Lab 2: Intro to D3.js I

This sheet is for synthesizing your learning into concise descriptions for your future self and classmates. It is recommended to first make sense of the new learnings in the lecture and only after you feel you have grasped them, use this sheet to summarize the most important points.

Importing the D3 Library

`index.html`

```
<!DOCTYPE html>
<html>
  <head>

    <!-- we include our js file as a "module" -->
    <script src="script.js" type="module"></script>
  </head>
  <body>
  </body>
</html>
```

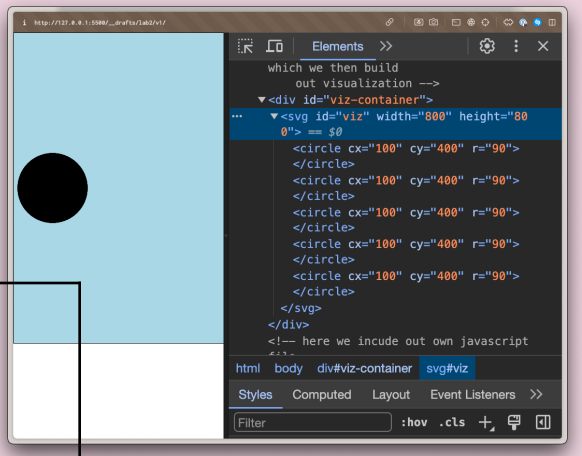
`script.js`

```
// import the library right at the top
import * as d3 from "https://cdn.jsdelivr.net/npm/d3@7/+esm";

// our js code here
```

Creating the main svg (a “canvas”)

```
let viz = d3.select("#viz-container")
              .append("svg")
                  .attr("id", "viz")
                  .attr("width", 800)
                  .attr("height", 800)
;
```



The magic of Binding Data to elements

```
let myData = [4, 6, 8, 2, 9];


viz.selectAll("circle").data(myData).enter().append("circle")
                                            .attr("cx", 100)
                                            .attr("cy", 400)
                                            .attr("r", 90)
;
```

Data Function:

```
function xLocation(datapoint){
  console.log(datapoint);
  return datapoint*50 //returns value of the datapoint multiplied with 50
}

viz.selectAll("circle").data(myData).enter().append("circle")
                                            .attr("cx", xLocation)
                                            .attr("cy", 400)
                                            .attr("r", 10)
;
```