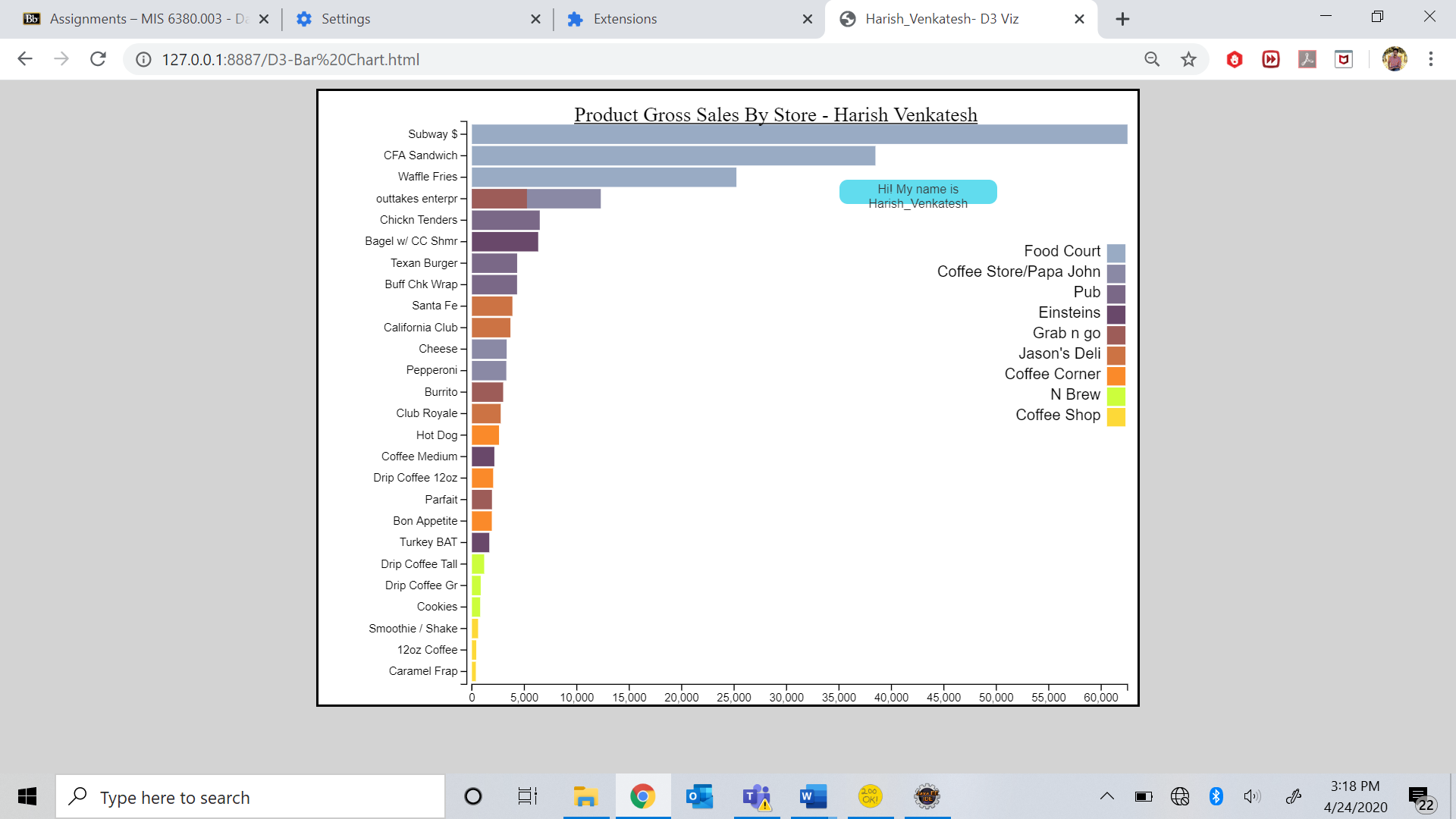
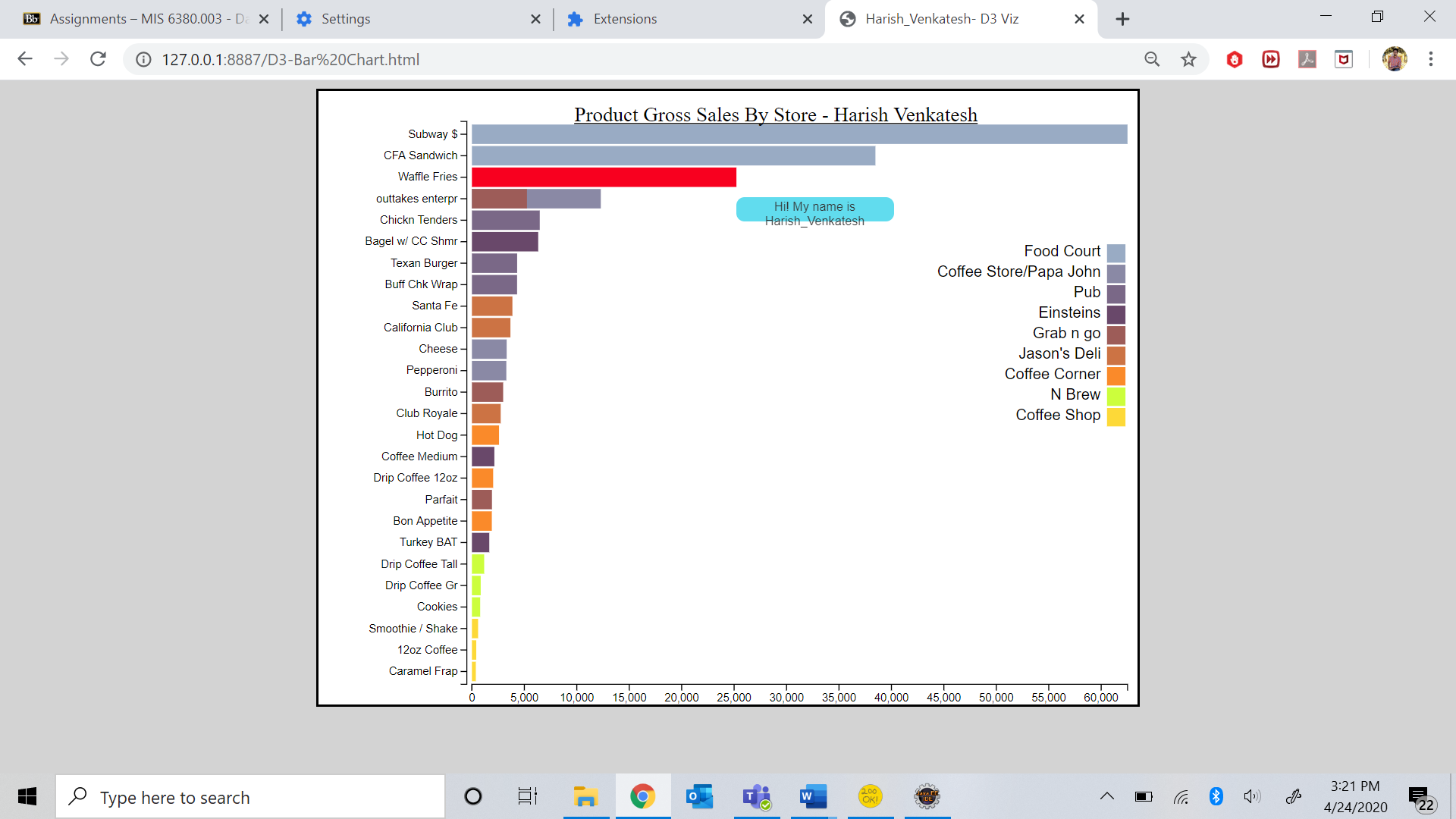
**D3 Interactivity //Mouse hovering, Tooltip and Sonification**

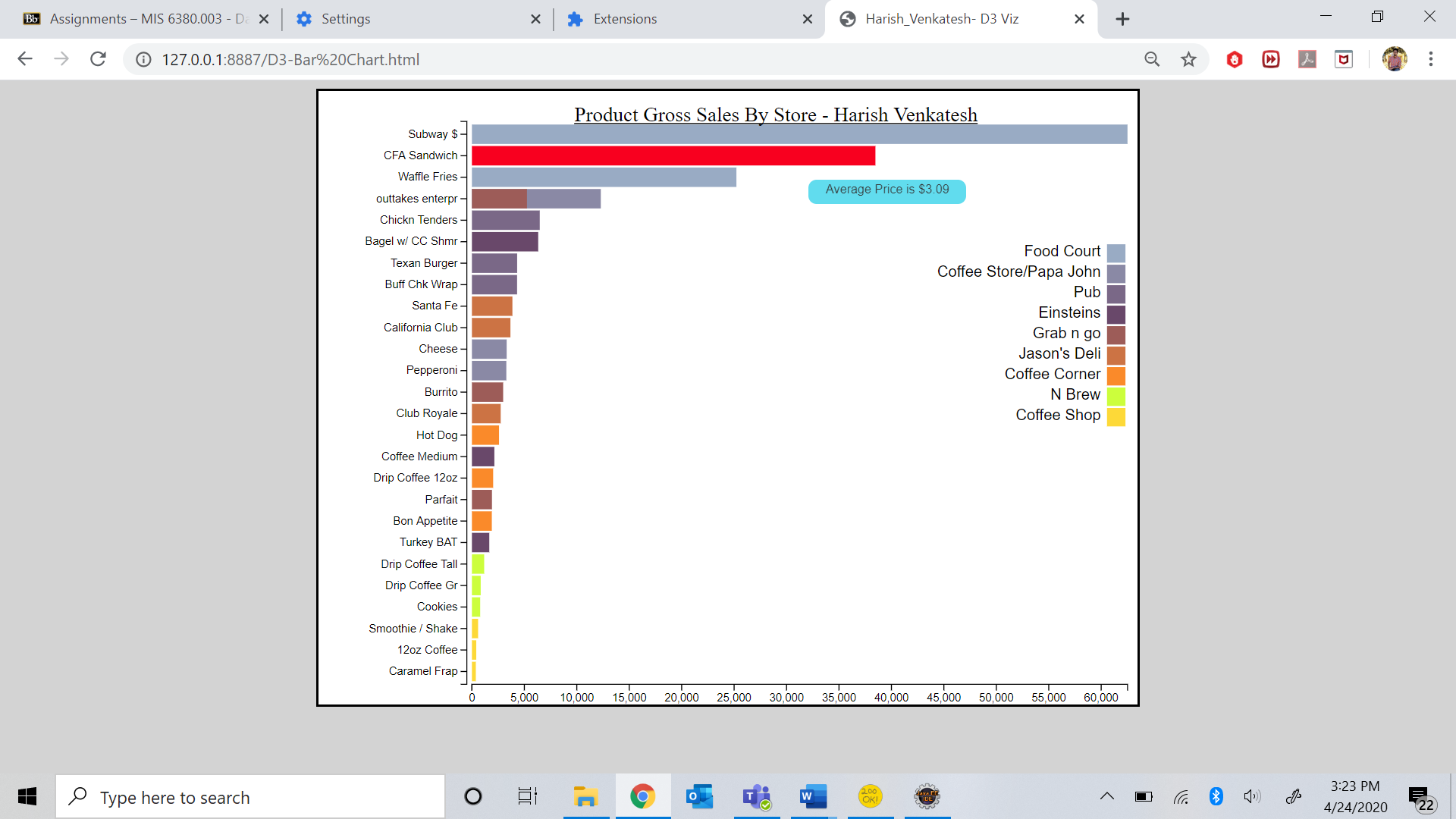
OUTPUT SCREEN



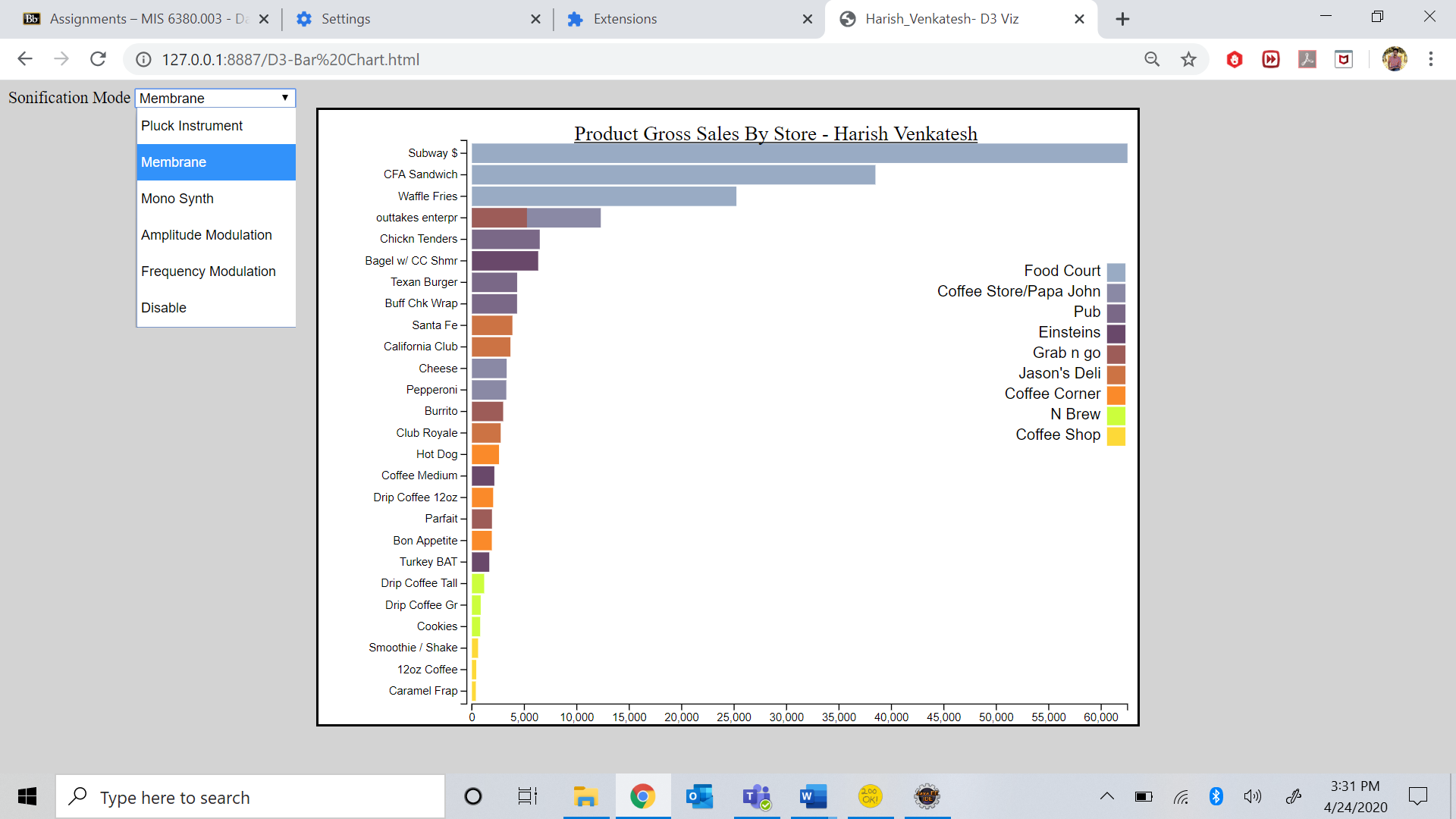
HOVERING OVER A BAR OF THE GRAPH DISPLAYING THE HIGHLIGHTING AND THE TOOLTIP.



TOOLTIP SHOWING THE AVERAGE PRICE



Adding DROPDOWN MENU



WHY DO YOU HEAR DIFFERENT FREQUENCY SOUNDS HERE?

freq = ((d.Price - in\_min) \* (out\_max - out\_min))/(in\_max - in\_min) + out\_min;  
Here, the frequency variable is linked with the price variable and alters itself with change of price value. Therefore you hear sounds of different frequencies.