For your future practice check D3 gallery by Mike Bostock on [observable:](https://observablehq.com/@d3/gallery?gclid=Cj0KCQiAxoiQBhCRARIsAPsvo-z3SHcBS3TWckxKEEOtm1oHDMhlS_O-LubkNt3unXGaNGRCFfIdBhsaAoKgEALw_wcB)

The [Natural Earth website](https://www.naturalearthdata.com/downloads) provides a variety of data in shape file, you can convert it to topojson and Geojson easily using [mapshaper](https://mapshaper.org/) .

[This example](https://www.notion.so/Visualize-Data-with-a-Choropleth-Map-9d91d46e78d4406abc6a0d36f9e089dc) is a good one for making choropleth map, the instruction is in text and also video.

[This example](http://bl.ocks.org/palewire/d2906de347a160f38bc0b7ca57721328) shows a choropleth map with legend (it is as easy as it was in our practice)

[D3](https://d3js.org/) is evolving , new functions, methods and features are being added so make sure to check out the github.

Do not forget the “google” your problems, stackoverflow is also a good source to find answers to your questions.

Our practice could be run on the local host, but when we have bigger data, it needs online code play grounds. I use [Plunker](https://plnkr.co/), but [Vizhub](https://vizhub.com/) is also good.

And finally  [why you should learn D3](https://d-miller.github.io/Why-Learn-D3/) by great examples (with source codes)