

Basic Visualization Techniques (Group Project)

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1 GROUP PROJECT

1.1 WORK-BREAKDOWN

- Dan
 - Importing CSV File
 - Random Colors for the different arcs
- Almog
 - PieChart Function
 - Message Function

1.2 CODE

The data folder has 2 csv files, work1 and work2. Please change the loadString value to load the different files.

```
float angles[];  
float[][] colorvalues;  
String[] datavalues;  
float total=0;  
String message= "Click to see a value";
```

```

void setup() {
    background(0);
    size(800, 400);
    noStroke();

    //Dan
    String[] data = loadStrings("work2.csv");
    angles = new float[data.length-1];
    datavalues = new String[data.length-1];
    for (int i=0; i<data.length-1; i++)
    {
        String[] tokens = data[i].split(",");
        angles[i] = Float.parseFloat(tokens[1]);
        datavalues[i] = tokens[0];
        //System.out.println(datavalues[i]);
        total= total+angles[i] ;
    }

    for (int i=0; i<data.length-1; i++)
    {

        angles[i] = (angles[i]/total)*390;
    }

    colorvalues = new float[data.length-1][3];

    //Dan
    for (int i = 0; i < data.length-1; i++) {
        float r = random(256);
        float g = random(256);
        float b =random(256);
        r=int(r);
        g=int(g);
        b=int(b);

        colorvalues[i][0]=r;
        colorvalues[i][1]=g;
        colorvalues[i][2]=b;
    }
}

void draw() {

```

```

//Almog
    textSize(24); // SET FONT SIZE
    text(message, 10, 30); // SET POSITION AND WORD
    fill(1,2,3); // SET COLOR
//Dan
    pieChart(300, angles);
}
//Almog
void pieChart(float diameter, float[] data) {

    float lastAngle = 0;
    for (int i = 0; i < data.length-1; i++) {
        fill(colorvalues[i][0], colorvalues[i][1], colorvalues[i][2]);
        arc(width/2, height/2, diameter, diameter, lastAngle, lastAngle+radians(angles[i]));
        lastAngle += radians(angles[i]);
    }
}

//Almog
void mouseClicked() {
    loadPixels(); //Loads the pixel data for the display window into the pixels[] array

    int j = mouseY*width + mouseX;
    //System.out.println("R " + red(pixels[j]) + " G "+green(pixels[j]) +" B "+ blue(pixels[j])

    float r = red(pixels[j]);
    float g = green(pixels[j]);
    float b = blue(pixels[j]);

    for(int i=0; i<colorvalues.length-1;i++){
        float r2 = colorvalues[i][0];
        float g2 = colorvalues[i][1]; ;
        float b2 = colorvalues[i][2]; ;
        if ((r2==r ) && (g2==g) && (b2== b)){

            message(i);
        }}
//Almog
void message(int i){

    background(0);
    message =datavalues[i];}

```