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Visualizing High-Dimensional Space ~~D3.js~~

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Getting Started with D3 Join a dataset with elements of a webpage, and modify the elements based on the data Map data values onto pixels and colors with D3's scale objects Apply axis and line generators to simplify aspects of building visualizations

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introduction' 'GETTING STARTED WITH D3 JS
PRACTICAL DATA ANALYSIS

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Getting Started with D3 by Mike Dewar is a great introduction to get you up and going really quickly. Just as the title of the book implies, and also stated by the author, the intent of the book is to provide an introduction to the basic functionality of D3 and is not a complete reference of D3.

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Getting Started with D3. This is the code repository for the book "Getting Started With D3". Here you will find both the code for downloading and cleaning data from the MTA and code for drawing the visualisations. the code for cleaning up the data from the MTA lives in /cleaning_code

*GitHub - mikedewar/getting_started_with_d3:
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D3 "getting started" tutorials are rather sparse on the web, and this book fills the gap. It rush through the 3-4 most important charts (line chart, bar chart, stacked bar chart, time series) and finishes with a nice bonus: how to create a directed graph.

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Learn how to create beautiful, interactive, browser-based data visualizations with the D3 JavaScript library. This hands-on book shows you how to use a combination of JavaScript and SVG to build everything from simple bar charts to complex infographics. You'll learn

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how to use basic D3 tools by building visualizations based on real data from the New York Metropolitan Transit Authority. Using historical tables, geographical information, and other data, you'll graph bus breakdowns and accidents and the percentage of subway trains running on time, among other examples. By the end of the book, you'll be prepared to build your own web-based data visualizations with D3. Join a dataset with elements of a webpage, and modify the elements based on the data Map data values onto pixels and colors with D3's scale objects Apply axis and line generators to

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simplify aspects of building visualizations
Create a simple UI that allows users to
investigate and compare data Use D3
transitions in your UI to animate important
aspects of the data Get an introduction to D3
layout tools for building more sophisticated
visualizations If you can code and manipulate
data, and know how to work with JavaScript
and SVG, this book is for you.

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.

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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

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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

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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

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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

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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.

Create and publish your own interactive data visualization projects on the web—even if you have little or no experience with data visualization or web development. It's inspiring and fun with this friendly, accessible, and practical hands-on introduction. This fully updated and expanded

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second edition takes you through the fundamental concepts and methods of D3, the most powerful JavaScript library for expressing data visually in a web browser. Ideal for designers with no coding experience, reporters exploring data journalism, and anyone who wants to visualize and share data, this step-by-step guide will also help you expand your web programming skills by teaching you the basics of HTML, CSS, JavaScript, and SVG. Learn D3 4.x—the latest D3 version—with downloadable code and over 140 examples Create bar charts, scatter plots, pie charts, stacked bar charts, and

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force-directed graphs Use smooth, animated transitions to show changes in your data Introduce interactivity to help users explore your data Create custom geographic maps with panning, zooming, labels, and tooltips Walk through the creation of a complete visualization project, from start to finish Explore inspiring case studies with nine accomplished designers talking about their D3-based projects

Discover over 65 recipes to help you create breathtaking data visualizations using the latest features of D3 About This Book Learn

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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

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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

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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

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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

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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.

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

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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

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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

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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

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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

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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.

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

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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

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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

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science skills required. About the Author
Elijah Meeks is a senior data visualization
engineer at Netflix. Table of Contents PART 1
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Network visualization Geospatial information
visualization PART 3 - ADVANCED TECHNIQUES
Interactive applications with React and D3
Writing layouts and components Mixed mode
rendering

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Problem solving with JavaScript is a lot trickier now that its use has expanded considerably in size, scope, and complexity. This cookbook has your back, with recipes for common tasks across the JavaScript world, whether you're working in the browser, the server, or a mobile environment. Each recipe includes reusable code and practical advice for tackling JavaScript objects, Node, Ajax, JSON, data persistence, graphical and media applications, complex frameworks, modular JavaScript, APIs, and many related technologies. Aimed at people who have some experience with JavaScript, the first part

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covers traditional uses of JavaScript, along with new ideas and improved functionality. The second part dives into the server, mobile development, and a plethora of leading-edge tools. You'll save time—and learn more about JavaScript in the process. Topics include:

- Classic JavaScript: Arrays, functions, and the JavaScript Object
- Accessing the user interface
- Testing and accessibility
- Creating and using JavaScript libraries
- Client-server communication with Ajax
- Rich, interactive web effects
- JavaScript, All Blown Up: New ECMAScript standard objects
- Using Node on the server
- Modularizing and managing JavaScript

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Complex JavaScript frameworks
Advanced client-server communications
Visualizations and client-server graphics
Mobile application development

The Foundational Hands-On Skills You Need to Dive into Data Science “Freeman and Ross have created the definitive resource for new and aspiring data scientists to learn foundational programming skills.” –From the foreword by Jared Lander, series editor Using data science techniques, you can transform raw data into actionable insights for domains ranging from urban planning to precision

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medicine. Programming Skills for Data Science brings together all the foundational skills you need to get started, even if you have no programming or data science experience. Leading instructors Michael Freeman and Joel Ross guide you through installing and configuring the tools you need to solve professional-level data science problems, including the widely used R language and Git version-control system. They explain how to wrangle your data into a form where it can be easily used, analyzed, and visualized so others can see the patterns you've uncovered. Step by step, you'll master powerful R

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programming techniques and troubleshooting skills for probing data in new ways, and at larger scales. Freeman and Ross teach through practical examples and exercises that can be combined into complete data science projects. Everything's focused on real-world application, so you can quickly start analyzing your own data and getting answers you can act upon. Learn to Install your complete data science environment, including R and RStudio Manage projects efficiently, from version tracking to documentation Host, manage, and collaborate on data science projects with GitHub Master R language

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fundamentals: syntax, programming concepts, and data structures Load, format, explore, and restructure data for successful analysis Interact with databases and web APIs Master key principles for visualizing data accurately and intuitively Produce engaging, interactive visualizations with ggplot and other R packages Transform analyses into sharable documents and sites with R Markdown Create interactive web data science applications with Shiny Collaborate smoothly as part of a data science team Register your book for convenient access to downloads, updates, and/or corrections as they become

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