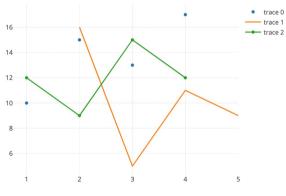


# 折線圖&散點圖

#### Line and Scatter Chart by Plotly.js



Ryan Chung



#### 新建專案

- 新建資料夾 LineAndScatter
- VS Code -> 檔案 -> 開啟資料夾 -> 選擇該資料夾
- 建立檔案 index.html data.js main.js style.css



#### index.html

```
<!DOCTYPE html>
<html>
    <head>
        <meta charset="utf-8">
        <title></title>
        <link rel="stylesheet" href="style.css">
    </head>
    <body>
        <div id="mvGraph"></div>
        <script src="https://cdn.plot.lv/plotlv-2.24.1.min.is"></script>
        <script src="data.js"></script>
        <script src="main.js"></script>
    </body>
</html>
```



# style.css

```
#myGraph{
     width: 600px;
    height: 400px;
}
```



# data.js

```
let set1 = [
     [1,10],
     [2,15],
     [3,13],
     [4,17]
];
```



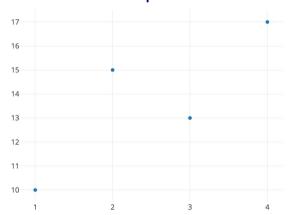
```
let myGraph = document.getElementById('myGraph');
let trace1 = {};
trace1.mode = "markers";
trace1.type = "scatter";
trace1.x = []:
trace1.v = [];
for(let i=0;i<set1.length;i++){</pre>
    trace1.x[i] = set1[i][0];
    trace1.y[i] = set1[i][1];
let data = []:
data.push(trace1);
let layout = {
   margin:{
        t:0
};
Plotly.newPlot(mvGraph. data. lavout):
```

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#### 執行並檢視結果

- 右下角 Go Live
- 或 index.html 右鍵 -> Open with Live Server





#### 增加一條線

- 增加資料
- 設定繪製模式與資料
- 加入繪製



# data.js

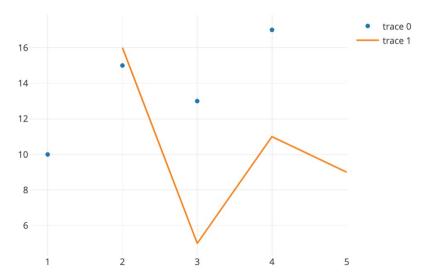
```
let set1 = [
    [1,10],
    [2,15],
    [3,13],
    [4,17]
1;
let set2 = [
    [2, 16],
    [3, 5],
    [4, 11],
    [5, 9]
```



```
let trace2 = {}:
trace2.mode = "lines":
trace2.type = "scatter";
trace2.x = [];
trace2.v = [];
for (let i = 0; i < set2.length; i++) {</pre>
    trace2.x[i] = set2[i][0];
    trace2.y[i] = set2[i][1];
let data = []:
data.push(trace1);
data.push(trace2);
let layout = {
    margin:{
        t:0
};
Plotly.newPlot(myGraph, data, layout);
```



# 檢視結果





#### 再增加一條線

- 增加資料
- 設定繪製模式與資料
- 加入繪製



#### data.js

```
let set1 = [
    [1,10],
    [2,15],
    [3,13],
    [4,17]
1;
let set2 = [
    [2, 16],
    [3, 5],
    [4, 11],
    [5, 9]
1;
let set3 = [
    [1, 12],
    [2, 9],
    [3, 15],
    [4, 12]
1;
```

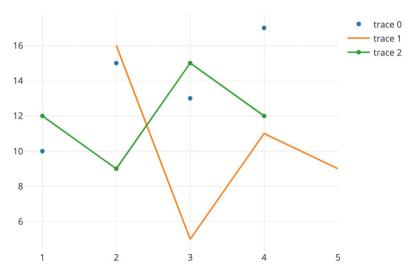
Intro to Plotly - Ryan@MobileDev.TW



```
let trace3 = {};
trace3.mode = "lines+markers";
trace3.type = "scatter";
trace3.x = []:
trace3.v = []:
for (let i = 0; i < set3.length; i++) {</pre>
    trace3.x[i] = set3[i][0];
   trace3.y[i] = set3[i][1];
let data = []:
data.push(tracel);
data.push(trace2):
data.push(trace3);
```



## 檢視結果





#### 修改呈現文字內容

- 新增三條線的名稱
- 新增每一個點的名稱
- 設定節點大小
- 設定X軸、Y軸的刻度範圍
- 新增標題



#### data.js

```
let set1 = [
    [1,10,"A1"],
    [2,15,"A2"],
    [3,13,"A3"],
    [4,17,"A4"]
1;
let set2 = [
    [2, 16, "B1"],
    [3, 5, "B2"],
    [4, 11, "B3"],
    [5, 9, "B4"]
1;
let set3 = [
    [1, 12, "C1"],
    [2, 9, "C2"],
    [3, 15, "C3"],
    [4, 12, "C4"]
1;
```



let myGraph = document.getElementById('myGraph'); let trace1 = {}; trace1.mode = "markers": trace1.type = "scatter"; trace1.name = "Team A"; trace1.marker = { size:10 trace1.x = [];trace1.y = []; trace1.text = []; for(let i=0:i<set1.length:i++){</pre> trace1.x[i] = set1[i][0]; trace1.v[i] = set1[i][1]: trace1.text[i] = set1[i][2];



```
let trace2 = {};
trace2.mode = "lines";
trace2.type = "scatter";
trace2.name = "Team B";
trace2.x = []:
trace2.y = [];
trace2.text = []:
for (let i = 0; i < set2.length; i++) {</pre>
    trace2.x[i] = set2[i][0];
    trace2.y[i] = set2[i][1];
    trace2.text[i] = set2[i][2];
```



```
let trace3 = {};
trace3.mode = "lines+markers":
trace3.type = "scatter";
trace3.name = "Team C";
trace3.marker = {
    size: 10
trace3.x = []:
trace3.y = [];
trace3.text = [];
for (let i = 0; i < set3.length; i++) {</pre>
    trace3.x[i] = set3[i][0];
    trace3.y[i] = set3[i][1];
    trace3.text[i] = set3[i][2]:
```

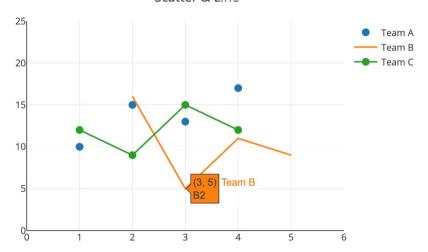


```
let data = [];
data.push(trace1);
data.push(trace2);
data.push(trace3);
let layout = {
    margin:{
        t:50
    xaxis:{
        range: [0,6]
    vaxis:{
        range: [0,25]
    title: 'Scatter & Line'
};
Plotly.newPlot(myGraph, data, layout);
```



#### 檢視結果







#### 直接顯示節點名稱在圖表上

- 直接顯示節點名稱於節點旁
- 可設定位置、字型大小



```
let trace1 = {};
trace1.mode = "markers+text";
trace1.type = "scatter";
trace1.name = "Team A":
trace1.marker = {
    size:10
trace1.x = []:
trace1.v = []:
trace1.text = []:
tracel.textposition = "bottom center";
trace1.textfont = {
    family:"Raleway, sans-serif",
    size:10
};
```



## 觀察結果

Scatter & Line

