

implementing the chart with

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```
if (!context) return;
```

```
clearCanvas();
  drawAnimatedElements();
  drawStaticElements();
}, [bucketsRadius, ordersRunningDots]);
```

```
const drawAnimatedElements = () \Rightarrow {}
  bucketsRadius.map((radius, index) \Rightarrow {
    const x = xScale(index);
    const y = \max Radius + PADDING;
    const gradient = context.createRadialGradient(x, y, 0, x, y, maxRadius);
    const fillColor = index \implies bucketsRadius.length - 1 ? green : gray;
    gradient.addColorStop(.5, rgba(fillColor, 0.1));
    gradient.addColorStop(1, rgba(fillColor, 0.4));
    drawCircle({
      context,
      Χ,
      у,
      radius,
      fillColor: gradient,
    });
  });
  ordersRunningDots.map(({ item, props, key}) \Rightarrow {
    drawCircle({
      context,
      x: props.cx.value,
      y: maxRadius + PADDING,
      radius: maxRadius / 10,
      fillColor: rgba(green, 0.5),
```

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```
ordersRunningDots.map((\{cx, fill, radius\}, index) \Rightarrow {
  drawCircle({
    context,
    X: CX
    y: maxRadius + PADDING,
    radius: radius,
    fillColor: fill,
```

