CS 499/549: Visual Analytics

Visualization Programming (2)

JavaScript Frameworks and Svelte

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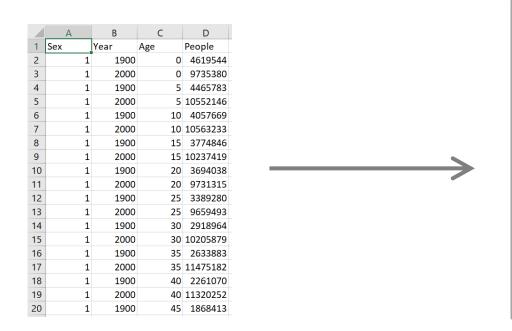
Today's topics:

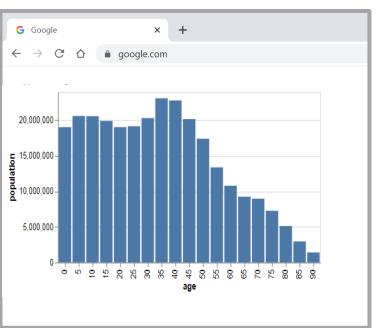
- 1. Visualization Libraries
 - Vega-Lite
- 2. SVG with HTML/CSS
 - Draw a bar chart, scatterplot, and line chart
- 3. In-Class Activity
- 4. JavaScript Warm-up

Review: HTML/CSS and SVG

Visualization Programming

- Methods to systematically draw SVG elements from data
 - For each data item, create a mark (e.g., <rect>)
 - For each data attribute, style with an appropriate channel (e.g., color)
- Let's dive into the low-level approach.





Scalable Vector Graphics (SVG)

 A markup language for describing two-dimensional based vector graphics

Elements

- <rect>: Rectangle. Specified by x, y, width, and height.
- <circle>: Circle or point. Specified by cx, cy, and r
- line>: Line. Specified by x1, x2, y1, and y2
- <text>: Text
- <path>: Line segments?

Scalable Vector Graphics (SVG)

Style attributes

- fill: color of element
- stroke: color of border
- stroke-width: size of border

• Example:

```
• <rect id="my-rectangle" x="10" y="10" width="80"
height="15" />
• #my-rectangle {
    fill: green;
    stroke: #0000ff; // blue
    stroke-width: 3;
}
```

Tips

- Strongly recommended to use "id" or "class" tags, rather than using style tags directly on DOM
- Use consistent indents for readability
- Using <g> can make your code more organized
- "google" for reference. Mozilla pages are useful.

JavaScript Frameworks

Goal

- Last time, we manually write svg elements (e.g., rect) for every data item.
- Goal: We want to programmatically create a visualization from data.
 - For loop to draw a <rect > for each data item
 - Calculate "height" from data attributes
- JavaScript will let you do this.

JavaScript frameworks

- It's possible to do it with vanilla JavaScript without any libraries or framework.
- But, with frameworks, it's much easier to build highly dynamic, interactive applications.
 - React, Vue.js, Angular, Svelte

JavaScript frameworks

No framework

```
<script>
const tasks = [
 {name: "shopping"}, {name: "call Fred"}]
function buildTodoList() {
 const element =
   document.getElementById("todo");
 tasks.forEach(task => {
   const item =
     document.createElement('li');
   const span =
     document.createElement('span');
   const textContent =
     document.createTextNode(task.name);
    span.appendChild(textContent);
   element.appendChild(item);
  });
buildTodoList();
</script>
```

With framework

JavaScript frameworks: Insert?

No framework

```
<script>
const tasks = [
  {name: "shopping"}, {name: "call Fred"}];
const button = document.getElementById("insert-button");
button.onclick = (element) => {
  const taskName = element.getAttribute("value");
  const element =
    document.getElementById("todo");
  const item =
    document.createElement('li');
  const span =
    document.createElement('span');
  const textContent =
    document.createTextNode(task.name);
  span.appendChild(textContent);
  element.appendChild(item);
};
</script>
<button id="insert-button" value="shopping">
  New task: shopping
</button>
```

With framework

JavaScript frameworks: Insert?

- Key idea: "reactive"
- Data is served as a "state" of a program.
- Developers just need to specify how state will be displayed in HTML.

```
<script>
const tasks = [
 {name: "shopping"}, {name: "call Fred"}];
function insert(taskName) {
 tasks.push({name: taskName});
</script>
{#each tasks as task}
  'todo''>
   <span>{task.name}</span>
 {/each}
<button on:click={() => insert("shopping")>
 New task: shopping
</button>
```

In-Class Activity

Creating visualizations using JavaScript frameworks