

Probability Simulator

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Project Goals

- Simulate the probability of flipping a coin.
- Display the number of times a coin would land on a certain side, along with the percentage that side had appeared.





Design Decisions

- A coin to visually show whether a heads or tails was chosen.
- A bar chart to neatly display heads and tails percentages.
- A flip button and a reset button to, surprisingly, flip the coin and reset the data.

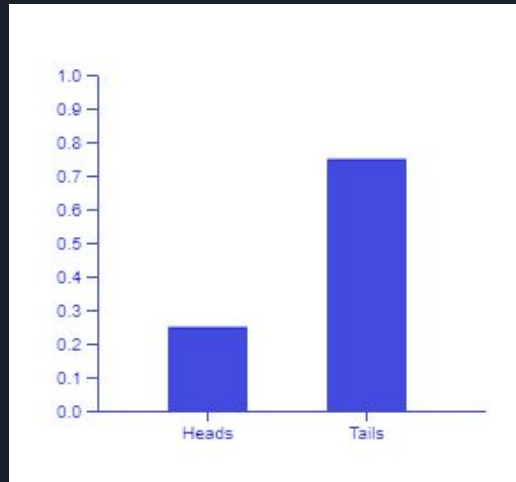
Figuring Out How to Flip a Coin...

- When in doubt, Google is your best friend.
- After a bit of research and some paint.net editing, I had a coin that could “flip” using CSS key animations!
 - By utilizing backface culling, a simple 180 degree rotation of the coin’s tails side removes it from view and gives you an actual coin.



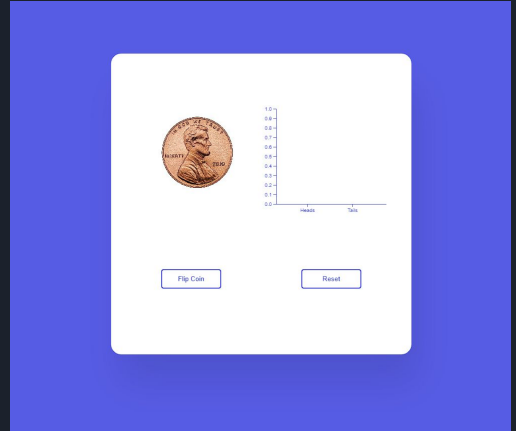
Adding the Bar Chart

- The buttons took very little time to figure out, they're buttons.
- The bar chart was quite time consuming for this project, but D3JS was a major life saver in creating the bar's functionality.



Adding the Finishing Touches

- After adding the bar chart, I realized that I had forgotten to include the number of flips for each coin side in the data.
- This led me to discover that tooltips are quite useful for highlighting important data.
- The final product turned out a little something like this...





Closing Thoughts

- I'm not the most experienced with HTML, so this was a great exercise for me.
- Playing around with this project for a good while taught me the uses of .css files and how much D3JS can simplify your life.