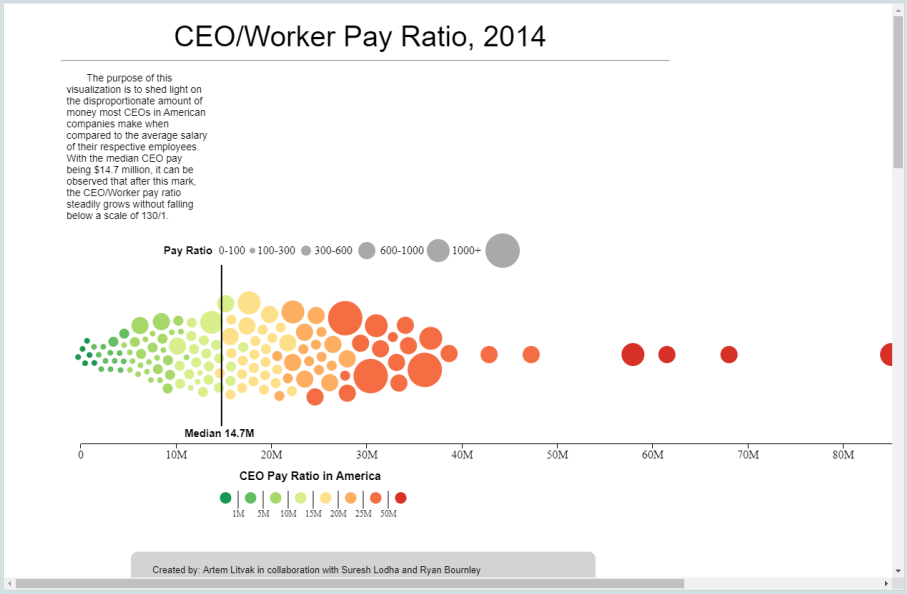
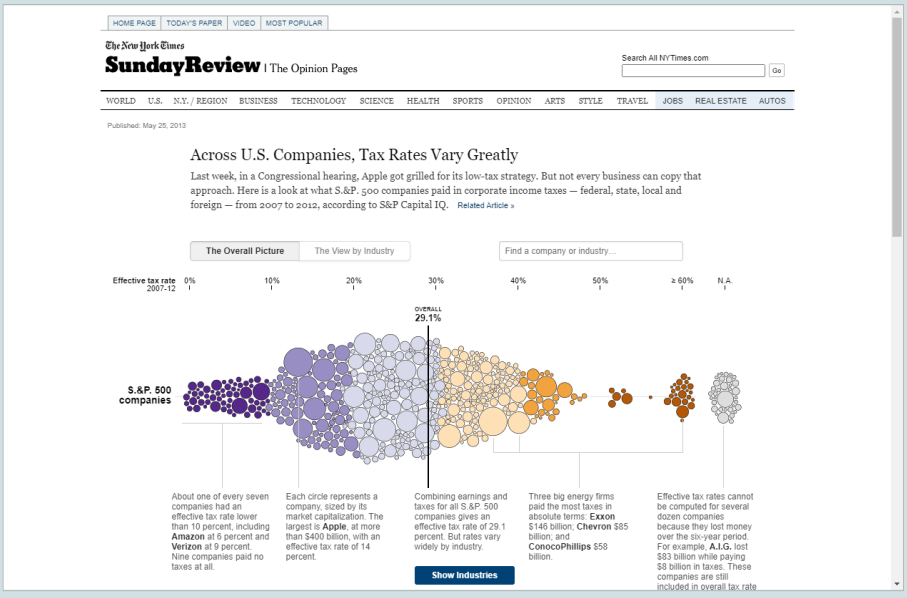
CEO/Worker Pay Ratio, 2014

Enhancement by Gabriella Lindsey

Original Project



Design Inspiration



Goals:

- Convert to V5
- Change the scale and color scheme
- Add functionality:
  - Search Bar
  - View by industry

V3 to V5

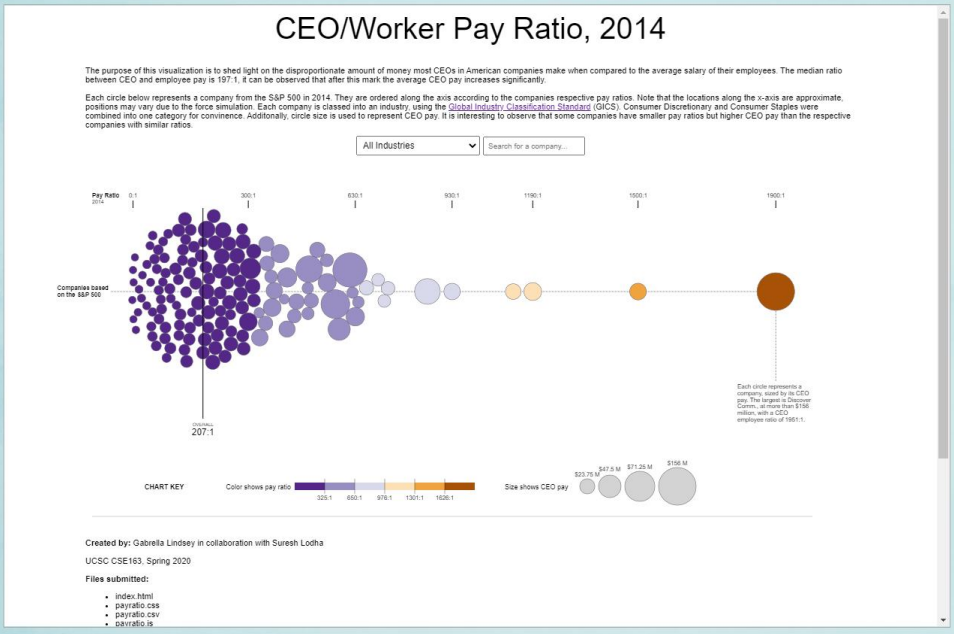
```
var force = d3.layout.force()
        .nodes(nodes)
        .size([width, height])
        .gravity(0)
        .charge(0)
        .on("tick", tick)
        .start();

// movement of circles and cluster spatial orientation
function tick(e) {
    circle
        .each(clusterGross(20*e.alpha*e.alpha))
        .each(collide(.07))
        .attr("cx", function(d) { return d.x + 110; })
        .attr("cy", function(d) {return d.y;})
}

// Placement of circles hardcoded on the canvas
function clusterGross(alpha) {
    return function(d) {
        var yTemp;
        if(category == "Employer"){ yTemp = 175}
        var cluster = {x: grossScale(d.CEO_Pay),
            y : yTemp,
            radius: -d.radius
        };

        var k = .1 * Math.sqrt(d.radius);
        var x = d.x - cluster.x,
            y = d.y - cluster.y,
            l = Math.sqrt(x * x + y * y),
```

```
var force = d3.forceSimulation(nodes)
    .force('charge', d3.forceManyBody().strength(-8))
    .force('center', d3.forceCenter(width / 2 - 235, height / 3))
    .force('forceX', d3.forceX().x(function (d) {
        return d.x;
    }).strength(0.6))
    .force('forceY', d3.forceY().y(function (d) {
        return 0;
    }))
    .force('collide', d3.forceCollide(function (d) {
        return d.radius;
    }))
    .on("tick", tick)
    .stop();

function tick() {
        var i;
        for (i = 0; i < nodes.length; i++) {
                var node = nodes[i];
                node.cx = node.x;
                node.cy = node.y;
        }
}
```

Final Product