tree\_of\_knowledge.html

* only “graph” template in the body
* includes all titles, buttons, MathJax call and graphSVG in a div “canvas”

tree\_of\_knowledge.js

* graph loading, re-loading, creating, deleting, etc. functionality
* different graphs are all stored in one DB on the server, with each link/node having a field “graph” that identifies which graph it belongs to.
* Current graph is stored in a Session var
* creates “notify” global function for red in-page notifications
* publishes server DB

tree\_of\_knowledge.css

dbServer.js

tok.js

* nodeData and linkData – array containing all the data for links and nodes [returned or set by force.nodes() ]
* node and link – d3 selections of all nodes and links in the graph
  + the datum of these d3 objects is linked by reference to nodeData and linkData arrays
* use existence of field “source” of linkData to identify it as a link vs. a node

gui.js

* gui.selected – data array for the selected node (linked by reference)
* showEditor

popups.html

popups.js

popups.css