

## Class #6 -- 9 Mar 2017

1. Review & solve assignment from Class #5 in bl.ocks.org
2. Let's Make a Bar Chart
3. Projects

Assignment from Class #5 (repeated here)...

- Modify the result from Homework #3 as follows...
  - Add magnitude-dependent styling for the earthquakes
  - Add a title and labels that indicate the number of earthquakes of various sizes
  - Add a legend for the styling
- Add a legend: Create your own custom legend, or adapt this reusable legend template
  - <https://bl.ocks.org/pbogden/86a9f77dd337ee7b1f8d>
- Put your final result in a gist that's linked to your github account
  - Consider using blockbuilder.org to create your gist
  - See how easy it is: <http://github.com/umbcvis/fiddle>

## Let's Make a Bar Chart

1. <https://bost.ocks.org/mike/bar/> -- "Let's Make a Bar Chart" by Mike Bostock
  - Remind everyone about Parts 1 & 2
  - Go through Part 3 in depth (<https://bost.ocks.org/mike/bar/3/>)
2. Scales -- Discuss and demo d3.scale
  - Demo d3.scaleLinear
  - Demo d3.scaleOrdinal
  - Note changes from v3 to v4
  - <https://github.com/mbostock/d3/wiki/API-Reference> -- API reference
4. Margins
  - <http://bl.ocks.org/mbostock/3019563> -- margin conventions
5. X-Y plot
  - <http://bl.ocks.org/pbogden/7562151> -- simple x-y plot
6. Further reading: <http://bost.ocks.org/mike/selection/> -- How Selections Work
7. Scatterplot
  - <http://bl.ocks.org/mbostock/3887118> -- scatterplot
  - <https://gist.github.com/mbostock/3887118/raw/data.tsv> -- iris data
  - <http://bl.ocks.org/mbostock/3213173> -- scatterplot matrix
  - <http://bl.ocks.org/mbostock/4063663> -- scatterplot matrix brushing

## Assignment #6

1. Make a new kind of plot (bar chart or scatterplot) with earthquake data.
  - a. For example, scatterplot of mag vs longitude, histogram of magnitudes, etc.
  - b. Create a story to go with your chart -- put it in your README.md
  - c. Use any of the USGS earthquake APIs;
  - d. Graphic(s) must be labeled clearly; code must be nicely indented.
2. Make some progress on your project