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**Central Purpose**

Bokeh is a Python library for interactive visualization that targets web browsers for representation. This is the core difference between Bokeh and other visualization libraries. Bokeh has multiple language bindings (Python, R, lua and Julia). These bindings produce a JSON file, which works as an input for BokehJS (a Javascript library), which in turn presents data to the modern web browsers.

**Useful / Interesting Ways to be Used**

Knowing how this library works now, the interesting ways that it can be used has a vast amount of potential. For example, one such way this library could be implemented would be to make an interactive dashboard for statistical data. This would be very nice for a project I am currently working on with a parking camera, watching when each spot is taken. This could show how the lot gets filled up at what time and how long it is filled.

Another useful or interesting way this library can be used is as an interactive plot for previous data stored in a database. There could be plots of data which can be changed to a set time period, specific data, and information similar to that.

**Documentation and Functions**

Some of the basic functions for bokeh include:

1. Bokeh.models - Everything that comprises a Bokeh plot or application—tools, controls, glyphs, data sources—is a Bokeh Model. Bokeh models are configured by setting values to their various properties.
2. Bokeh.plotting - The bokeh.plotting API is centered around the figure() command, and the associated glyph functions such as circle(), wedge(), etc.
3. Bokeh.layouts - The simplest way to combine multiple Bokeh plots and controls in a single document is to use the layout functions such as row(), column(), etc. from the bokeh.layouts module.
4. Bokeh.io - Functions for controlling where and how Bokeh documents are saved or shown, such as output\_file(), output\_notebook(), and others are in this module.

The original documentation for this library is found under the url: <https://github.com/bokeh/bokeh>.