

## Answers to questions about D3, Roos Greven

1. With `select` and `selectAll` you can select elements in the DOM and with other statements like `append` or `insert` you can then make changes to the DOM.
2. `d` is the datapoint that belongs to that element. `i` is the index of the element in the selection (first is 0, second is 1, etc.)
3. 

```
d3.select("body").append("div").attr("class", "barChart1");  
d3.select("body").append("rect").attr("class", "barChart2").attr("width", 100).attr("height", 100);
```
4. With `append`, you can add elements in the selected element. With `update`, you add the data you want to use, with `enter` you decide that you can add new elements when there are more datapoints than elements, with `exit` you can do something with the elements that couldn't be matched to a datapoint.
5. SVGs are scalable, text remains text, more functions are built in
6. Attributes like `width`, `height` are added to `rects`.