D3 Js By Example Mark Repka

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Data Visualization with JavaScript

JANELLE KELLEY

Data Sketches
Springer Science & Business Media
Summary D3.js in Action, Second Edition is completely revised and updated for D3 v4 and ES6. It's a practical tutorial for creating interactive graphics and data-driven applications using D3. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Visualizing complex data is hard. Visualizing complex data on the web is darn near impossible without D3.js.

D3 is a JavaScript library that provides a simple but powerful data visualization API over HTML, CSS, and SVG. Start with a structure, dataset, or algorithm; mix in D3; and you can programmatically generate static, animated, or interactive images that scale to any screen or browser. It's easy, and after a little practice, you'll be blown away by how beautiful your results can be! About the Book D3.js in Action, Second Edition is a completely updated revision of Manning's bestselling guide to data visualization with D3. You'll explore dozens of real-world examples, including force and network diagrams, workflow illustrations, geospatial constructions, and more. Along the way, you'll pick up best practices for building interactive graphics, animations, and live data representations. You'll also step through a fully interactive application created with D3 and React. What's Inside Updated for D3 v4 and ES6 Reusable layouts and components Geospatial data visualizations Mixed-mode rendering About the Reader Suitable for web developers with HTML, CSS, and JavaScript skills. No specialized data science

skills required. About the Author Elijah Meeks is a senior data visualization engineer at Netflix. Table of Contents PART 1 - D3.JS FUNDAMENTALS An introduction to D3.js Information visualization data flow Data-driven design and interaction Chart components Layouts PART 2 - COMPLEX DATA VISUALIZATION Hierarchical visualization Network visualization Geospatial information visualization PART 3 - ADVANCED TECHNIQUES Interactive applications with React and D3 Writing layouts and components Mixed mode rendering

JavaScript for Data Science Addison-Wesley Professional

International Encyclopedia of Human Geography, Second Edition embraces diversity by design and captures the ways in which humans share places and view differences based on gender, race, nationality, location and other factors—in other words, the things that make people and places different. Questions of, for example, politics, economics, race relations and migration are introduced and discussed through a geographical lens. This updated edition will assist readers in their research by providing factual information, historical

perspectives, theoretical approaches, reviews of literature, and provocative topical discussions that will stimulate creative thinking. Presents the most up-to-date and comprehensive coverage on the topic of human geography Contains extensive scope and depth of coverage Emphasizes how geographers interact with, understand and contribute to problem-solving in the contemporary world Places an emphasis on how geography is relevant in a social and interdisciplinary context **Mobile Internet Security** No Starch Press If you're in a hurry to learn D3.js, the leading JavaScript library for web-based graphics and visualization, this book is for you. Written for technically savvy readers with a background in programming or data science, the book moves quickly, emphasizing unifying concepts and patterns. Anticipating common difficulties, author Philipp K. Janert teaches you how to apply D3 to your own problems. Assuming only a general programming background, but no previous experience with contemporary web development, this book explains supporting technologies such as SVG, HTML5, CSS,

and the DOM as needed, making it a convenient one-stop resource for a technical audience. Understand D3 selections, the library's fundamental organizing principle Learn how to create data-driven documents with data binding Create animated graphs and interactive user interfaces Draw figures with curves, shapes, and colors Use the built-in facilities for heatmaps, tree graphs, and networks Simplify your work by writing your own reusable components Science Journalism Springer Your indispensable guide to mastering the efficient use of D3.js in professional-standard data visualization projects. You will learn what data visualization is, how to work with it, and how to think like a D3.js expert, both practically and theoretically. Practical D3.js does not just show you how to use D3.js, it teaches you how to think like a data scientist and work with the data in the real world. In Part One, you will learn about theories behind data visualization. In Part Two, you will learn how to use D3.js to create the best charts and layouts. Uniquely, this book intertwines the technical details of D3.js with practical topics such as data journalism and

the use of open government data. Written by leading data scientists Tarek Amr and Rayna Stamboliyska, this book is your guide to using D3.js in the real world – add it to your library today. You Will Learn: How to think like a data scientist and present data in the best way What structure and design strategies you can use for compelling data visualization How to use data binding, animations and events, scales, and color pickers How to use shapes, path generators, arcs and polygons Who This Book is For: This book is for anyone who wants to learn to master the use of D3.js in a practical manner, while still learning the important theoretical aspects needed to enable them to work with their data in the best possible way.

Web Microanalysis of Big Image Data

D3.js By Example This book constitutes the proceedings of the 18th International System Design Language Forum, SDL 2017, held in Budapest, Hungary, in October 2017. The 10 full papers presented in this volume were carefully reviewed and selected from 17 submissions. The selected papers cover a wide spectrum of topics related to system design

languages ranging from the system design language usage to UML and GRL models; model-driven engineering of database queries; network service design and regression testing; and modeling for Internet of Things (IoT) data processing.

Learn D3.js

CRC Press

Author Scott Murray teaches you the fundamental concepts and methods of D3, a JavaScript library that lets you express data visually in a web browser

Modern Data Science with R

Springer Science & Business Media

Beginning JavaScript Charts shows how to convert your data into eye-catching, innovative, animated, and highly interactive browser-based charts. This book is suitable for developers of all experience levels and needs: for those who love fast and effective solutions, you can use the jqPlot library to generate charts with amazing effects and animations using only a few lines of code; if you want more power and need to create data visualization beyond traditional charts, then D3 is the JavaScript library for you; finally, if you need a high-performance, professional solution for interactive charts, then the Highcharts

library is also covered. If you are an experienced developer and want to take things further, then Beginning JavaScript Charts also shows you how to develop your own graphics library starting from scratch using jQuery. At the end of the book, you will have a good knowledge of all the elements needed to manage data from every possible source, from high-end scientific instruments to Arduino boards, from PHP SQL databases queries to simple HTML tables, and from Matlab calculations to reports in Excel. You will be able to provide cutting-edge charts exploiting the growing power of modern browsers. Create all kinds of charts using the latest technologies available on browsers (HTML5, CSS3, jQuery, jqPlot, D3, Highcharts, and SVG) Full of step-by-step examples, Beginning JavaScript Charts introduces you gradually to all aspects of chart development, from the data source to the choice of which solution to apply. This book provides a number of tools that can be the starting point for any project requiring graphical representations of data, whether using commercial libraries or your own **Visualization Analysis and**

Design
Apress Science Journalism: An Introduction gives wide-ranging guidance on producing journalistic content about different areas of scientific research. It provides a step-by-step guide to mastering the practical skills necessary for covering scientific stories and explaining the business behind the industry. Martin W. Angler, an experienced science and technology journalist, covers the main stages involved in getting an article written and published; from choosing an idea, structuring your pitch, researching and interviewing, to writing effectively for magazines, newspapers and online publications. There are chapters dedicated to investigative reporting, handling scientific data and explaining scientific practice and research findings to a non-specialist audience. Coverage in the chapters is supported by reading lists, review questions and practical exercises. The book also includes extensive interviews with established science journalists, scholars and scientists that provide tips on building a career in science journalism, address what makes a good reporter and discuss the current issues they face professionally.

The book concludes by laying out the numerous available routes into science journalism, such as relevant writing programs, fellowships, awards and successful online science magazines. For students of journalism and professional journalists at all levels, this book offers an invaluable overview of contemporary science journalism with an emphasis on professional journalistic practice and success in the digital age. D3.js 4.x Data Visualization SitePoint Explore the power of D3.js 5 and its integration with web technologies for building rich and interactive data visualization solutions Key FeaturesExplore the latest D3.js 5 for creating charts, plots, and force-directed graphicsPractical guide for creating interactive graphics and data-driven apps with JavaScriptBuild Real-time visualization and transition on web using SVG with D3.jsBook Description This book is a practical hands-on introduction to D3 (Data-driven Documents): the most popular open-source JavaScript library for creating interactive web-based data visualizations. Based entirely on open web standards, D3 provides an integrated collection of

tools for efficiently binding data to graphical elements. If you have basic knowledge of HTML, CSS and JavaScript you can use D3.js to create beautiful interactive web-based data visualizations. D3 is not a charting library. It doesn’t contain any pre-defined chart types, but can be used to create whatever visual representations of data you can imagine. The goal of this book is to introduce D3 and provide a learning path so that you obtain a solid understanding of its fundamental concepts, learn to use most of its modules and functions, and gain enough experience to create your own D3 visualizations. You will learn how to create bar, line, pie and scatter charts, trees, dendograms, treemaps, circle packs, chord/ribbon diagrams, sankey diagrams, animated network diagrams, and maps using different geographical projections. Fundamental concepts are explained in each chapter and then applied to a larger example in step-by-step tutorials, complete with full code, from hundreds of examples you can download and run. This book covers D3 version 5 and is based on ES2015 JavaScript. What you will learnLearn to use D3.js version 5 and web standards

to create beautiful interactive data-driven visualizations for the webBind data to DOM elements, applying different scales, color schemes and configuring smooth animated transitions for data updatesGenerate data structures and layouts for many popular chart formats Apply interactive behaviors to any chartCreate thematic maps based on GIS data using different geographical projections with interactive behaviors Load, parse and transform data from JSON and CSV formatsWho this book is for The book is intended for web developers, web designers, data scientists, artists, and any developer who wish to create interactive data visualization for the Web using D3. The book assumes basic knowledge of HTML, CSs, and JavaScript. Practical D3.js CRC Press Create attractive web-based data visualizations using the amazing JavaScript library D3.js About This Book Learn to use the facilities provided by D3.js to create data-driven visualizations Explore the concepts of D3.js through examples that enable you to quickly create visualizations including charts, network

diagrams, and maps Get practical examples of visualizations using real-world data sets that show you how to use D3.js to visualize and interact with information to glean its underlying meaning Who This Book Is For Whether you are new to data and data visualization, a seasoned data scientist, or a computer graphics specialist, this book will provide you with the skills you need to create web-based and interactive data visualizations. This book assumes some knowledge of coding and in particular, experience coding in JavaScript. What You Will Learn Install and use D3.js to create HTML elements within the document Use development tools such as JSBIN and Chrome Developer Tools to create D3.js applications Retrieve JSON data and use D3.js selections and data binding to create visual elements from data Create and style graphical elements such as circles, ellipses, rectangles, lines, paths, and text using SVG Turn your data into bar and scatter charts, and add margins, axes, labels, and legends Use D3.js generators to perform the magic of creating complex visualizations from data Add interactivity to your visualizations, including tool-

tips, sorting, hover-to-highlight, and grouping and dragging of visuals In Detail This book will take you through all the concepts of D3.js starting with the most basic ones and progressively building on them in each chapter to expand your knowledge of D3.js. Starting with obtaining D3.js and creating simple data bindings to non-graphical HTML elements, you will then master the creation of graphical elements from data. You'll discover how to combine those elements into simple visualizations such as bar, line, and scatter charts, as well as more elaborate visualizations such as network diagrams, Sankey diagrams, maps, and choreopleths. Using practical examples provided, you will quickly get to grips with the features of D3.js and use this learning to create your own spectacular data visualizations with D3.js. Style and approach This book uses a practical, step-by-step approach that builds iteratively, starting with the basic concepts right through to mastery of the technology. Each concept is demonstrated using code examples that are interactively available online (and can also be run locally),

and each chapter builds upon the concepts covered in the previous chapter,with succinct explanations of what the code does and how it fits into the bigger picture.

Data Visualization with D3 4.x Cookbook

Apress

The two volume set LNCS 8887 and 8888 constitutes the refereed proceedings of the 10th International Symposium on Visual Computing, ISVC 2014, held in Las Vegas, NV, USA. The 74 revised full papers and 55 poster papers presented together with 39 special track papers were carefully reviewed and selected from more than 280 submissions. The papers are organized in topical sections: Part I (LNCS 8887) comprises computational bioimaging, computer graphics; motion, tracking, feature extraction and matching, segmentation, visualization, mapping, modeling and surface reconstruction , unmanned autonomous systems, medical imaging, tracking for human activity monitoring, intelligent transportation systems, visual perception and robotic systems. Part II (LNCS 8888) comprises topics such as computational bioimaging , recognition, computer vision, applications, face processing and

recognition, virtual reality, and the poster sessions.

D3.js: Cutting-edge Data Visualization

Springer Nature

Create and publish your own interactive and compelling data visualizations with D3.js 4.x About This Book Build interactive and rich graphics and visualization using JavaScript`s powerful library D3.js Learn D3 from the ground up, using the all-new version 4 of the library Gain insight into producing high-quality, extensible charts and visualizations using best practices such as writing testable, extensible code and strong typing Who This Book Is For This book is for web developers, interactive news developers, data scientists, and anyone interested in representing data through interactive visualizations on the Web with D3. Some basic knowledge of JavaScript is expected, but no prior experience with data visualization or D3 is required to follow this book. What You Will Learn Map data to visual elements using D3's scales Draw SVG elements using D3's shape generators Transform data using D3's collection methods Use D3's various layout patterns to quickly generate various

common types of chart Write modern JavaScript using ES2017 and Babel Explore the basics of unit testing D3 visualizations using Mocha and Chai Write and deploy a simple Node.js web service to render charts via HTML Canvas Understand what makes a good data visualization and how to use the tools at your disposal to create accurate charts In Detail Want to get started with impressive interactive visualizations and implement them in your daily tasks? This book offers the perfect solution-D3.js. It has emerged as the most popular tool for data visualization. This book will teach you how to implement the features of the latest version of D3 while writing JavaScript using the newest tools and technique You will start by setting up the D3 environment and making your first basic bar chart. You will then build stunning SVG and Canvas-based data visualizations while writing testable, extensible code,as accurate and informative as it is visually stimulating. Step-by-step examples walk you through creating, integrating, and debugging different types of visualization and will have you building basic visualizations (such as bar,

line, and scatter graphs) in no time. By the end of this book, you will have mastered the techniques necessary to successfully visualize data and will be ready to use D3 to transform any data into an engaging and sophisticated visualization. Style and approach This book follows a tutorial-based approach in teaching the world's most powerful data visualization library, D3.

Advances in Visual Computing Packt Publishing Ltd From a review of the first edition: "Modern Data Science with R... is rich with examples and is guided by a strong narrative voice. What's more, it presents an organizing framework that makes a convincing argument that data science is a course distinct from applied statistics" (The American Statistician). Modern Data Science with R is a comprehensiv e data science textbook for undergraduat es that incorporates statistical and computational thinking to solve real-world data problems. Rather than focus exclusively on case studies or programming syntax, this book illustrates how statistical programming in the state-of-the-art R/RStudio computing environment can be leveraged to extract meaningful information

from a variety of data in the service of addressing compelling questions. The second edition is updated to reflect the growing influence of the tidyverse set of packages. All code in the book has been revised and styled to be more readable and easier to understand. New functionality from packages like sf, purrr, tidymodels, and tidytext is now integrated into the text. All chapters have been revised, and several have been split, re-organized, or re-imagined to meet the shifting landscape of best practice.

Interactive Data Visualization for the Web

Elsevier

Build machine learning (ML) solutions for Java development. This book shows you that when designing ML apps, data is the key driver and must be considered throughout all phases of the project life cycle. Practical Java Machine Learning helps you understand the importance of data and how to organize it for use within your ML project. You will be introduced to tools which can help you identify and manage your data including JSON, visualization, NoSQL databases, and cloud platforms including Google Cloud Platform and Amazon Web Services. Practical Java Machine Learning

includes multiple projects, with particular focus on the Android mobile platform and features such as sensors, camera, and connectivity, each of which produce data that can power unique machine learning solutions. You will learn to build a variety of applications that demonstrate the capabilities of the Google Cloud Platform machine learning API, including data visualization for Java; document classification using the Weka ML environment; audio file classification for Android using ML with spectrogram voice data; and machine learning using device sensor data. After reading this book, you will come away with case study examples and projects that you can take away as templates for re-use and exploration for your own machine learning programming projects with Java. What You Will LearnIdentify, organize, and architect the data required for ML projects Deploy ML solutions in conjunction with cloud providers such as Google and Amazon Determine which algorithm is the most appropriate for a specific ML problem Implement Java ML solutions on Android mobile devices Create Java ML solutions to work with sensor data

Build Java streaming based solutionsWho This Book Is For Experienced Java developers who have not implemented machine learning techniques before. *Practical Java Machine Learning* Routledge This book looks at the increasing interest in running microscopy processing algorithms on big image data by presenting the theoretical and architectural underpinnings of a web image processing pipeline (WIPP). Software-based methods and infrastructure components for processing big data microscopy experiments are presented to demonstrate how information processing of repetitive, laborious and tedious analysis can be automated with a user-friendly system. Interactions of web system components and their impact on computational scalability, provenance information gathering, interactive display, and computing are explained in a top-down presentation of technical details. Web Microanalysis of Big Image Data includes descriptions of WIPP functionalities, use cases, and components of the web software system (web server and client architecture, algorithms, and hardware-

software dependencies). The book comes with test image collections and a web software system to increase the reader's understanding and to provide practical tools for conducting big image experiments. By providing educational materials and software tools at the intersection of microscopy image analyses and computational science, graduate students, postdoctoral students, and scientists will benefit from the practical experiences, as well as theoretical insights. Furthermore, the book provides software and test data, empowering students and scientists with tools to make discoveries with higher statistical significance. Once they become familiar with the web image processing components, they can extend and re-purpose the existing software to new types of analyses. Each chapter follows a top-down presentation, starting with a short introduction and a classification of related methods. Next, a description of the specific method used in accompanying software is presented. For several topics, examples of how the specific method is applied to a dataset (parameters, RAM requirements, CPU

efficiency) are shown. Some tips are provided as practical suggestions to improve accuracy or computational performance.

The Modern JavaScript Collection

Packt Publishing Ltd

Master D3, Today's Most Powerful Tool for Visualizing Data on the Web Data-driven graphics are everywhere these days, from websites and mobile apps to interactive journalism and high-end presentations. Using D3, you can create graphics that are visually stunning and powerfully effective. Visual Storytelling with D3 is a hands-on, full-color tutorial that teaches you to design charts and data visualizations to tell your story quickly and intuitively, and that shows you how to wield the powerful D3 JavaScript library. Drawing on his extensive experience as a professional graphic artist, writer, and programmer, Ritchie S. King walks you through a complete sample project—from conception through data selection and design. Step by step, you'll build your skills, mastering increasingly sophisticated graphical forms and techniques. If you know a little HTML and CSS, you have all the technical background you'll need to master D3. This tutorial is for web designers

creating graphics-driven sites, services, tools, or dashboards; online journalists who want to visualize their content; researchers seeking to communicate their results more intuitively; marketers aiming to deepen their connections with customers; and for any data visualization enthusiast. Coverage includes Identifying a data-driven story and telling it visually Creating and manipulating beautiful graphical elements with SVG Shaping web pages with D3 Structuring data so D3 can easily visualize it Using D3's data joins to connect your data to the graphical elements on a web page Sizing and scaling charts, and adding axes to them Loading and filtering data from external standalone datasets Animating your charts with D3's transitions Adding interactivity to visualizations, including a play button that cycles through different views of your data Finding D3 resources and getting involved in the thriving online D3 community About the Website All of this book's examples are available at ritchiesking.com/book, along with video tutorials, updates, supporting material, and even more examples, as they become

available. *Research and Fieldwork in Development* CRC Press Go beyond the basics of D3.js to create maintainable, modular, and testable charts and to package them into a library that can be distributed as open source software or kept for private use. This book will show you how to transform regular D3.js chart code into reusable and extendable modules. You know the basics of working with D3.js, but it's time to become a professional D3.js practitioner. This book is your launching pad to refactoring code, composing complex visualizations from small components, working as a team with other developers, and integrating charts with a Continuous Integration system. You'll begin by creating a production-ready chart using D3.js v5, ES2015, and a test-driven approach and then move on to using and extending Britecharts, the reusable charting library based on Reusable API patterns. Finally, you'll see how to use D3.js along with React to document and build your charts to compose a charting library you can release into the NPM repository. With Pro D3.js, you'll become an accomplished D3.js developer in no time. What

You Will Learn Create v5 D3.js charts with ES2016 and unit tests Develop modular, testable and extensible code with the Reusable API pattern Work with and extend Britecharts, a reusable charting library created at Eventbrite Use Webpack and npm to create and publish a charting library from your own chart collections Write reference documentation and build a documentation homepage for your library. Who This Book Is For Data scientists, data visualization engineers, and frontend developers with a fundamental knowledge of D3.js and some experience with JavaScript, as well as data journalists and consultants. *Visualizing with Text* Packt Publishing Ltd This book constitutes revised selected papers from the 25th International Symposium on Graph Drawing and Network Visualization, GD 2017, held in Boston, MA, USA, in September 2017.The 34 full and 9 short papers presented in this volume were carefully reviewed and selected from 87 submissions. Also included in this book are 2 abstracts of keynote presentations, 16 poster abstracts, and 1 contest report. The papers are

organized in topical sections named: straight-line representations; obstacles and visibility; topological graph theory; orthogonal representations and book embeddings; evaluations; tree drawings; graph layout designs; point-set embeddings; special representations; and beyond planarity.

Data Visualization with Python and JavaScript

John Wiley & Sons

The two-volume set LNCS 8521 and 8522 constitutes the refereed proceedings of the Human Interface and the Management of Information thematic track, held as part of the 16th International Conference on Human-Computer Interaction, HCII 2014, held in Heraklion, Greece, in June 2014, jointly with 13 other thematically similar conferences. The total of 1476 papers and 220 posters presented at the HCII 2014 conferences were carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of human-computer interaction, addressing

major advances in knowledge and effective use of computers in a variety of application areas. This volume contains papers addressing the following major topics: visualization methods and techniques; multimodal interaction; knowledge management; information search and retrieval; supporting collaboration; design and evaluation methods and studies.

D3 for the Impatient O'Reilly Media Build beautiful data visualizations with D3 The Fullstack D3 book is the complete guide to D3. With dozens of code examples showing each step, you can gain new insights into your data by creating visualizations. Learn how to quickly turn data into insights with D3 We have the data. But it needs to be understood by humans. The best way to convert this data into an understandable format is to mold it into a data visualization. And D3 is the best tool for job if you need to create custom data visualizations. With Fullstack D3 and Data Visualization you and your team will be able to share key insights, uncover problems before they start, and impress your boss by creating gorgeous visualizations. What's Inside Chapter 0: Introduction When would you want to

use D3.js? There is a spectrum of libraries to create charts on the web: on one end, you have easy-to-use, basic libraries that will create a standard chart type. Chapter 1: Making your first chart In this chapter we make a line chart. Line charts are a great starting place because of their popularity, but also because of their simplicity. Chapter 2: Making a scatterplot When looking at the relationship between two metrics, a scatterplot is a good choice. In this chapter we show how to create a scatterplot. Chapter 3: Making a bar chart In this chapter we cover how to create a histogram, which is a bar chart that shows the distribution of one metric, with the metric values on the x axis and the frequency of values on the y axis. Chapter 4: Animations and Transitions When we update our charts, we can animate elements from their old to their new positions. These animations can be visually exciting, but more importantly, they have functional benefits. Chapter 5: Interactions The biggest advantage of creating charts with JavaScript is the ability to respond to user input. Chapter 6: Making a map Maps are also uniquely good

at answering geography-based questions. In this chapter, we'll build a map and learn how to plot values within a location. Chapter 7: Data Visualization Basics Now that we're comfortable with how to create a chart, we should zoom out a bit and talk about what chart to create. Chapter 8: Common Charts In this chapter, we talk about common chart types and when to use them. Chapter 9: Dashboard Design A dashboard is any web interface that makes sense out of dynamic data, and in this chapter we learn how to make one. Chapter 10: Advanced Visualization: Marginal Histogram First, we'll focus on enhancing a chart we've already made: our scatter plot. This chart will have multiple goals, all exploring the daily temperature ranges in our weather dataset. Chapter 11: Advanced Visualization: Radial Weather Chart We talked about radar charts in Chapter 10. For this project, we'll build a more complex radar chart. Chapter 12: Advanced Visualization: Animated Sankey Diagram In this project, we'll be simulating real data and creating an animated diagram to engage our viewers. Chapter 13: D3 and React What's the best way to

draw a chart within React? It turns out that there is a fair bit of overlap in functionality between a React and D3 - we'll discuss how we can create blazing fast charts using the two together. Chapter 14: D3 and Angular In this chapter we show how to create optimized SVG charts using D3 and Angular.

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