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Bring data to life with SVG, Canvas and HTML.  <https://d3js.org>


visualization

 **4,147** commits

 **23** branches

 **238** releases

 **123** contributors

 BSD-3-Clause

Branch: **master**

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 **mbostock** 5.5.0

Latest commit 55f951e on Jun 16

 **README.md**

## D3: Data-Driven Documents

**D3** (or **D3.js**) is a JavaScript library for visualizing data using web standards. D3 helps you bring data to life using SVG, Canvas and HTML. D3 combines powerful visualization and interaction techniques with a data-driven approach to DOM



manipulation, giving you the full capabilities of modern browsers and the freedom to design the right visual interface for your data.

## Resources

- [API Reference](#)
- [Release Notes](#)
- [Gallery](#)
- [Examples](#)
- [Wiki](#)

## Installing

If you use npm, `npm install d3`. Otherwise, download the [latest release](#). The released bundle supports anonymous AMD, CommonJS, and vanilla environments. You can load directly from [d3js.org](#), [CDNJS](#), or [unpkg](#). For example:

```
<script src="https://d3js.org/d3.v5.js"></script>
```

For the minified version:

```
<script src="https://d3js.org/d3.v5.min.js"></script>
```

You can also use the standalone D3 microlibraries. For example, [d3-selection](#):

```
<script src="https://d3js.org/d3-selection.v1.js"></script>
```

D3 is written using [ES2015 modules](#). Create a [custom bundle using Rollup](#), Webpack, or your preferred bundler. To import D3 into an ES2015 application, either import specific symbols from specific D3 modules:

```
import {scaleLinear} from "d3-scale";
```

Or import everything into a namespace (here, `d3`):

```
import * as d3 from "d3";
```

In Node:

```
var d3 = require("d3");
```

You can also require individual modules and combine them into a `d3` object using [Object.assign](#):

```
var d3 = Object.assign({}, require("d3-format"), require("d3-geo"), require("d3-geo-projection"));
```

