

Questions **Product Docs** Tutorials Learning Paths For Businesses **Social Impact**

CONTENTS

Prerequisites

Step 1 — Setting Up the Project

Step 2 — Creating the Chart Component

Step 3 — Creating the Chart Data

Step 4 — Displaying Mixed Charts

Conclusion

// Tutorial //

How To Use Chart.js with Vue.js

Published on January 27, 2018 · Updated on March 12, 2021

Vue.js



By Dave Berning Developer and Author

This site uses cookies and related technologies, as described in our privacy policy, for purposes that may include site operation, analytics, enhanced user experience, or advertising. You may choose to consent to our use of these technologies, or manage your own preferences.

MANAGE CHOICES

AGREE & PROCEED



Introduction

<u>Chart.js</u> is a powerful way to create clean graphs with the HTML5 <canvas> element. With Vue's data() object, it is possible to store data and manipulate it to change graphs when needed.

In this article, you will use Chart.js in a sample Vue project to display information about planets in the solar system.

Prerequisites

To complete this tutorial, you will need:

- Node.js installed locally, which you can do by following How to Install Node.js and Create a
 Local Development Environment.
- Some familiarity with <u>setting up a Vue.js project</u> and <u>using Vue.js components</u> may be beneficial.

This tutorial was verified with Node v15.11.0, npm v7.6.1, vue v2.6.11, and Chart.js v2.9.4.

Step 1 - Setting Up the Project

To quickly set up the project, this article will recommend using @vue/cli.

Note: This article will take the approach of using npx to avoid a global installation of @vue/cli;

Chart.js can be installed through npm with the following command:

```
$ npm install chart.js@2.9.4
```

Copy

Copy

At this point, you will have a new Vue project that supports Chart.js.

Step 2 - Creating the Chart Component

This chart will consist of two datasets:

- 1. The number of moons each planet in the solar system has.
- 2. The mass of each planet in the solar system.

With these two datasets, we can have different chart types to show correlations in data.

Open your code editor and under src directory and components subdirectory, create a new PlanetChart.vue file.

Every Chart.js chart needs to have a <canvas> in the HTML markup. The id of the chart is used as a selector to bind the JavaScript to it.

PlanetChart.vue

Next, you will modify the App.vue file to use the new PlanetChart:

src/App.vue

```
<template>
```

```
import PlanetChart from './components/PlanetChart.vue'
export default {
  name: 'App',
  components: {
    PlanetChart
  }
}
</script>
```

Save the changes to your file.

In order to keep the component and the configuration separate, you will next be creating a new file for the chart data.

Step 3 - Creating the Chart Data

Creating a chart with Chart.js resembles the following:

```
const ctx = document.getElementById('example');
const exampleChart = new Chart(ctx, {
   type: '',
   data: [],
   options: {},
```

A <canvas> element is passed in along with a type, data, and options.

You will be creating a new file that defines these values. Open your code editor and under src directory, create a new planet-data.js file. Keep in mind, you will want to give it a unique and descriptive name based on the data. You can have several data objects in this file for different charts.

Add the following lines of code to planet-data.js:

src/planet-data.js

```
backgroundColor: "rgba(71, 183,132,.5)",
       borderColor: "#47b784",
       borderWidth: 3
   1
 } ,
 options: {
   responsive: true,
   lineTension: 1,
   scales: {
     yAxes: [
       {
         ticks: {
          beginAtZero: true,
           padding: 25
     ]
};
```

export default planetChartData;

The type will be set to line. The data will consist of of two datasets, backgroundColor, borderColor, and borderWidth. The options will consist of responsive, lineTension, and scales.

Note: You can reference the Chart.js documentation for more information about line charts, as well as others like bar, polarArea, radar, pie, and doughnut.

By exporting planetChartData, you are allowing that const to be imported into another JavaScript file. More importantly, you are separating the data from the component. This best practice allows you to apply changes to only the relevant file and offers greater maintenance over time.

Revisit the PlanetChart component and add planetChartData:

src/components/PlanetChart.vue

```
<script>
                                                                                   Copy
import Chart from 'chart.js'
import planetChartData from '../planet-data.js'
export default {
 name: 'PlanetChart'
//aanim+>
```

```
<script>
import Chart from 'chart.js'
import planetChartData from '../planet-data.js'

export default {
  name: 'PlanetChart',
  data() {
    return {
     planetChartData: planetChartData
  }
}
```

Note: You can also use ES6 shorthand. Since the data property and value have the same name, you can just use planetChartData instead of planetChartData: planetChartData.

At this point, Chart.js should be installed and the chart's data should be imported into the PlanetChart component.

</script>

You should already have a <canvas> element created in the component's template. At this point, it's time to initialize the chart and write to the <canvas>.

Revisit the PlanetChart component and add the create the chart in the mounted() lifecycle method:

src/components/PlanetChart.vue

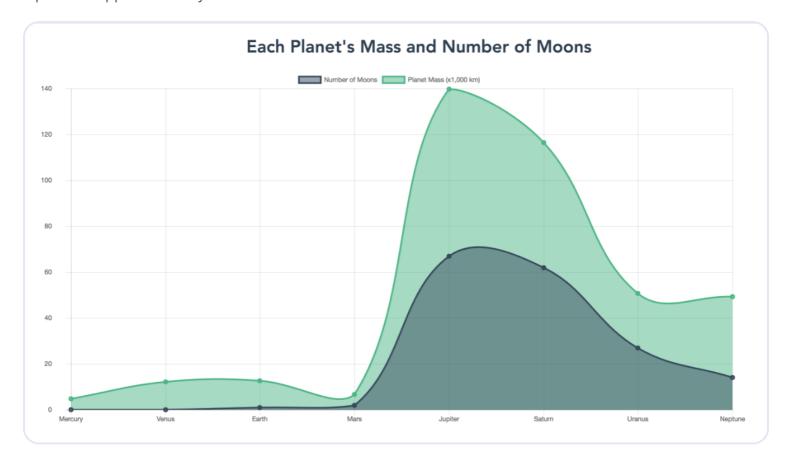
Copy

```
'script'
import Chart from 'chart.js'
import planetChartData from '../planet-data.js'

export default {
    name: 'PlanetChart',
    data() {
        return {
            planetChartData: planetChartData
            }
        },
        mounted() {
            const ctx = document.getElementById('planet-chart');
            new Chart(ctx, this.planetChartData);
        }
}
</script>
```

\$ npm run serve Copy

Open the application in your web browser:



There will be two line charts. One chart displays the number of moons for each planet. The other chart displays the mass of each planet. The <code>backgroundColor</code>, <code>borderColor</code>, and <code>borderWidth</code> values have affected the appearance of the charts. Interacting with the points on the line will display the <code>labels</code>.

Step 4 - Displaying Mixed Charts

Chart.js also supports mixed charts. In this section, you will change the configuration of the charts from line charts to a mix of a line chart for the moon dataset and a bar chart for the mass dataset.

Revisit planet-data.js with your code editor. Modify the type property of your chart's data and change it to bar.

src/planet-data.js

```
export const planetChartData = {
    type: "bar",
    data: { ... },
    options: { ... }
};
```

However, you want to display a mix of bar and line graphs. To change this, in each dataset object, add a type property under the label property. For the first dataset object, give it a type property with a value of line and for the second, give it a type property with a value of bar:

src/planet-data.js

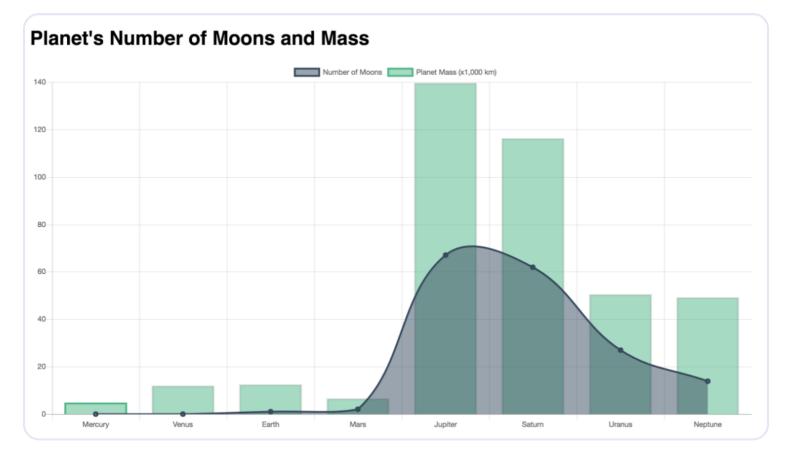
```
export const planetChartData = {
                                                                                  Copy
  type: "bar",
 data: {
    labels: ["Mercury", "Venus", "Earth", "Mars", "Jupiter", "Saturn", "Uranus", "Neptu
    datasets: [
     {
        label: "Number of Moons",
        type: "line',
        data: [0, 0, 1, 2, 79, 82, 27, 14],
        backgroundColor: "rgba(54,73,93,.5)",
        borderColor: "#36495d",
        borderWidth: 3
      } ,
      {
        label: "Planetary Mass (relative to the Sun x 10^-6)",
        type: "bar",
        data: [0.166, 2.081, 3.003, 0.323, 954.792, 285.886, 43.662, 51.514],
        backgroundColor: "rgba(71, 183,132,.5)",
        borderColor: "#47b784",
       borderWidth: 3
 } ,
 options: { ... }
};
export default planetChartData;
```

Save the changes to your file.

Now, you can run your application with your terminal:

```
$ npm run serve Copy
```

Open the application in your web browser:



The number of moons for each planet displays as a line chart. The mass of each planet displays as a bar chart.

Conclusion

In this article, you used Chart.js in a sample Vue project to display information about planets in the solar system.

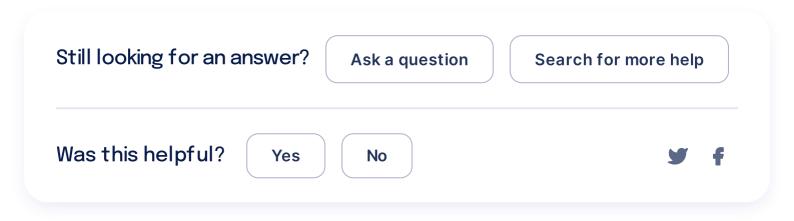
Chart.js can be used for other data visualizations. Explore the <u>samples</u> for inspiration in how it can be incorporated into your projects.

Thanks for learning with the DigitalOcean Community. Check out our offerings for compute, storage, networking, and managed databases.

Learn more about us \rightarrow



I'm a software engineer from Cincinnati. I work on TypeScript apps with Vue.js. Currently a Senior Front-End Engineer at Enodo, based in Chicago.



Comments

3 Comments



This textbox defaults to using Markdown to format your answer.

You can type !ref in this text area to quickly search our full set of tutorials, documentation & marketplace offerings and insert the link!

Sign In or Sign Up to Comment

Holambro • June 9, 2021

Great walkthrough. Helped me a lot. Just 2 remarks:

RyuZebian • April 5, 2021

First off, thank you for a well written guide!

I've been struggling with a variety of errors for days trying to use either v-charts and vueecharts with echarts, but today I decided to just try Chart.js. This guide was the clearest and to-the-point of many, but I'm currently stuck after following the steps...

```
npm packages: \( \bigcup_\text{@vue/cli@4.5.12} \) \( \bigcup_\text{omposition-api@1.0.0-rc.6} \) \( \bigcup_\text{chart.js@3.0.2} \) \( \bigcup_\text{vue-charts@6.0.0-rc.4} \) \( \bigcup_\text{vue-echarts@6.0.0-rc.4} \) \( \bigcup_\text{vue} \text{@2.6.12} \)
```

Copy pasting your code, I get the error:

"Error in mounted hook: "TypeError: chart_js_WEBPACK_IMPORTED_MODULE_0_.default is not a constructor"

found in

→ <PlanetChart> at src/components/PlanetChart.vue <App> at src/App.vue <Root>"

Do you have any idea what could've gone wrong? :S

Show replies ✓ Reply

hottehead • January 20, 2021

Awesome! Thanks a lot. This works with vue3! Tried vue-chartjs package and it does not support vue3. So this saved me.

Show replies ✓ Reply



This work is licensed under a Creative Commons Attribution-NonCommercial- Share Alike 4.0 International

Try DigitalOcean for free

Click below to sign up and get \$200 of credit to try our products over 60 days!

Sign up

Popular Topics

Ubuntu

Linux Basics

JavaScript

Python

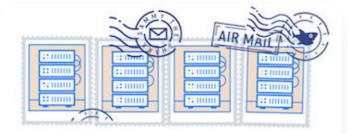
MySQL

Docker

Kubernetes

All tutorials →

Free Managed Hosting →



Get our biweekly newsletter

Sign up for Infrastructure as a



Hollie's Hub for Good

Working on improving health and education, reducing inequality, and spurring economic growth? We'd



Become a contributor

You get paid; we donate to tech nonprofits.

Learn more →

Featured on Community

<u>Kubernetes Course</u> <u>Learn Python 3</u> <u>Machine Learning in Python</u> <u>Getting started with Go</u>
Intro to Kubernetes

DigitalOcean Products

<u>Cloudways</u> <u>Virtual Machines</u> <u>Managed Databases</u> <u>Managed Kubernetes</u> <u>Block Storage</u> <u>Object Storage</u> <u>Marketplace</u> <u>VPC</u> <u>Load Balancers</u>

Welcome to the developer cloud

DigitalOcean makes it simple to launch in the cloud and scale up as you grow – whether you're running one virtual machine or ten thousand.

Learn more →

Company About Leadership Blog Careers Customers Partners Channel Partners

Chamiler Farthers	
Referral Program	Managed Databases
Affiliate Program	Spaces
Press	Marketplace
Legal	Load Balancers
Security	Block Storage
Investor Relations	Tools &
DO Impact	Integrations
	API
	Pricing

Community **Products Tutorials** Products Overview Q&A **Droplets** CSS-Tricks Kubernetes Write for **DOnations** App Platform **Functions Currents Research** Cloudways Hatch Startup S

Program
deploy by DigitalOcean
Shop Swag
Research Program
Open Source
Code of Conduct
Newsletter Signup
Meetups

Solutions

Website Hosting
VPS Hosting
Web & Mobile
Apps
Game
Development
Streaming
VPN

Cloud Hosting for Blockchain Startup Resources

SaaS Platforms

Contact

Support
Sales
Report Abuse
System Status
Share your ideas

© 2023 DigitalOcean, LLC. All rights reserved.

Uptime

Documentation

Release Notes





