

# JavaScript Vis Progress Report

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# JavaScript Crash Course

- Very dynamic language
  - no compilation
  - no static typing
- Looks like Java, acts like Scheme/Self
- All about objects
  - no class/object distinction
  - objects are dictionaries/maps/hashtables

## JS top level script

```
var myObj = {  
  foo: "bar",  
  baz: 42.34  
}
```

```
function myFun() {  
  var localVar = 5;  
  globalVar = 22;  
}
```

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```

## window object

```
{  
  myObj: {  
    foo: "bar",  
    baz: 42.34  
  },  
  myFun: <function>,  
  globalVar: 22  
}
```

# Questions to Answer

- Project Structure
  - Where are the “important” objects?
  - What are “messy” projects?
  - What functions/fields are visible?

# Questions to Answer

- How does structure change?
  - What gets added/removed/modified when I click a button?
  - Are things changes that shouldn't?

# What I have

- Walking the **window** object to get data
  - element names
  - element types (function/string/number)
  - filtering
- Using JIT (JavaScript InfoVis Toolkit) to generate a radial graph

# DEMO



# TODOs

- change over time
- dynamic label sizes
- find good examples of “messy”
- prototype chain?