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Assignment 1 Code documentation:

My code is generally structured as such:

JSON string file is loaded:

SVG is created

Arrow Marker is defined in SVG

Map with tiles is created, as in tiled map example

Shepard-interpolated values are generated

Station Marker SVG elements are created

Array of subset of Shepard values is created – one at each point recorded in arrow field

Arrow field SVG markers are generated

A string for each streamline is generated for each value recorded in the Shepard subset array, and stored in a new Array.

SVG elements are created for each streamline

Event listener functions for buttons are written in SVG

Functions for button push events are written that alter attributes of each of the objects created above to make them transparent/ visible when a button is pushed

Floor function for map tiles is written here