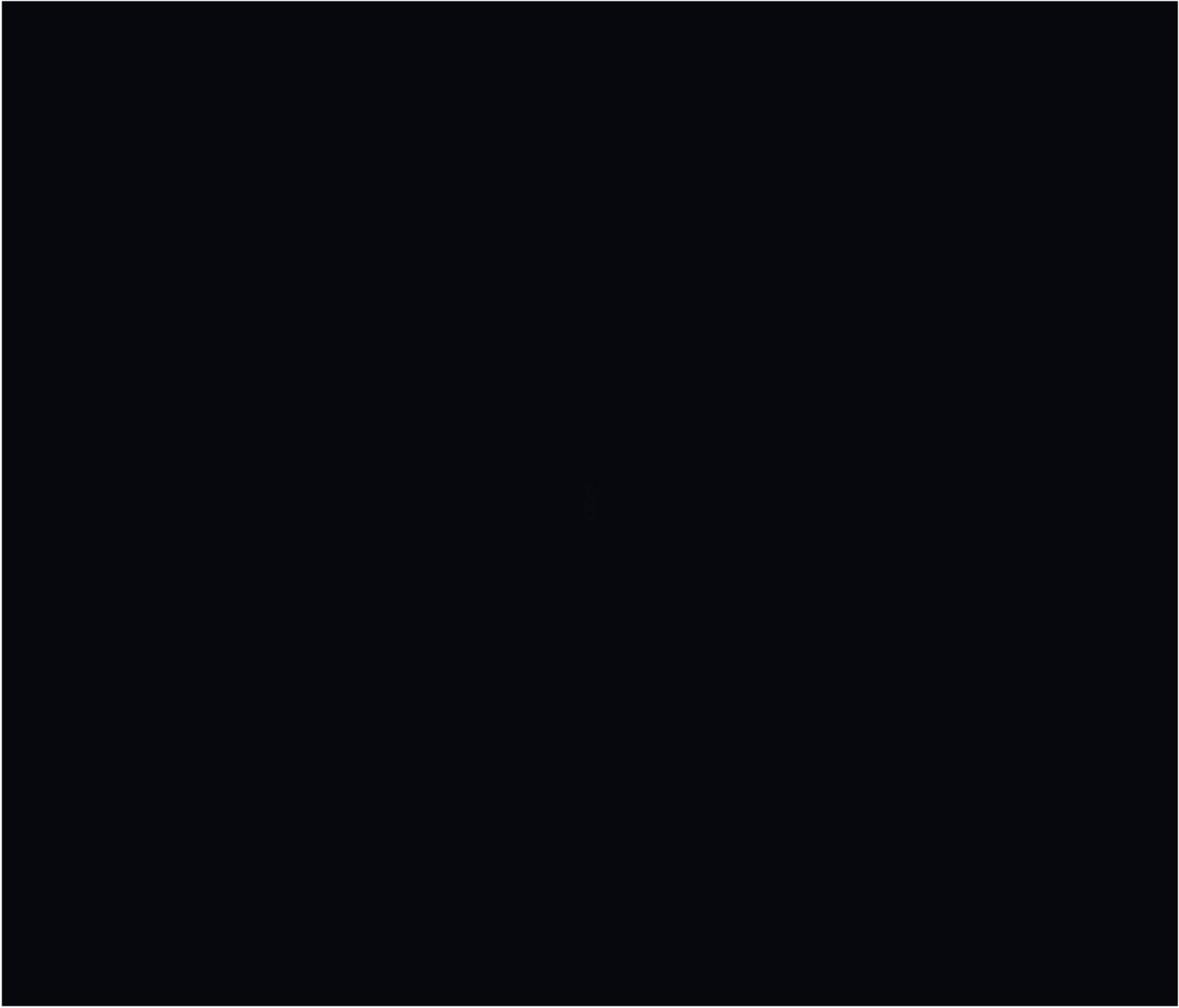
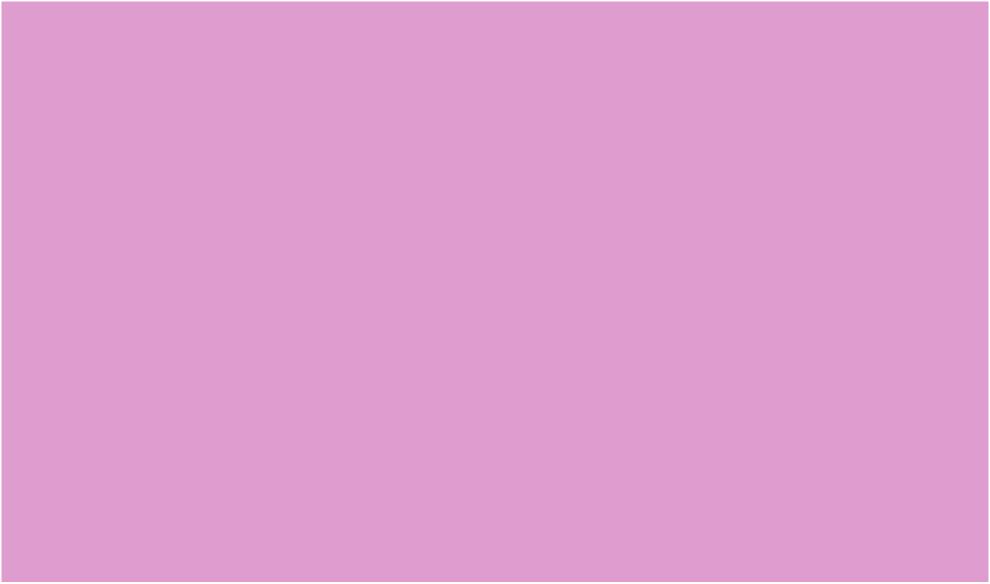


Customer 1 1 Checking out O Purchased



```
useEffect(()) \Rightarrow \{
  if (orders.count > prevOrders.count) {
    let increment = totalOrders.count - prevTotalOrders.count;
    increment = clamp(increment, 1, maxCirclesPerBucket);
    const newOrders = Array(increment)
      .fill({
        // "Checking out" bucket position:
        fromCx: xScale(1),
        // "Purchased" bucket position:
        toCx: xScale(2),
        // how big the radius should be based
        // on the increment size:
        radius: getRunningDotRadius(increment)
      });
    setNewOrders(newOrders);
}, [data]);
```

Run dots,









Customer 1 1 Checking out O Purchased

Customer 1 1 Checking out O Purchased

```
const newOrders = Array();
console.log(newOrders) []
```

const getRunningDotRadius = (count) ⇒ count > bigIncrement ? runningDotRadiusBig : runningDotRadius;







