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Learning D3.js Mapping

Build stunning maps and visualizations using D3.js

Thomas Newton
Oscar Villarreal

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Learning D3 Js Mapping

Nick Zhu



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Learning D3.js 4 Mapping Thomas Newton,Oscar Villarreal,Lars Verspohl,2017-11-30 Crisp and concise guide on building impressive maps as well as visualizations with D3 a JavaScript library About This Book Dive into D3 js and apply its powerful data binding ability in order to create stunning visualizations Learn the key concepts of SVG JavaScript CSS and the DOM to bring data and shapes to live in the browser Solve common problems faced while building interactive maps Acquire key web development skills from the creating your interactive to testing and finally publishing it Who This Book Is For This book is for people with at least a basic knowledge of of web development basic HTML CSS JavaScript You don t need to have worked with D3 js before What You Will Learn Work with SVG geometric shapes Learn to manage map data and plot it with D3 js Add interactivity and points of interest to your maps Compress and manipulate geoJSON files with the use of topoJSON Learn how to write testable D3 js visualizations Build a globe with D3 js and Canvas and add interactivity to it Create a hexbin map with D3 js In Detail D3 js is a visualization library used for the creation and control of dynamic and interactive graphical forms It is a library used to manipulate HTML and SVG documents as well as the Canvas element based on data Using D3 js developers can create interactive maps for the web that look and feel beautiful This book will show you how build and design maps with D3 js and gives you great insight into projections colors and the most appropriate types of map The book begins by helping you set up all the tools necessary to build visualizations and maps Then it covers obtaining geographic data modifying it to your specific needs visualizing it with augmented data using D3 js It will further show you how to draw and map with the Canvas API and how to publish your visualization By the end of this book you ll be creating maps like the election maps and the kind of infographics you ll find on sites like the New York Times Style and approach This step by step guide with pragmatic examples will help you create maps and amazing visualizations

Learning D3.js 4

Mapping - Second Edition Thomas Newton,Oscar Villarreal,Lars Verspohl,2017-11-29 Crisp and concise guide on building impressive maps as well as visualizations with D3 a JavaScript libraryAbout This Book Dive into D3 js and apply its powerful data binding ability in order to create stunning visualizations Learn the key concepts of SVG JavaScript CSS and the DOM to bring data and shapes to live in the browser Solve common problems faced while building interactive maps Acquire key web development skills from the creating your interactive to testing and finally publishing it Who This Book Is ForThis book is for people with at least a basic knowledge of of web development basic HTML CSS JavaScript You don t need to have worked with D3 js before What You Will Learn Work with SVG geometric shapes Learn to manage map data and plot it with D3 js Add interactivity and points of interest to your maps Compress and manipulate geoJSON files with the use of topoJSON Learn how to write testable D3 js visualizations Build a globe with D3 js and Canvas and add interactivity to it Create a hexbin map with D3 jsIn DetailD3 js is a visualization library used for the creation and control of dynamic and interactive graphical forms It is a library used to manipulate HTML and SVG documents as well as the Canvas element based on data Using D3 js developers

can create interactive maps for the web that look and feel beautiful This book will show you how build and design maps with D3 js and gives you great insight into projections colors and the most appropriate types of map The book begins by helping you set up all the tools necessary to build visualizations and maps Then it covers obtaining geographic data modifying it to your specific needs visualizing it with augmented data using D3 js It will further show you how to draw and map with the Canvas API and how to publish your visualization By the end of this book you ll be creating maps like the election maps and the kind of infographics you ll find on sites like the New York Times Style and approach This step by step guide with pragmatic examples will help you create maps and amazing visualizations

Learning D3.js Mapping Oscar Villarreal, 2014-12-29 If you are interested in creating maps for the web GIS data this book is for you Familiarity with D3 js will be helpful but is not necessary

Learning D3.js 5 Mapping - Second Edition Thomas Newton, Oscar Villarreal, Lars Verspohl, 2017 Crisp and concise guide on building impressive maps as well as visualizations with D3 a JavaScript library About This Book Dive into D3 js and apply its powerful data binding ability in order to create stunning visualizations Learn the key concepts of SVG JavaScript CSS and the DOM to bring data and shapes to life in the browser Solve common problems faced while building interactive maps Acquire key web development skills from the creating your interactive to testing and finally publishing it Who This Book Is For This book is for people with at least a basic knowledge of of web development basic HTML CSS JavaScript You don t need to have worked with D3 js before What You Will Learn Work with SVG geometric shapes Learn to manage map data and plot it with D3 js Add interactivity and points of interest to your maps Compress and manipulate geoJSON files with the use of topoJSON Learn how to write testable D3 js visualizations Build a globe with D3 js and Canvas and add interactivity to it Create a hexbin map with D3 js In Detail D3 js is a visualization library used for the creation and control of dynamic and interactive graphical forms It is a library used to manipulate HTML and SVG documents as well as the Canvas element based on data Using D3 js developers can create interactive maps for the web that look and feel beautiful This book will show you how build and design maps with D3 js and gives you great insight into projections colors and the most appropriate types of map The book begins by helping you set up all the tools necessary to build visualizations and maps Then it covers obtaining geographic data modifying it to your specific needs visualizing it with augmented data using D3 js It will further show you how to draw and map with the Canvas API and how to publish your visualization By the end of this book you ll be creating maps like the election maps and the kind of infographics you ll find on sites like the New York Times Style and approach This step by step guide with pragmatic examples will help you create maps and amazing visualizations

Learning D3.js Mapping Thomas Newton, Oscar Villarreal, 2014-12-29 If you are interested in creating maps for the web GIS data this book is for you Familiarity with D3 js will be helpful but is not necessary

Learn D3.js Helder da Rocha, 2019-05-03 Explore the power of D3 js 5 and its integration with web technologies for building rich and interactive data visualization solutions Key Features Explore the latest D3 js 5 for creating charts plots and force directed

graphics Practical guide for creating interactive graphics and data driven apps with JavaScript Build Real time visualization and transition on web using SVG with D3 js Book 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 learn Learn to use D3 js version 5 and web standards to create beautiful interactive data driven visualizations for the web Bind data to DOM elements applying different scales color schemes and configuring smooth animated transitions for data updates Generate data structures and layouts for many popular chart formats Apply interactive behaviors to any chart Create thematic maps based on GIS data using different geographical projections with interactive behaviors Load parse and transform data from JSON and CSV formats Who 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

Learn Three.js Jos Dirksen, 2018-08-31 Create and animate stunning 3D browser based graphics with Three.js JavaScript library Key Features Enhance your 3D graphics with light sources shadows advanced materials and textures Load models from external sources and visualize and animate them directly from JavaScript Create your own custom WebGL shader and explore the postprocessing feature of Three.js Book Description WebGL makes it possible to create 3D graphics in the browser without having to use plugins such as Flash and Java Programming WebGL however is difficult and complex With Three.js it is possible to create stunning 3D graphics in an intuitive manner using JavaScript without having to learn WebGL With this book you'll learn how to create and animate beautiful looking 3D scenes directly in your browser utilizing the full potential of WebGL and modern browsers It starts with the basic concepts and building blocks used in Three.js From there on it will expand on these subjects using extensive examples and code samples You will learn to create or load from externally created models realistic looking 3D objects using materials and textures You'll find out how to easily control the camera using the Three.js built in camera controls which will enable you to fly or walk around the 3D scene you created You will

then use the HTML5 video and canvas elements as a material for your 3D objects and to animate your models Finally you will learn to use morph and skeleton based animation and even how to add physics such as gravity and collision detection to your scene After reading this book you ll know everything that is required to create 3D animated graphics using Three js What you will learn Work with the different types of materials in Three js and see how they interact with your 3D objects and the rest of the environment Implement the different camera controls provided by Three js to effortlessly navigate around your 3D scene Work with vertices directly to create snow rain and galaxy like effects Import and animate models from external formats such as OBJ STL and COLLADA Create and run animations using morph targets and bones animations Explore advanced textures on materials to create realistic looking 3D objects by using bump maps normal maps specular maps and light maps Interact directly with WebGL by creating custom vertex and fragment shaders Who this book is for The ideal target audience for this book would be JavaScript developers who who want to learn how to use the Three js library

Introduction to Web Mapping Michael Dorman,2020-01-28 A web map is an interactive display of geographic information in the form of a web page that you can use to tell stories and answer questions Web maps have numerous advantages over traditional mapping techniques such as the ability to display up to date or even real time information easy distribution to end users and highly customized interactive content Introduction to Web Mapping teaches you how to develop online interactive web maps and web mapping applications using standard web technologies HTML CSS and JavaScript The core technologies are introduced in Chapters 1 5 focusing on the specific aspects which are most relevant to web mapping Chapters 6 13 then implement the material and demonstrate key concepts for building and publishing interactive web maps The book Gives an introduction to fundamental web technologies HTML CSS and JavaScript Covers Leaflet the popular open source JavaScript library for building web maps Describes the GeoJSON vector layer format and the Ajax technique for loading data Shows how spatial database APIs such as the CARTO platform can be combined with a web map to query and display large amounts of data Introduces client side geoprocessing with the Turf js JavaScript library for applying spatial operators in the browser Demonstrates a complex web mapping application for collecting crowdsourced data combining Leaflet CARTO and the Leaflet draw plugin Goes over 69 complete code examples and includes 9 solved exercises for building web maps and web pages downloadable code is provided in the online supplement The book is intended for beginners with no background in web technologies or programming Nevertheless some prior experience with computers and programming is beneficial The book can be used for self study or as a textbook in a standard undergraduate Web mapping course in a Geography department intended for students specializing in Geographic Information Systems GIS **D3.js:**

Cutting-edge Data Visualization Andrew H. Rininsland,Michael Heydt,Pablo Navarro Castillo,2017-03-31 Turn your raw data into real knowledge by creating and deploying complex data visualizations with D3 js About This Book Understand how to best represent your data by developing the right kind of visualization 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 Learning Path will provide you with the skills you need to create web based and interactive data visualizations Some basic JavaScript knowledge is expected but no prior experience with data visualization or D3 is required What You Will Learn Gain a solid understanding of the common D3 development idioms Find out how to write basic D3 code for servers using Node js Install and use D3 js to create HTML elements within a document 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 Write test and distribute a D3 based charting package Make a real time application with Node and D3 In Detail D3 has emerged as one of the leading platforms to develop beautiful interactive visualizations over the web We begin the course by setting up a strong foundation then build on this foundation as we take you through the entire world of reimagining data using interactive animated visualizations created in D3 js In the first module we cover the various features of D3 js to build a wide range of visualizations We also focus on the entire process of representing data through visualizations By the end of this module you will be ready to use D3 to transform any data into a more engaging and sophisticated visualization In the next module you will learn to master the creation of graphical elements from data 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 Over the last leg of this course you will get acquainted with how to integrate D3 with mapping libraries to provide reverse geocoding and interactive maps among many other advanced features of D3 This module culminates by showing you how to create enterprise level dashboards to display real time data This Learning Path combines some of the best that Packt has to offer in one complete curated package It includes content from the following Packt products Learning D3 js Data Visualization Second Edition by Andrew H Rininsland D3 js By Example by Michael Heydt Mastering D3 js by Pablo Navarro Castillo Style and approach This course provides a comprehensive explanation of how to leverage the power of D3 js to create powerful and creative visualizations through step by step instructions in the form of modules Each module help you skill up a level in creating meaningful visualizations

[GIS Cartography](#) Gretchen N. Peterson,2020-11-24 Since the publication of the bestselling second edition 5 years ago vast and new globally relevant geographic datasets have become available to cartography practitioners and with this has come the need for new ways to visualize them in maps as well as new challenges in ethically disseminating the visualizations With new features and significant updates that address these changes this edition remains faithful to the original vision that cartography instruction should be software agnostic Discussing map

design theory and technique rather than map design tools this book focuses on digital cartography and its best practices This third edition has completely new sections on how to deal with maps that go viral and the ethics therein new presentation ideas new features such as amenities climate data and hazards the new Equal Earth projection and vector tile design considerations All chapters are thoroughly updated with new illustrations and new sections for datasets that didn't exist when the second edition was published as well as new techniques and trends in cartography New in the third edition A true textbook written with a friendly style and excellent examples explaining everything from layout design to fonts and colors to specific design considerations for individual feature types to static and dynamic cartography issues Thoroughly updated with new features such as points of interest climate data hazards and buildings new projections such as the Equal Earth projection and the Spilhaus projection and vector tile design considerations such as label placement techniques and tricks for making world class basemaps Includes over 70 new map examples that display the latest techniques in cartography Reflects on new developments in color palettes visualization patterns datums and non static output media such as animation interaction and large format cinematic techniques that weren't available for the second edition Defines and illustrates new terms that have made their way into the profession over the last few years such as story maps flow maps Dorling cartograms spec sheets bivariate choropleths firefly cartography Tanaka contours and value by alpha In this third edition author Gretchen Peterson takes a don't let the technology get in the way approach to the presentation focusing on the elements of good design what makes a good map and how to get there rather than specific software tools She provides a reference that you can thumb through time and again as you create your maps Copiously illustrated the third edition explores novel concepts that kick start your pursuit of map making excellence The book doesn't just teach you how to design and create good maps it teaches you how to design and create superior maps

Data Visualization with D3 4.x Cookbook Nick Zhu, 2017-02-28 Discover over 65 recipes to help you create breathtaking data visualizations using the latest features of D3 About This Book Learn about D3 4 0 from the inside out and master its new features Utilize D3 packages to generate graphs manipulate data and create beautiful presentations Solve real world visualization problems with the help of practical recipes Who This Book Is For If you are a developer familiar with HTML CSS and JavaScript and you wish to get the most out of D3 then this book is for you This book can serve as a desktop quick reference guide for experienced data visualization developers You'll also find this book useful if you're a D3 user who wants to take advantage of the new features introduced in D3 4 0 You should have previous experience with D3 What You Will Learn Get a solid understanding of the D3 fundamentals and idioms Use D3 to load manipulate and map data to any kind of visual representation on the web Create data driven dynamic visualizations that update as the data does Leverage the various modules provided by D3 to create sophisticated dynamic and interactive charts and graphics Create data driven transitions and animations within your visualizations Understand and leverage more advanced concepts such as force touch and Geo data visualizations In Detail This book gives you all the guidance you need to

start creating modern data visualizations with D3 4 x that take advantage of the latest capabilities of JavaScript The book starts with the basic D3 structure and building blocks and quickly moves on to writing idiomatic D3 style JavaScript code You will learn how to work with selection to target certain visual elements on the page then you will see techniques to represent data both in programming constructs and its visual metaphor You will learn how map values in your data domain to the visual domain using scales and use the various shape functions supported by D3 to create SVG shapes in visualizations Moving on you ll see how to use and customize various D3 axes and master transition to add bells and whistles to otherwise dry visualizations You ll also learn to work with charts hierarchy graphs and build interactive visualizations Next you ll work with Force which is one of the most awe inspiring techniques you can add to your visualizations and you ll implement a fully functional Choropleth map a special purpose colored map in D3 Finally you ll learn to unit test data visualization code and test driven development in a visualization project so you know how to produce high quality D3 code Style and approach This step by step guide to mastering data visualizations with D3 will help you create amazing data visualizations with professional efficiency and precision It is a solution based guide in which you learn through practical recipes illustrations and code samples

Mapping and Styling in D3 Nick Zhu,2017 D3 js is a JavaScript library designed to display digital data in dynamic graphical form It helps you bring data to life using HTML SVG and CSS D3 allows greater control over the final visual result and it is the hottest and most powerful web based data visualization technology on the market today In this course you will learn how to map values in your data domain to the visual domain using scales and use the various shape functions supported by D3 to create SVG shapes in visualizations Moving on you ll see how to use and customize various D3 axes and master transition to add bells and whistles to otherwise dry visualizations Resource description page [Learning D3.js 5.0](#) Eleftheria Batsou,2018 D3 or D3 js is a JavaScript library for visualizing data using web standards It helps you bring data to life using SVG Canvas and HTML by combining powerful visualization and interaction techniques In this course you ll learn about SVG see how D3 js offers a comprehensive set of visualization tools for your data analysis goals and how to use these tools You ll load data internally or externally while creating stunning data visualizations using D3 and SVG You ll build line graphs scatter plots area charts interactive tree diagrams and customize your own map You ll also understand and use methods functions layouts and selections to manipulate the DOM using D3 Finally you ll understand the enter and exist modes the click and update functions projections and the Geojson format in D3 V5 By the end of this course you ll have learned some exciting tips best practices and techniques for your data representation and data analysis and will be able to build your own data models with D3 js much faster and with ease Resource description page [*D3.js Quick Start Guide*](#) Matthew Huntington,2018-09-27 This book will help you build interactive graphs that are viewable in any web browser using JavaScript D3 js and SVG You will learn how to make a scatter plot a bar graph a pie chart a force directed graph and a map Key Features Takes you through the most common graphs you ll need Add interactivity to your visualizations Easy to follow

builds Book Description D3.js is a JavaScript library that allows you to create graphs and data visualizations in the browser with HTML SVG and CSS This book will take you from the basics of D3.js so that you can create your own interactive visualizations to creating the most common graphs that you will encounter as a developer scientist statistician or data scientist The book begins with an overview of SVG the basis for creating two dimensional graphics in the browser Once the reader has a firm understanding of SVG we will tackle the basics of how to use D3.js to connect data to our SVG elements We will start with a scatter plot that maps run data to circles on a graph and expand our scatter plot to make it interactive You will see how you can easily allow the users of your graph to create edit and delete run data by simply dragging and clicking the graph Next we will explore creating a bar graph using external data from a mock API After that we will explore animations and motion with a bar graph and use various physics based forces to create a force directed graph Finally we will look at how to use GeoJSON data to create a map What you will learn Build a scatter plot Build a bar graph Build a pie chart Build a force directed graph Build a map Build interactivity into your graphs 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

Proceedings of the ... IEEE International Conference on Fuzzy Systems, 2004

Mastering D3.js Pablo Navarro Castillo, 2014-08-25 If you are a software developer working with data visualizations and want to build complex data visualizations this book is for you Basic knowledge of D3 framework is expected With real world examples you will learn how to structure your applications to create enterprise level charts and interactive dashboards

Fullstack D3 and Data Visualization Amelia Wattenberger, 2019-02 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

D3.js Quick Start Guide Matthew Huntington, 2018-09-27

This book will help you build interactive graphs that are viewable in any web browser using JavaScript D3.js and SVG You will learn how to make a scatter plot a bar graph a pie chart a force directed graph and a map Key Features Takes you through the most common graphs you ll need Add interactivity to your visualizations Easy to follow builds Book Description D3.js is a JavaScript library that allows you to create graphs and data visualizations in the browser with HTML SVG and CSS This book will take you from the basics of D3.js so that you can create your own interactive visualizations to creating the most common graphs that you will encounter as a developer scientist statistician or data scientist The book begins with an overview of SVG the basis for creating two dimensional graphics in the browser Once the reader has a firm understanding of SVG we will tackle the basics of how to use D3.js to connect data to our SVG elements We will start with a scatter plot that maps run data to circles on a graph and expand our scatter plot to make it interactive You will see how you can easily allow the users of your graph to create edit and delete run data by simply dragging and clicking the graph Next we will explore creating a bar graph using external data from a mock API After that we will explore animations and motion with a bar graph and use various physics based forces to create a force directed graph Finally we will look at how to use GeoJSON data to create a map What you will learn Build a scatter plot Build a bar graph Build a pie chart Build a force directed graph Build a map Build interactivity into your graphs 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

D3.js in Action, Third Edition Elijah Meeks, 2024-07-23 Create stunning web based data visualizations with D3.js This totally revised new edition of D3.js in Action guides you from simple charts to powerful interactive graphics Chapter by chapter you'll assemble an impressive portfolio of visualizations including intricate networks maps and even a complete customized visualization layout Plus you'll learn best practices for building interactive graphics animations and integrating your work into frontend development frameworks like React and Svelte In D3.js in Action Third Edition you will learn how to Set up a local development environment for D3 Include D3 in web development projects including Node based web apps Select and append DOM elements Size and position elements on screen Assemble components and layouts into creative data visualizations D3.js in Action Third Edition has been extensively revised for D3.js version 7 and modern best practices for web visualizations Its brand new chapters dive into interactive visualizations cover responsiveness for dataviz and show you how you can improve accessibility Foreword by Andy Kirk About the technology With D3.js you can create sophisticated infographics charts and interactive data visualizations using standard frontend tools like JavaScript HTML and CSS Granting D3 its VIS Test of Time award the IEEE credited this powerful library for bringing data visualization to the mainstream You'll be blown away by how beautiful your results can be About the book D3.js in Action Third Edition is a roadmap for creating brilliant and beautiful visualizations with D3.js Like a gentle mentor it guides you from basic charts all the way to advanced interactive visualizations like networks and maps You'll learn to build graphics create animations and set up mobile friendly responsiveness Each chapter contains a complete data visualization project to put your new skills into action What's inside Fully revised for D3.js v7 Includes 12 complete projects Create data visualizations with SVG and canvas Combine D3 with React Svelte and Angular About the reader For web developers with HTML CSS and JavaScript skills About the author Elijah Meeks was a data visualization pioneer at Stanford and the first Senior Data Visualization Engineer at Netflix Anne Marie Dufour is a Data Visualization Engineer The technical editor on this book was Jon Borgman Table of Contents PART 1 1 An introduction to D3.js 2 Manipulating the DOM 3 Working with data 4 Drawing lines curves and arcs 5 Pie and stack layouts 6 Visualizing distributions PART 2 7 Interactive visualizations 8 Integrating D3 in a frontend framework 9 Responsive visualizations 10 Accessible visualizations PART 3 11 Hierarchical visualizations 12 Network visualizations 13 Geospatial information visualizations PART 4 14 Creating a custom visualization 15 Rendering visualizations with Canvas Appendix A Appendix B Appendix C Appendix D Appendix E The Publishers Weekly, 1904

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