# Client App

## Application

Class **Application** represents apps data received from server including properties like name, rating, number of reviews and etc.

## Load Chart

Gameobject **“Load Chart”** sends a request to the server to receive tha data of top 1000 apps. In **GetRequest** enumerator, we parse the JSON data received from server into an **Application** array.

We call **GenerateShapes** function to create a sphere for each app.

There is a dictionary (map) named **categoryToColor** forgetting the color of sphere according to its app category.

**GetInt** and **GetFloat** methods parse a string to a numeric data type.

## AppClick

This component handles the mouse click on each app sphere. It activates app preview panel and updates the text fields.

## CameraMovement

This component handles user interactions to move through the 3d chart.

Right click rotates the camera and mouse wheel makes it move.