Start time: 12:00 pm

Working on integrating the Hardoi\_vis animation framework into an SVG template.

End time: 2:00 pm

Current code:

1. PShape country;
2. PShape region;
3. PShape district;
4. Table table;
5. HashMap<String, Float> cur\_vis = **new** HashMap<String, Float>();
6. HashMap<String, Float> next\_vis = **new** HashMap<String, Float>();
7. **int** table\_row = 0;
9. **void** setup(){
10. //Set size
11. size(950, 1000);
12. //Load country
13. country = loadShape ("Data/India.svg");
14. country.disableStyle();
15. println("India svg successfully loaded");
16. println(country.getChildCount() + " regions found");
17. //Load data
18. table = loadTable("query\_sat-stdist-month.csv", "header");
19. println("Vis data successfully loaded");
20. println(table.getRowCount() + " total rows in  data");
21. //Drawing variables
22. frameRate(60);
23. fill(0);
24. stroke(120);
25. strokeWeight(1);
26. }
28. **void** drawDistrict(String r, String d, color c){
29. region = country.getChild(r);
30. district = region.getChild(d);
31. **if**(district!=**null**){
32. district.disableStyle();
33. pushStyle();
34. fill(c);
35. shape(district, -50, -200);
36. popStyle();
37. }**else**{
38. println(region + ":" + district + " not found.");
39. }
40. }
42. **void** nextData(){
43. cur\_vis = next\_vis;
45. }

48. **void** draw(){
49. shape(country, -50, -200);
50. drawDistrict("Bihar", "Gaya", color(102, 0, 0));
51. }