Research for Graphical Representation

# Sources:

The overwhelming predominant result for producing graphs in a web application in HTML was using the CanvasJS a HTML5 and JavaScript charting library. The link below is to public template code to implement the various graph options. These templates were very simple and easy to understand, furthermore they were interactable, so they were easy to understand how to adapt them to your own needs. Overall this is a very valuable source that could be used to implement the graphs in the project.

<https://canvasjs.com/jquery-charts/pie-chart/>

While the website was clear in how to implement basic graphs using CnavasJS, this video demonstrates some more complex aspects of the library.

<https://www.youtube.com/watch?v=dQMLWvrB-38>

One alternative to CanvasJS is SVG, charting done with <img>. It is possible to create interactable graphs using SVG, however CanvasJS seemed significantly easier to comprehend how to use and has more resources available on line.

<https://css-tricks.com/how-to-make-charts-with-svg/>

This blog introduced more possible advanced things that could be done to the graphs, namely toggling between two graphs. This could be a way to allow the user to have different representations of data without the screen getting cluttered.

<https://designmodo.com/create-interactive-graph-css3-jquery/>

# Conclusion:

From the research conducted into graphical representations, I believe the vest way to display the data is using CanvasJS. Using the templates provided in the first link, as well as the tutorial video for guidance, it is possible to create a variety of graphs that will allow users to comprehend the data easily, therefore fulfil the user story.