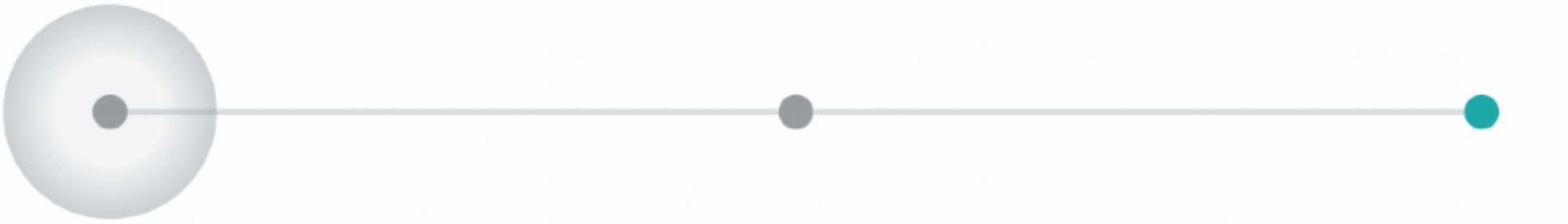
Dealing with data

Customer



1	0	0
Active carts	Checking out	Purchased

Close custom settings

Customer behavior settings | Page views settings | Total Sessions settings

Polling interval: 10000 (ms)

Increment range: 1-2

```
import { useSprings, animated, config } from "react-spring";
```

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  data.length,
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    radius: radiusScale(dataPoint.count),
    config: config.molasses,
  }))
);
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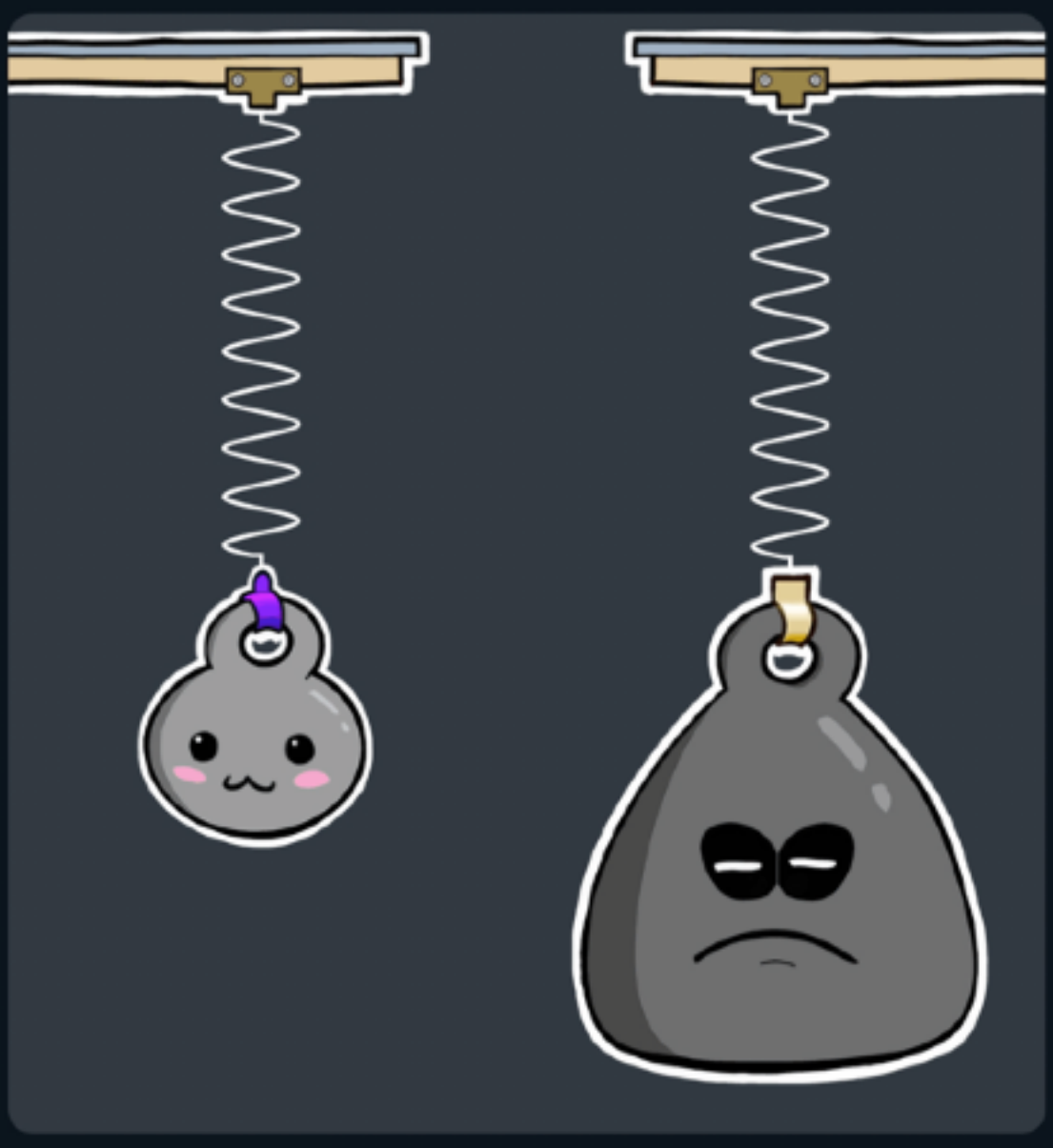
In order to adjust the characteristics of a transition, we have three variables we can tinker with: **mass, tension, and friction**. Let's look at them each in turn.

Mass

Mass refers to the heft of the thing we're moving. A heavier object will move more slowly, but it also has more inertia.

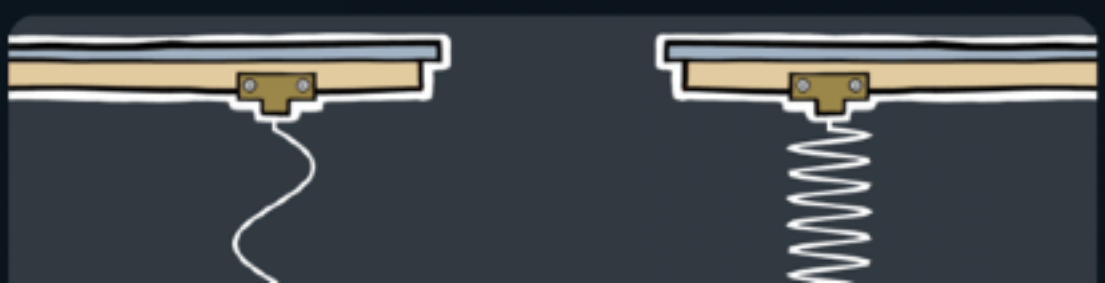
These two springs are identical, aside from their mass:



Your intuition should come in handy here. Imagine how heavier items would respond when being hung on a spring.

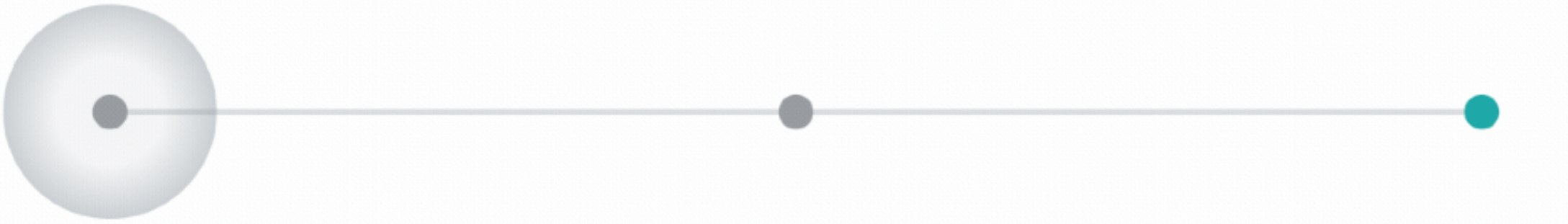
Tension

Tension refers to how tightly-wound the spring is*. The tighter the spring, the more energy is released, leading to a snappy, bouncy animation:



spring-physics

Customer



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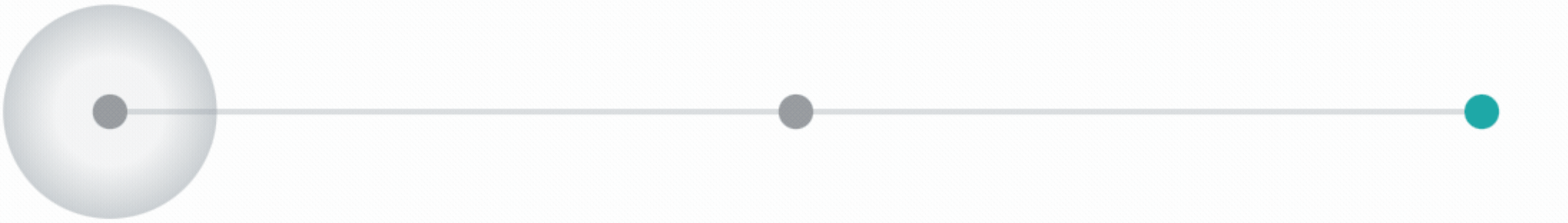

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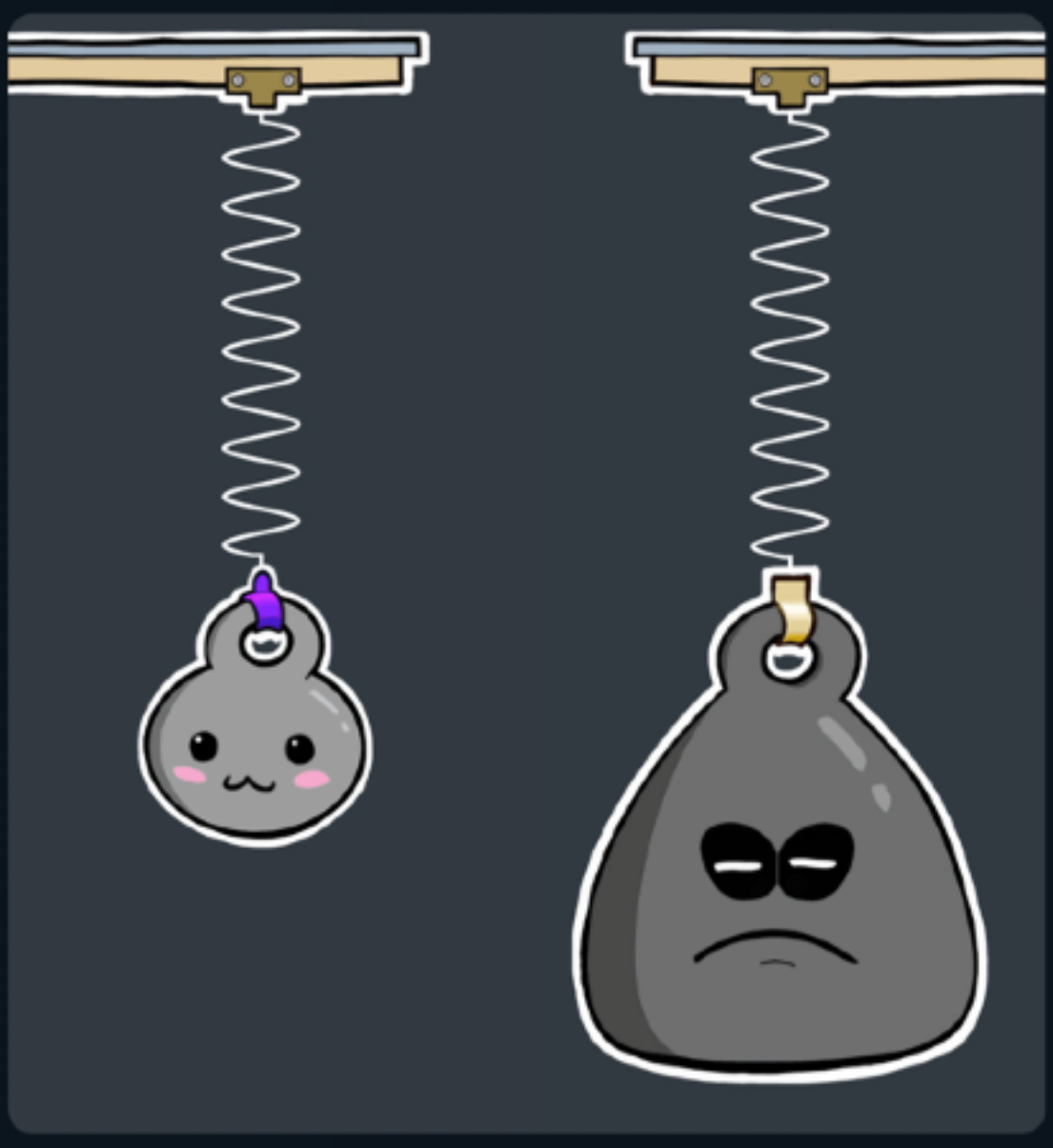

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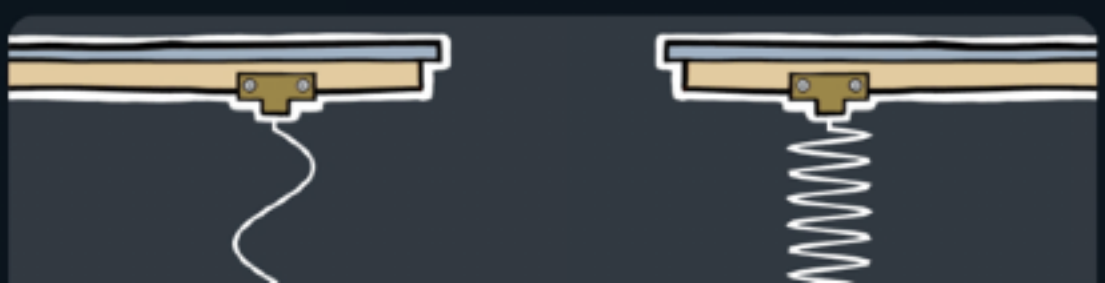

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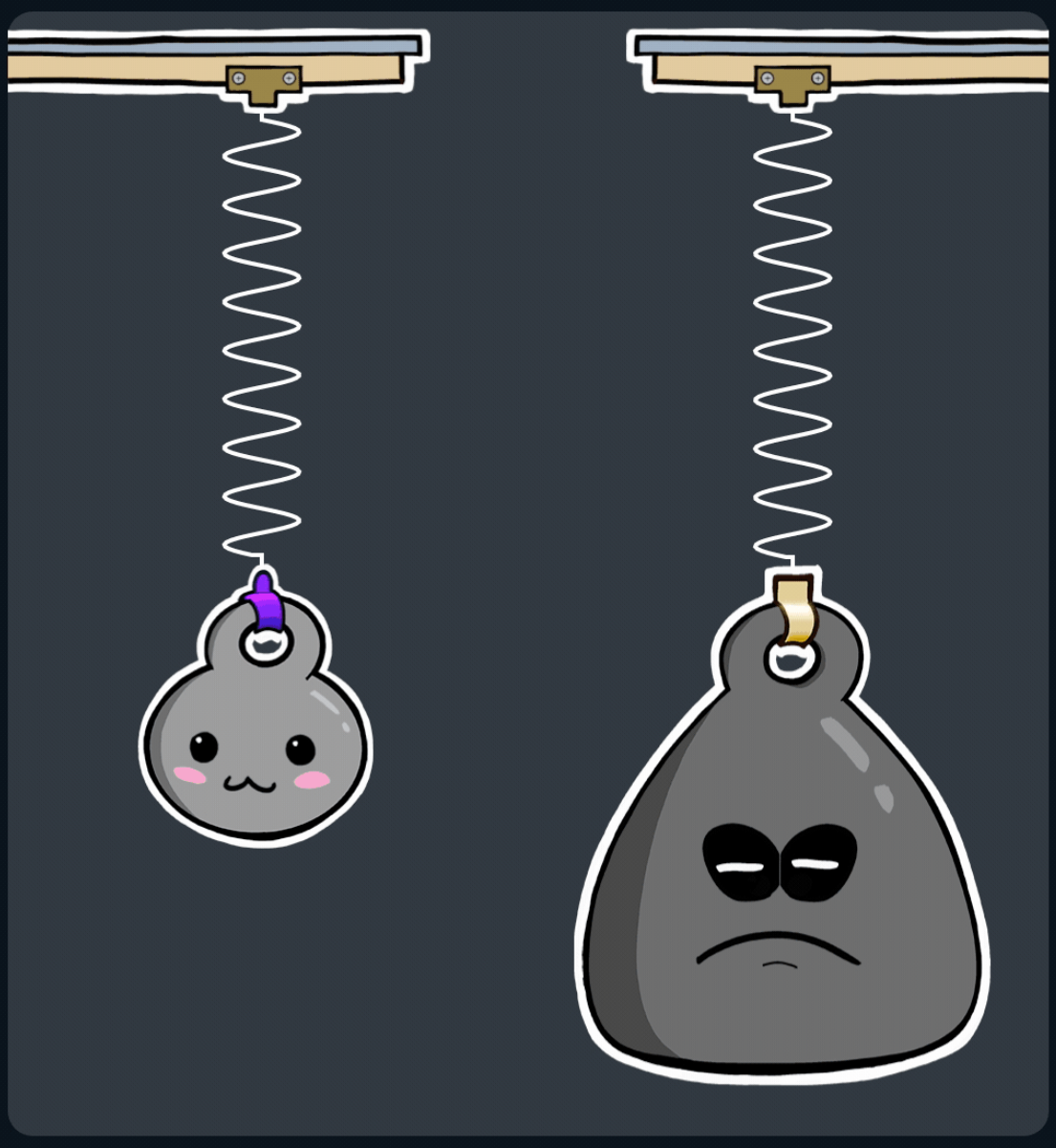

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bit.ly/
spring-physics

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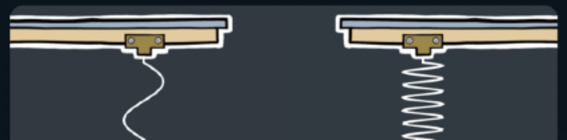

Animating with react-spring

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import { useSprings, animated, config } from "react-spring";


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  data.length,
  data.map((dataPoint, index) => ({
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  }))
);


{data.map((dataPoint, index) => (
  <circle
    cx={xScale(index)}
    r={radiusScale(dataPoint.value)}
    // ...
  />
))}
```