. What does `"selectAll + data + enter + append"` refer to?
5. What are the main differences between drawing a bar chart with HTML and SVG?
6. In drawing the simple bar chart with D3 and SVG, what elements were appended, and what parts of the graph did these elements correspond to?

1. Every DOM element has a `svg` and with d3 you can access and change this. `select` selects a `svg` element with a certain id and `selectAll` select all `svg` elements.
2. `d` is just the name to call the function and `i` is the index for the elements in the function
3.

```
var chart = d3.select("body")
    .attr("class", "Barchart1")

    .enter().append("div")

Var svg = d3.svg.select("body")
    .enter.append("rect")
```
4. `append` means adding properties to a `svg`, `update` means updating properties of a `svg`, `enter` adding a `svg`, `exit` deleting a `svg` they all refer to `svg's`
5. the ability to change the bar in the script
6. width, height and starting positions