

#### **Class Objectives**

By the end of today's class you will be able to:



Use D3 for basic DOM manipulation.



Populate a table using static data structure.



Understand events.



Use this to reference elements.



Use D3 to attach events to DOM elements.



Dynamically manipulate the DOM through events.



Dynamically filter tables.

#### This Will Soon Be You

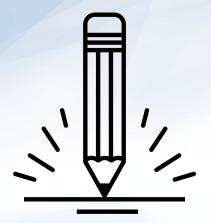
**JavaScript Juggernauts** 



## **But Right Now You Feel Like:**



# **Transformation to Come!** Hang in there!



In this activity, everyone will be introduced and kick off with **D3** basics.

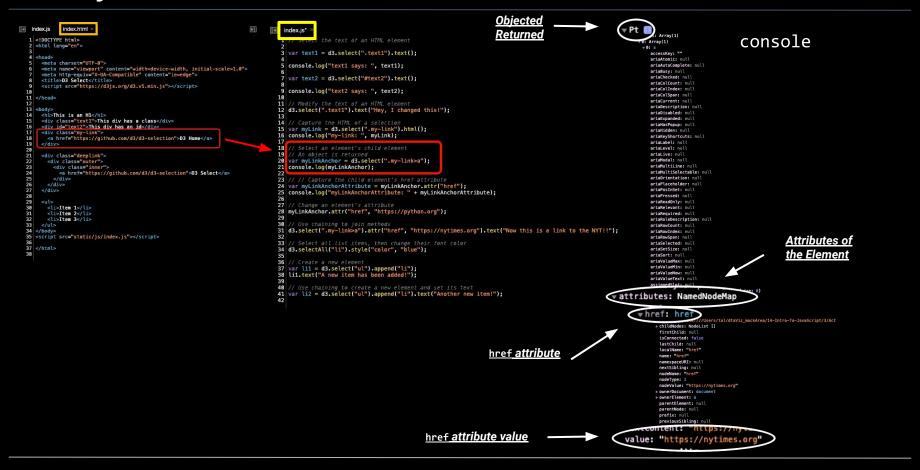


```
index.html >
  index.is
 1 <!DOCTYPE html>
 2 <html lang="en">
 4 <head>
     <meta charset="UTF-8">
     <meta name="viewport" content="width=device-width, initial-scale=1.0">
     <meta http-equiv="X-UA-Compatible" content="ie=edge">
    <title>D3 Select</title>
     <script src="https://d3js.org/d3.v5.min.js"></script>
10
11
   </head>
12
13 <body>
     chisThic ic an His/his
15
     <div class="text1">This div has a class</div>
     <div id="text2">This div has an id</div>
17
     <div class="mv-tink">
18
       <a href="https://github.com/d3/d3-selection">D3 Home</a>
19
     </div>
20
     <div class="deeplink">
21
22
       <div class="outer">
23
         <div class="inner">
24
           <a href="https://github.com/d3/d3-selection">D3 Select</a>
25
         </div>
26
       </div>
27
     </div>
28
29
     <l
30
       Item 1
31
       Item 2
32
       Item 3
33
    34 </body>
35 <script src="static/is/index.is"></script>
37 </html>
38
```

```
tes a reference to DOM element with the class text1
  index.js* >
 1 // Select the text of an HTML element
                                                Captures the text of that element
               d3.select(".text1")
                                   text();
   console.log("text1 says: ", text1);
   var text2 = d3.select("#text2").text();
   console.log("text2 says: ", text2);
10
   // Modify the text of an HTML element
12 d3.select(".text1").text("Hey, I changed this!");
14 // Capture the HTML of a selection
                                                                   Console
                                                                                           Performance
15 var myLink = d3.select(".my-link").html();
16 console.log("my-link: ", myLink);
                                                   P
                                                                           0
                                                                                                       Default le
                                                    text1 says: This div has a class
18 // Select an element's child element
                                                    text2 says: This div has an id
19 // An object is returned
20 var myLinkAnchor = d3.select(".my-link>a");
                                                        <a href="https://github.com/d3/d3-selection">D3 Home</a>
21 console.log(myLinkAnchor);
22
23 // // Capture the child element's href attribute
24 var myLinkAnchorAttribute = myLinkAnchor.attr("href");
25 console.log("mvLinkAnchorAttribute: " + mvLinkAnchorAttribute):
27 // Change an element's attribute
28 myLinkAnchor.attr("href", "https://python.org");
30 // Use chaining to join methods
31 d3.select(".my-link>a").attr("href", "https://nytimes.org").text("Now this is a link to the NYT!!");
33 // Select all list items, then change their font color
34 d3.selectAll("li").style("color", "blue");
36 // Create a new element
37 var li1 = d3.select("ul").append("li");
38 lil.text("A new item has been added!");
40 // Use chaining to create a new element and set its text
41 var li2 = d3.select("ul").append("li").text("Another new item!");
```

```
index.html ×
                                                                         •
 index.is
 1 <! DOCTYPE html>
 2 <html lang="en">
 4 <head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width. initial-scale=1.0">
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     <title>D3 Select</title>
     <script src="https://d3js.org/d3.v5.min.js"></script>
10
11 </head>
12
13 <body>
    <h1>This is an H1</h1>
    <div class="text1">This div has a class</div>
    <div id="text2">This div has an id</div>
    <div class="my-link">
17
      <a href="https://github.com/d3/d3-selection">D3 Home</a>
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31
       Item 2
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       Item 3
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    34 </body>
35 <script src="static/js/index.js"></script>
36
37 </html>
38
```

```
index.js*
 1 // Select the text of an HTML element
 3 var text1 = d3.select(".text1").text();
 5 console.log("text1 says: ", text1);
   var text2 = d3.select("#text2").text();
9 console.log("text2 says: ", text2);
11 // Modify the text of an HTML element
12 d3.select(".text1").text("Hey, I changed this!");
   // Capture the HTML of a selection
   var myLink = d3.select(".my-link").html();
   console.log("my-link: ", myLink);
18 // Select an element's child element
19 // An object is returned
20 var myLinkAnchor = d3.select(".my-link>a");
21 console.log(myLinkAnchor);
23 // // Capture the child element's href attribute
24 var myLinkAnchorAttribute = myLinkAnchor.attr("href");
25 console.log("myLinkAnchorAttribute: " + myLinkAnchorAttribute);
27 // Change an element's attribute
28 myLinkAnchor.attr("href", "https://python.org");
30 // Use chaining to join methods
31 d3.select(".my-link>a").attr("href", "https://nytimes.org").text("Now this is a link to the NYT!!");
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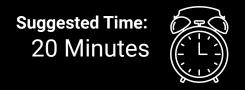






# **Activity: D3 Select**

In this activity, you will use **D3** to add a new row of data to a table.



# **Activity: D3 Select**

structions	Hints
Use D3 to convert the Bootstrap table into a striped table.	<pre>.table-striped </pre>
Use D3 to select the table body and append a new row and cells for the new student name and grade.	-0-



Time's Up! Let's Review.



# **Everyone Do: D3 Table**

In this activity, everyone will use D3 to select data and build a raw table.







Instructor Demonstration
D3 Event Listeners



# What is an Event?

- An action triggered by the user or the browser, detected by JavaScript (listen) to execute the code (interact HTML).
- There are several event types that are supported by the browser, including:
  - click
  - change
  - Keydown
  - scroll
  - pointenter
  - pointerleave

#### **D3 Event Listeners**

→ Events have two main components:

```
function handleClick() {
  console.log("A button was clicked!");
  console.log(d3.event.target);
}
```

- A target: a reference to the object that dispatched the event.
- A handler: a function that executes in response to the event occurring.

#### **D3 Event Listeners**

→ In **D3**, Events are attached using the .on() function.

```
button.on("click", handleClick);
```

→ Alternatively, the click handler can be defined inline.

```
button.on("click", function() {
  console.log("Hi, a button was clicked!");
  console.log(d3.event.target);
});
```

#### **D3 Event Listeners**

→ Their are just like functions that can execute code or call other functions.

```
button.on("click", function() {
  d3.select(".giphy-me").html("<img src='https://gph.to/2Krfn0w'alt='giphy'>");
});
```

→ Events change can be tigger by input elements.

```
inputField.on("change", function() {
  var newText = d3.event.target.value;
  console.log(newText);
});
```





# **Activity: On Change**

In this activity, you will use **D3** to reverse the input text and display it on the page.



# **Activity: On Change**

Instructions	Bonus	Hints
Use d3 to select the input (#text) and output (.output) elements from the page.	Instead of reversing the string, try to calculate the number of characters in the string.  Edit the index.html file to change the h1 tag to an unordered list ul. Append each word: count as a li element.	You may need to iterate through the object using Object.entries and forEach.
Use d3 to attach an event listener to the input field. This event should call the handleChange function any time that the input text changes.		
Finally, complete the handleChange function to select the text from the input field and reverse the string. This function will use d3 to set the output element to the value of the reversed string.		



Time's Up! Let's Review.





# **Activity: Button Clicks**

In this activity, you will use **D3** to create click handlers for upvotes and downvotes.

Suggested Time: 20 Minutes

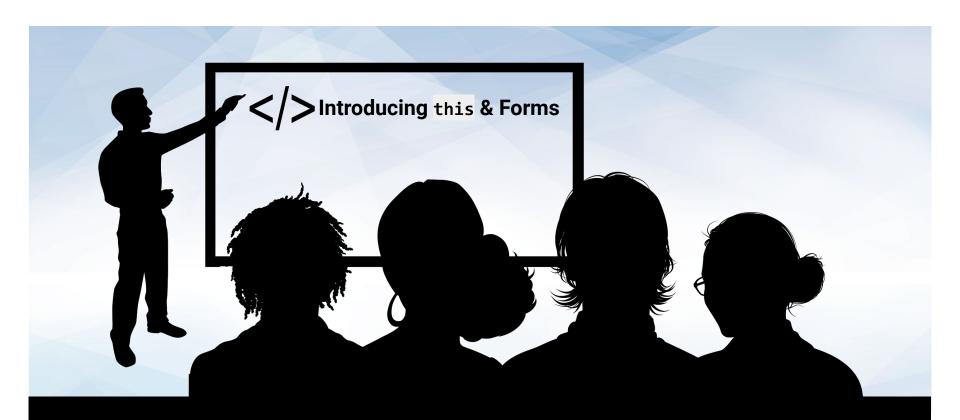


# **Activity: Button Clicks**

Instructions	Bonus	Hints
Use d3 to select the input (#text) and output (.output) elements from the page.	Instead of reversing the string, try to calculate the number of characters in the string.  Edit the index.html file to change the h1 tag to an unordered list ul. Append each word: count as a li element.	You may need to iterate through the object using Object.entries and forEach.
Use d3 to attach an event listener to the input field. This event should call the handleChange function any time that the input text changes.		
Finally, complete the handleChange function to select the text from the input field and reverse the string. This function will use d3 to set the output element to the value of the reversed string.		



Time's Up! Let's Review.



Instructor Demonstration
Introducing this & Forms

# Introducing this & Form

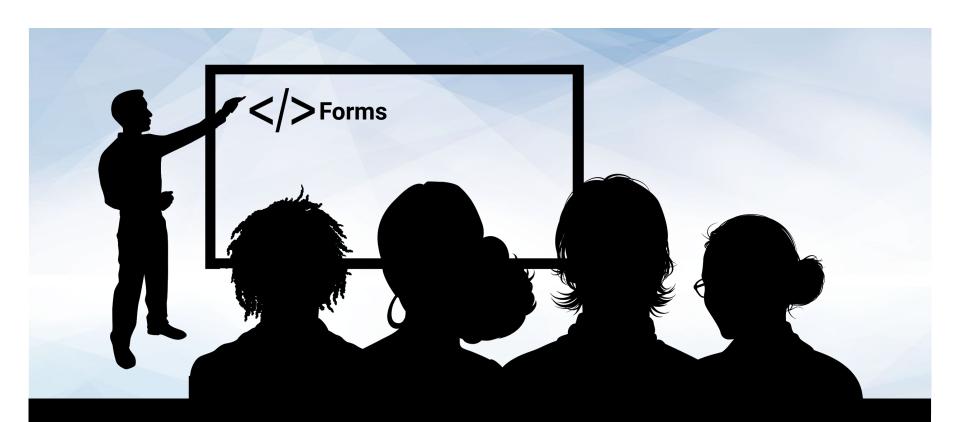
- → In JavaScript the this keyword refers to the object it belongs to. It has different values depending on where it is used.
- → It can be very resourceful to identify which element triggered an event.

```
d3.selectAll("button").on("click", function() {
  console.log(this);
});
```

Selects all the buttons in the document. A function is triggered that will log this to the console.

```
d3.selectAll("li").on("click", function() {
  var listItem = d3.select(this);
  listItem.style("color", "blue");
  var listItemText = listItem.text();
  console.log(listItemText);
  li elemen
  Selecting such as st
```

li element is assigned to the variable listItem via d3.select(this). Selecting the element with D3 makes it possible to use D3 functions such as style or text on the element.



Instructor Demonstration Forms

#### **Forms**

```
var button = d3.select("#button");
var form = d3.select("#form");
button.on("click", runEnter);
form.on("submit", runEnter);
function runEnter() {
 d3.event.preventDefault();
 var inputElement = d3.select("#example-form-input");
 var inputValue = inputElement.property("value");
 console.log(inputValue);
 d3.select("h1>span").text(inputValue);
```



# **Activity: Form Filter**

In this activity, you and your partner will use **D3** to create click handlers for upvotes and downvotes.



# **Activity: Form Filter**

Instructions	Bonus	Hints -
Use d3 to select upvote and downvote buttons on the page.	Use an array to save information about each	Don't forget to use the .on function to attach the
Create click handlers for the upvote and downvote buttons.	<ul><li>vote:</li><li>Store whether it</li></ul>	click handlers to the buttons.
<ul> <li>The click handlers should do the following:</li> <li>Select the current vote count from the h3 tag.</li> <li>Increment or decrement the count depending. on which button was selected.</li> <li>Update the vote count h3 tag using D3.</li> </ul>	<ul> <li>was an "upvote" or "downvote".</li> <li>Store the current count at each click.</li> <li>Use an array of arrays or an array of objects to store the data.</li> </ul>	You will need one click handler for each button.  You will need to use parseInt to convert the h3 vote count to a number before you can add or subtract from it.



Time's Up! Let's Review.