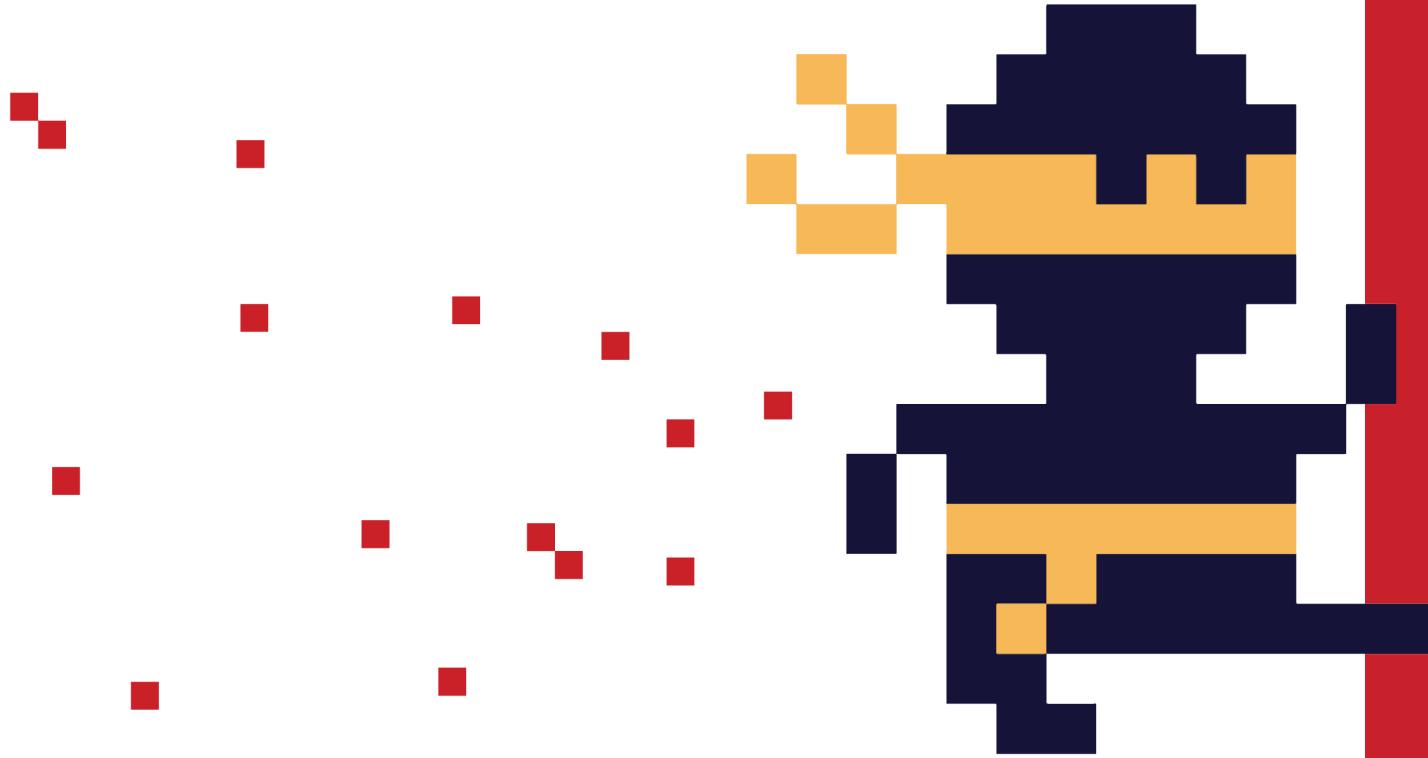


ODESSAJS



Summer. Sea. JavaScript.

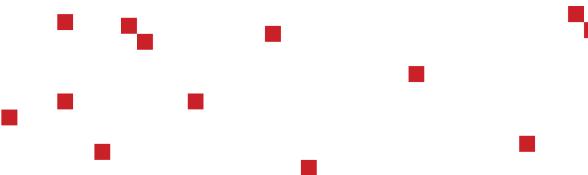
Illia Olenchenko

@icrosil

React + D3 = ❤️

React + D3 = ?

- recharts
- nivo
- britecharts react
- vx
- reaviz.io
- victory



React + D3 = ?

Плюсы

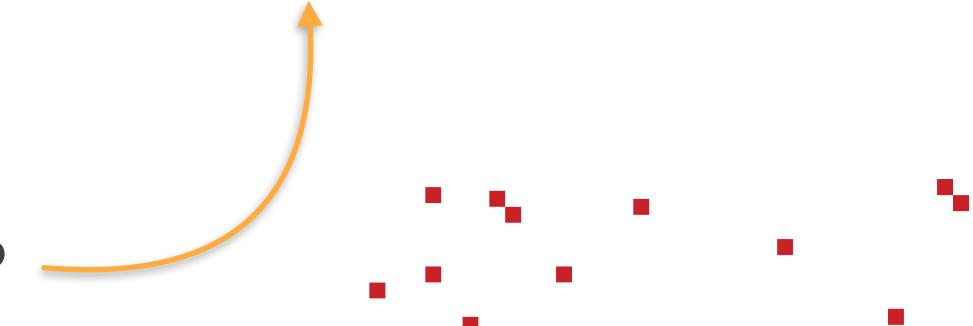
- Консистентность с кодом
- Свобода стиля
- Контроль над компонентами

Минусы

- Разбираться с D3
- Кривая входа в проект хуже
- Поддерживать свое решение



А продукты знают?



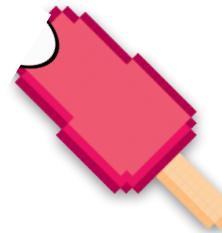


С чего начать?

React

- Декларационное отображение
- Управление DOM
- Управление состоянием
- Передача данных

- ✓ Components
- ✓ Rendering
- ✓ State
- ✓ Props



С чего начать?

D3

- Императивный стиль
- Управление DOM
- Математические функции

- ✗ Не сочетается с React
- ✗ Меняет элементы напрямую в DOM
- ✓ Умеет просчитывать путь, оси, гео и многое другое.

Хороший/плохой пример

renderAxis

```
class RenderAxis extends Component {
  renderAxis() {
    const { hideDomain, textStyle, lineStyle, d3Axis, scale, renderAxis } = this.props;

    const axisElement = d3.select(this.axis).call(d3Axis.scale(scale));

    // remove domain line
    if (hideDomain) axisElement.select('.domain').remove();

    // add styles to textElements
    axisElement
      .selectAll('.tick text')
      .style('fill', textStyle.fill)
      .style('stroke', textStyle.stroke)
      .style('font-size', textStyle.fontSize);

    forEach(lineStyle, (style, key) => {
      axisElement.selectAll('.tick line').attr(key, style);
    });
  }

  // lifecycles
  render() {}
}
```

Хороший/плохой пример

renderAxis

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class RenderAxis extends Component {
  renderAxis() {
    const { hideDomain, textStyle, lineStyle, d3Axis, scale, renderAxis } = this.props;

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    // add styles to textElements
    axisElement
      .selectAll('.tick text')
      .style('fill', textStyle.fill)
      .style('stroke', textStyle.stroke)
      .style('font-size', textStyle.fontSize);
  }
}
```

props

Хороши́й/нлохой́ пример

renderAxis

```
class RenderAxis extends Component {
  renderAxis() {
    const { hideDomain, textStyle, lineStyle, d3Axis, scale, renderAxis } = this.props;

    const axisElement = d3.select(this.axis).call(d3Axis.scale(scale));

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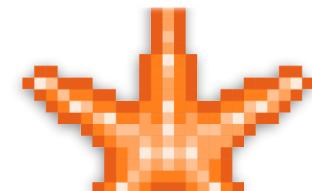
    // add styles to textElements
    axisElement
      .selectAll('.tick text')
      .style('fill', textStyle.fill)
      .style('stroke', textStyle.stroke)
      .style('font-size', textStyle.fontSize);

    forEach(lineStyle, (style, key) => {
      axisElement.selectAll('.tick line').attr(key, style);
    });
  }
}
```

SVG vs Canvas



Choose your fighter



SVG vs Canvas

SVG

- ✓ Декларативные компоненты (path/circle)
- ✓ Интерактивность с пользователем
- ✗ Производительность
- 🔧 Особенности
 - ✗ стилизация
 - ✗ нет z-index
 - ✗ fit text
 - ✓ foreignObject

Canvas

- ✗ Императивное изменение контекста
- ✗ Слабая взаимосвязь с React
- ✓ Производительность
- 🔧 Особенности
 - ✗ стилизация



SVG vs Canvas



```
const c = document.getElementById("myCanvas");
const ctx = c.getContext("2d");
ctx.beginPath();
ctx.arc(100, 75, 50, 0, 2 * Math.PI);
ctx.stroke();
```



```
<svg height="100" width="100">
  <circle
    cx="50"
    cy="50"
    r="40"
    stroke="black"
    stroke-width="3"
    fill="red"
  />
</svg>
```

“Просмо” canvas

Canvas

```
function CanvasComponent() {
  const canvasEl = useRef(null);

  useEffect(() => {
    const ctx = canvasEl.current?.getContext('2d');
    ctx.fillRect(0, 0, 100, 100);
  }, [canvasEl]);

  return (
    <canvas ref={canvasEl} width={300} height={300} />
  );
}
```

first render

“Просмо” canvas

Canvas

```
function CanvasComponent() {
  const canvasEl = useRef(null);

  useEffect(() => {
    const ctx = canvasEl.current?.getContext('2d');
    ctx.fillRect(0, 0, 100, 100);
  }, [canvasEl]);

  return (
    <canvas ref={canvasEl} width={300} height={300} />
  );
}
```

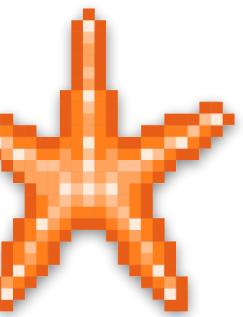
first render

Просто SVG

SVG

```
function SVGComponent() {  
    return (  
        <svg width={300} height={300}>  
            <line />  
            <path />  
            <Axis />  
        </svg>  
    );  
}
```

React way



D3 методы

Статистика

- extent (min and max)
- median
- mean
- deviation

Поиск

- bisect

Графики

- histogram
- axes
- brushes
- chord
- nests
- drag
- force
- geo

Цвета

- rgb/hsl/hcl/hex
- darker/brighter

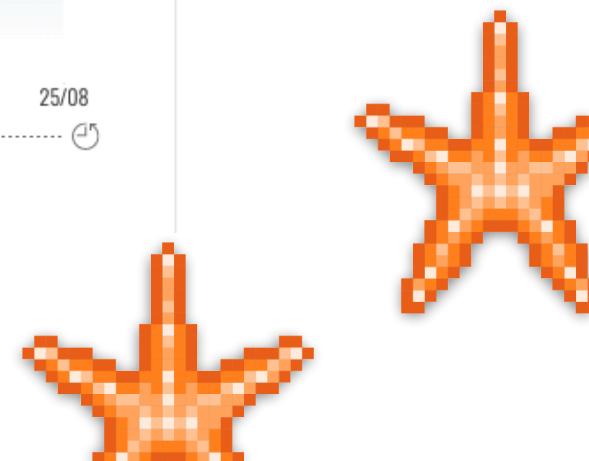
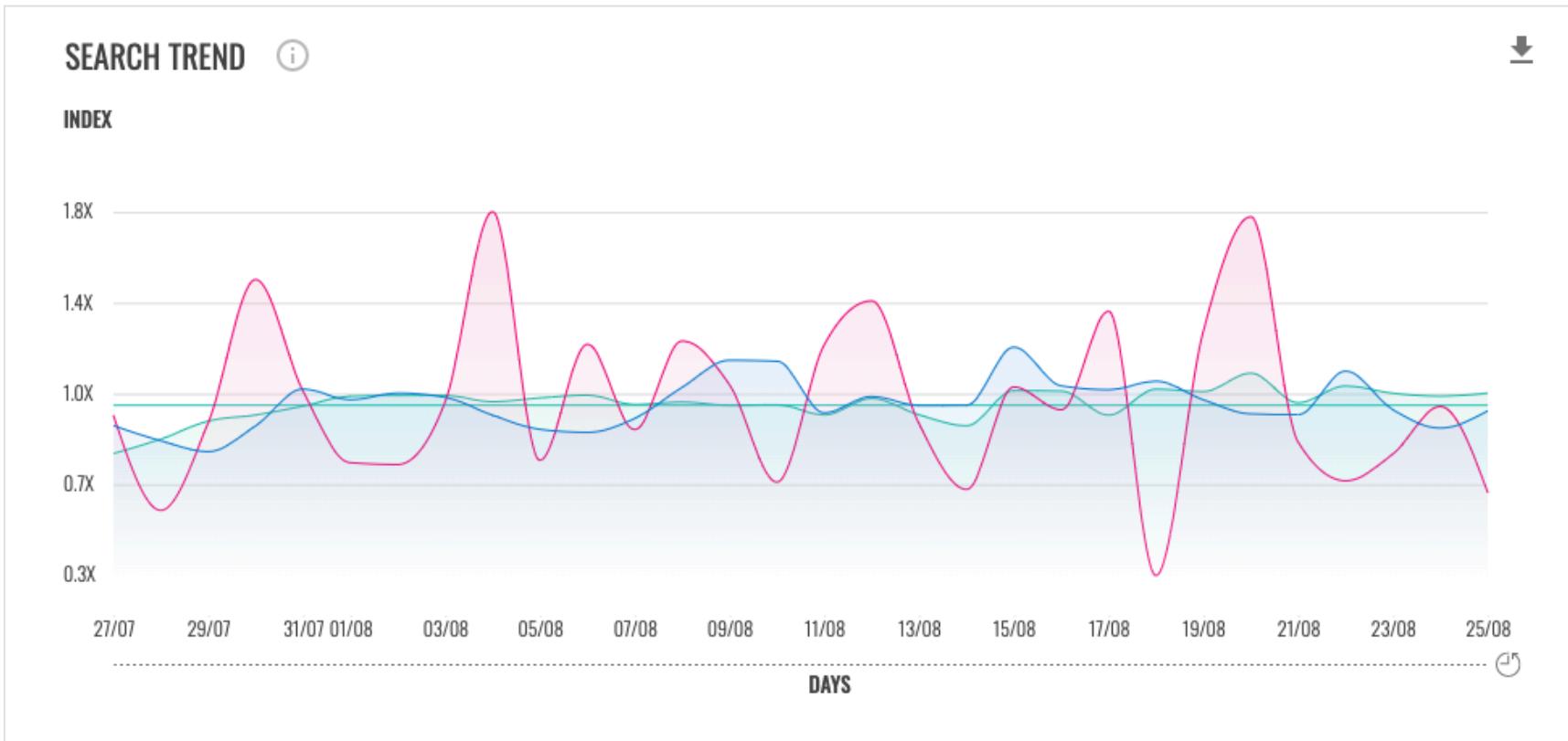
Еще

- contour
- easings (animations)
- formatters
- projections
- hierarchy
- interpolate
- scale
- arcs
- pies
- area
- curve
- zoom

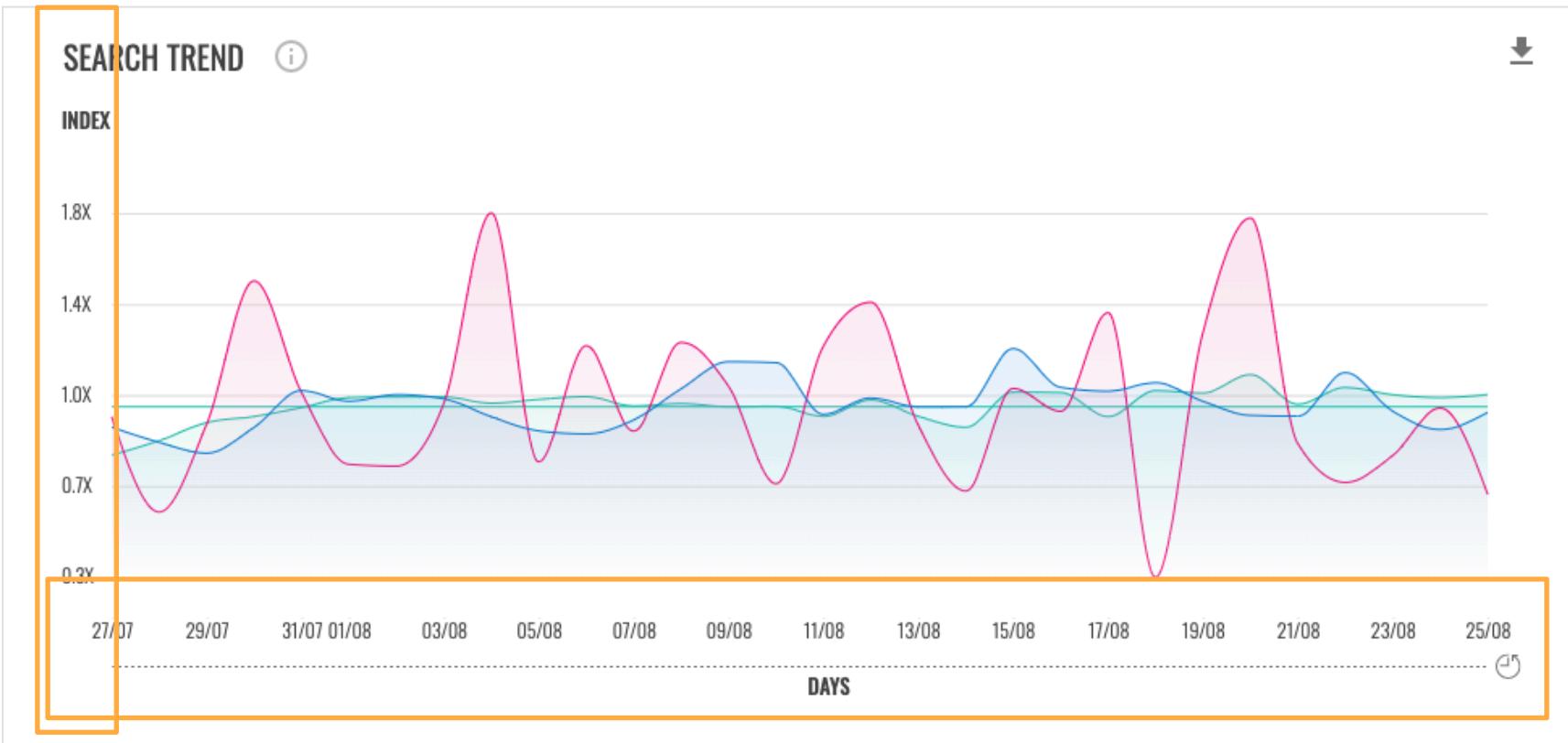


React - view; D3 - math

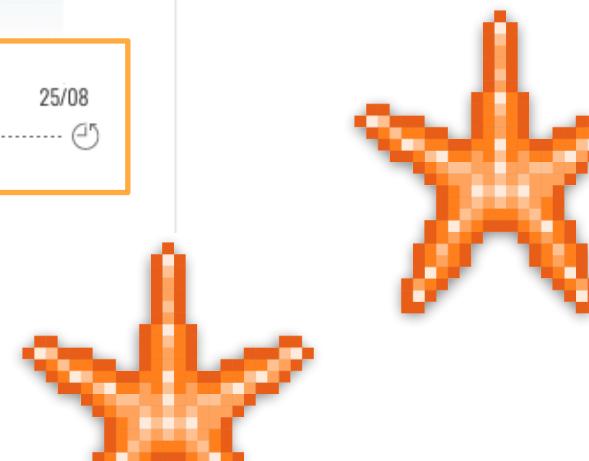
TimeLine



TimeLine



Ocu



Scales

```
scale

export const yScale = (yValue, { height }) => {
  const maxDomain = Math.max(...yValues);
  const minDomain = Math.min(...yValues);

  return scaleLinear()
    .domain([minDomain, maxDomain])
    .range([0, height]);
};

export const xScale = (xValue, { width }) => {
  const maxDomain = Math.max(...xValues);
  const minDomain = Math.min(...xValues);

  return scaleTime()
    .domain([minDomain, maxDomain])
    .range([0, width]);
};
```

Scales

scale

```
export const yScale = (yValue, { height }) => {
  const maxDomain = Math.max(...yValues);
  const minDomain = Math.min(...yValues);

  return scaleLinear()
    .domain([minDomain, maxDomain])
    .range([0, height]);
};

export const xScale = (xValue, { width }) => {
  const maxDomain = Math.max(...xValues);
  const minDomain = Math.min(...xValues);

  return scaleTime()
```

Axis

AxisHook

```
function AxisHook({ d3Axis, scale, translateX, translateY, renderAsap }) {
  const ref = useRef(renderAsap ? document.createElement('g') : undefined);

  useEffect(() => {
    d3.select(ref.current).call(d3Axis.scale(scale));
  }, [d3Axis, scale])

  if (renderAsap) {
    ref.current.setAttribute(
      'transform',
      `translate(${translateX}, ${translateY})`,
    );
    d3.select(ref.current).call(d3Axis.scale(scale));
    const [axis] = reactHtmlParser(ref.current.outerHTML);
    return axis;
  }

  return <g ref={ref} transform={`translate(${translateX}, ${translateY})`} />
}
```

Axis

AxisHook

```
function AxisHook({ d3Axis, scale, translateX, translateY, renderAsap }) {
  const ref = useRef(renderAsap ? document.createElement('g') : undefined);

  useEffect(() => {
    d3.select(ref.current).call(d3Axis.scale(scale));
  }, [d3Axis, scale])

  if (renderAsap) {
    ref.current.setAttribute(
      'transform',
      `translate(${translateX}, ${translateY})`,
    );
    d3.select(ref.current).call(d3Axis.scale(scale));
    const [axis] = reactHtmlParser(ref.current.outerHTML);
    return axis;
  }

  return <g ref={ref} transform={`translate(${translateX}, ${translateY})`} />
}
```

simple render

TimeLine component

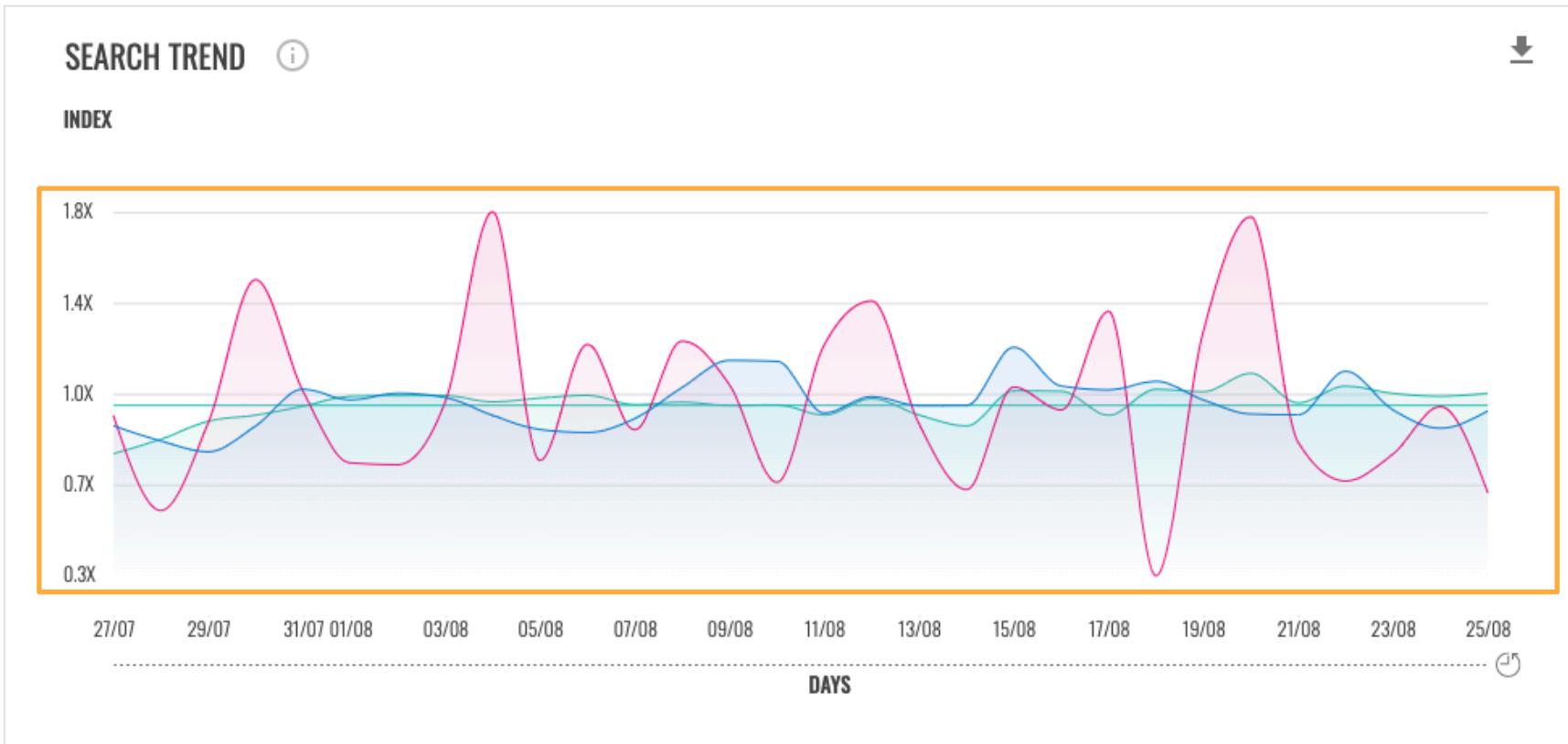
TimeLine

```
function TimeLine({ viewBox, svgProps }) {
  const [data] = useState(defaultData);

  const [xScale, yScale, line, area] = useMemo(
    () => getScales({ viewBox, data }),
    [viewBox, data],
  );

  return (
    <section>
      <svg {...svgProps}>
        <Stripe color={colors.stripe} scale={yScale} />
        {data.map(({ line, id }) => (
          <GradientLine key={id} data={line} />
        ))}
        <AxisX scale={xScale} translateY={dimension.height} />
        <AxisY scale={yScale} />
      </svg>
    </section>
  );
}
```

TimeLine



Семка + Данные



TimeLine component

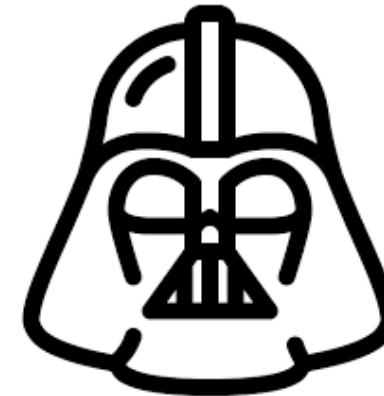
TimeLine

```
function TimeLine({ viewBox, svgProps }) {
  const [data] = useState(defaultData);

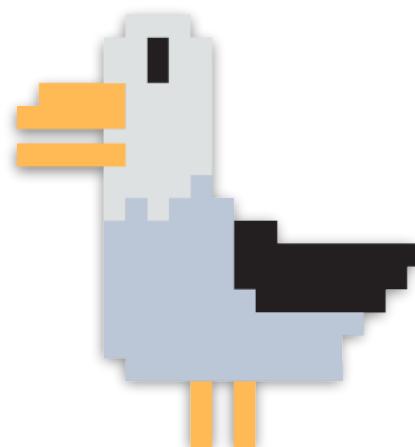
  const [xScale, yScale, line, area] = useMemo(
    () => getScales({ viewBox, data }),
    [viewBox, data],
  );

  return (
    <section>
      <svg {...svgProps}>
        <Stripe color={colors.stripes} scale={yScale} />
        {data.map(({ line, id }) => (
          <GradientLine key={id} scale={line} />
        ))}
    </section>
  );
}
```

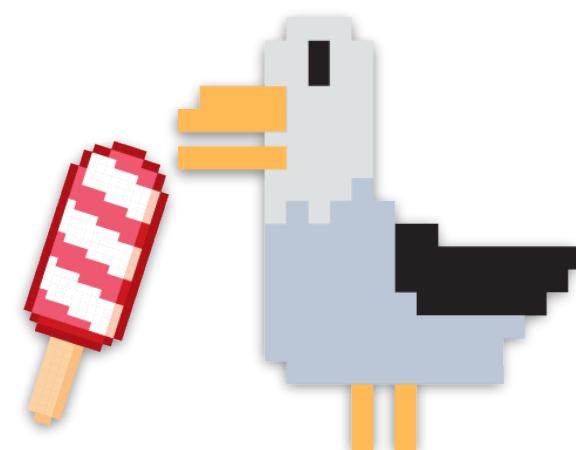
React + D3 пройдено?



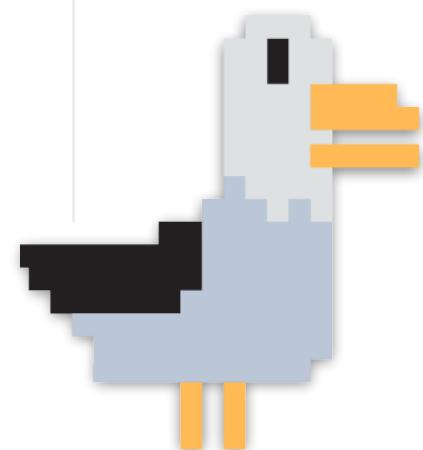
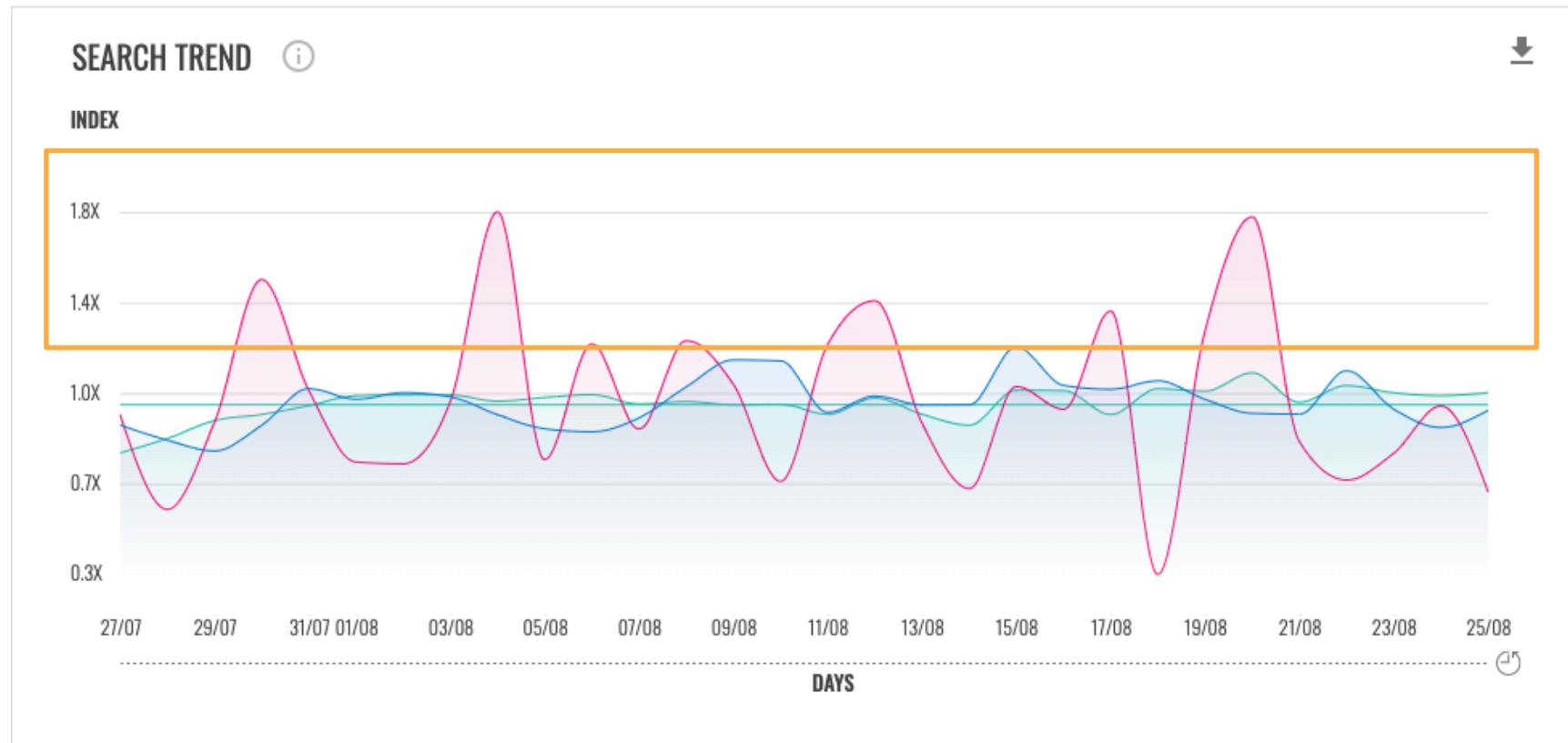
SVG наносит ответный удар

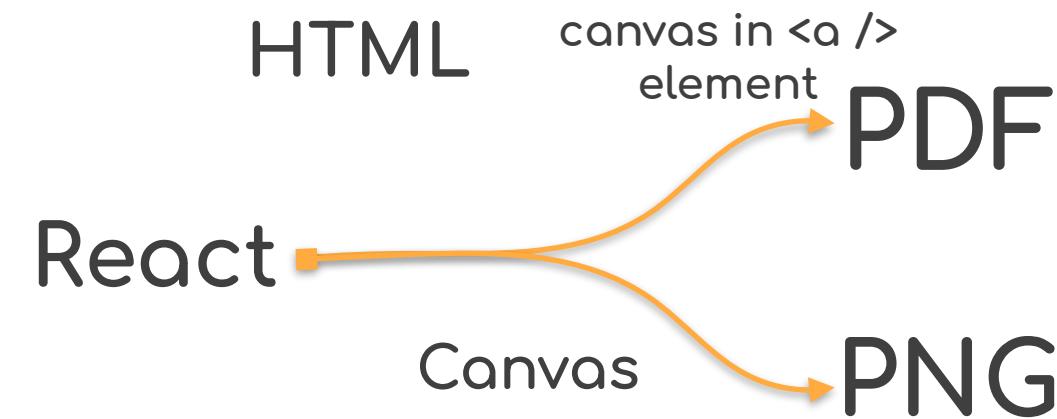


Анимации



TimeLine

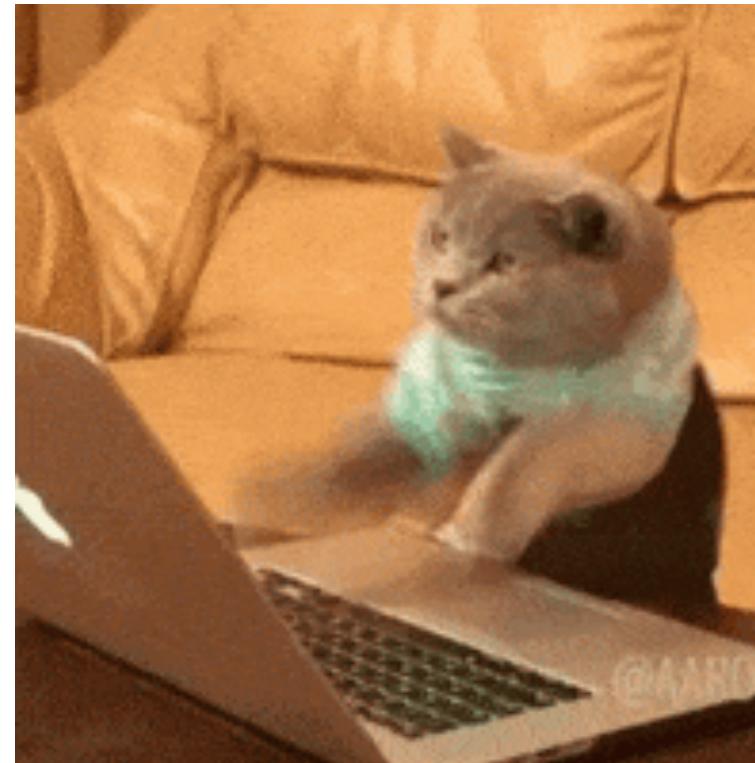




Экосистема



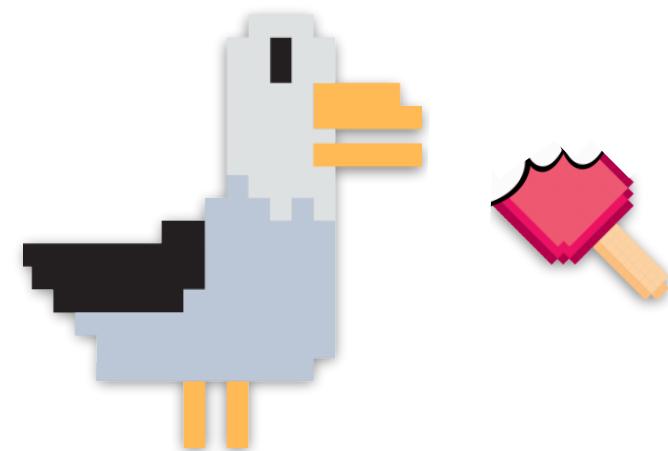
Живой коминг



“Самари”

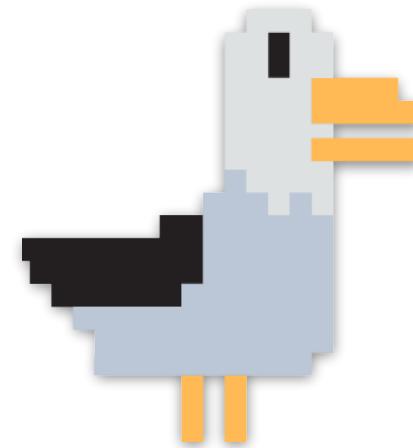
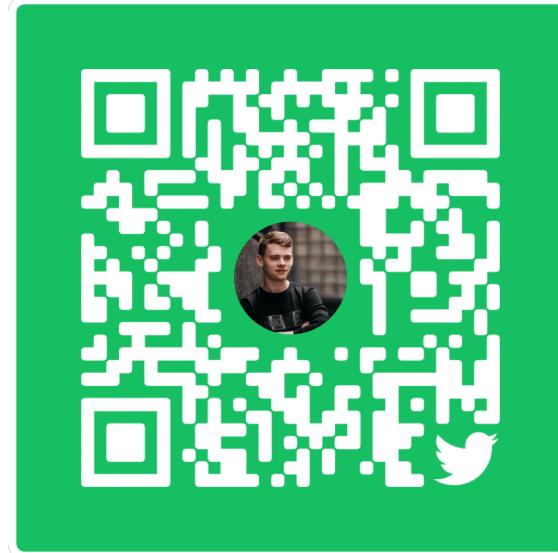
- React - view; D3 - math 😍
- D3 - first ногод - только где нужно 🐛
- SVG коварный 📈
- своя библиотека графиков ✅

Спасибо!

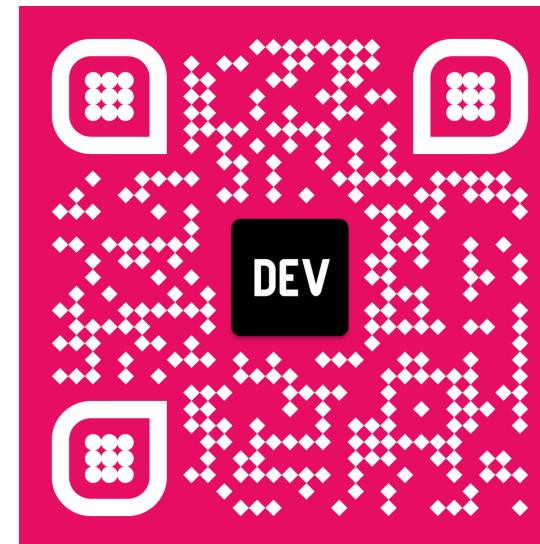


@icrosil

twitter



dev.to



medium

