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Assignment 2

I have had a very difficult time using D3 for this assignment. I have programmed in normal default Javascript before, but D3 is quite a different monster. It probably didn't help that I had a huge programming assignment for my Artificial Intelligence course due today as well which took up a ton of time, but I struggled through the entire assignment. I looked through the tutorials and learned a great deal, but making charts and making reusable customizable charts are quite a bit different in my experience, especially when I'm not very sure about D3 in general, and I'm by no means a great Javascript programmer. D3 supports creating nodes iteratively depending on the number of elements you have from your data very well. It's super easy, as long as you can figure out how to parse the file or data that is incoming. I spent several hours trying to figure out how to read in .csv files into key:value pairs, and in the end I couldn't figure it out. My current implementation takes a .csv file, but each value has to be on its own line, and there cannot be any header labels because it was trying to take those labels and put them on the graph, and since they're labels they don't have a numerical value to create bar height with. I couldn't seem to figure out a way to "skip" values that were names, rather than numbers. As far as higher level abstractions, I guess it would be nice to simply pass in data, then have it generate a chart with everything on it, then have some buttons to scale it down, spread it out, clump it up, lower the axes, etc. I think some of those were supposed to be in this assignment but it is simply above my skill level at this time. I had to make a lot of tradeoffs in my bar chart. Mostly I couldn't stray too far from code I found on the internet or borrowed from the slides because I couldn't make any of my own implementations work correctly. So, instead of getting all the functionality that I wanted to put in there, I had to settle on using already working code from some other source, which didn't always do exactly what I wanted it to do because I'm not skilled enough in JS/D3 to write 100% my own code.