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# D3.js In Action

# Synopsis

SummaryD3.js in Action is a practical tutorial for creating interactive graphics and data-driven applications using D3.js. You'll start with in-depth explanations of D3's out-of-the-box layouts, along with dozens of practical use cases that align with different types of visualizations. Then, you'll explore practical techniques for content creation, animation, and representing dynamic dataâ"including interactive graphics and data streamed live over the web. The final chapters show you how to use D3's rich interaction model as the foundation for a complete web application. In the end, you'll be ready to integrate D3.js into your web development process and transform any site into a more engaging and sophisticated user experience.Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.About the TechnologyD3.js is a JavaScript library that allows data to be represented graphically on a web page. Because it uses the broadly supported SVG standard, D3 allows you to create scalable graphs for any modern browser. You start with a structure, dataset, or algorithm and programmatically generate static, interactive, or animated images that responsively scale to any screen.About the BookD3.js in Action introduces you to the most powerful web data visualization library available and shows you how to use it to build interactive graphics and data-driven applications. You'll start with dozens of practical use cases that align with different types of charts, networks, and maps using D3's out-of-the-box layouts. Then, you'll explore practical techniques for content design, animation, and representation of dynamic dataâ"including interactive graphics and live streaming data.What's InsideInteracting with vector graphicsExpressive data visualizationCreating rich mapping applicationsPrepping your dataComplete data-driven web apps in D3Readers need basic HTML, CSS, and JavaScript skills. No experience with D3 or SVG is required.About the AuthorElijah Meeks is a senior data visualization engineer at Netflix. His D3.js portfolio includes work at Stanford University and with well-known companies worldwide.Table of ContentsPART 1 D3.JS FUNDAMENTALSAn introduction to D3.jsInformation visualization data flowData-driven design and interactionPART 2 THE PILLARS OF INFORMATION VISUALIZATIONChart componentsLayoutsNetwork visualizationGeospatial information visualizationTraditional DOM manipulation with D3PART 3 ADVANCED TECHNIQUESComposing interactive applicationsWriting layouts and componentsBig data visualizationD3.js on mobile (available online only)

## Book Information

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## Customer Reviews

Elijah Meeks is a software developer and researcher at Stanford University. His D3.js portfolio includes work with ORBIS and Kindred Britain.

The JavaScript steamroller rolls on winning more territory in the battle for programming languages, with yet another excellent JavaScript-library in the form of D3.js. D3.js (Ã¢Â ÂœData-driven documentsÃ¢Â Â•) is a library enabling to perform dynamic interactive data visualizations in the browser. It is not your typical library allowing to call plot, graph, histogram, scatterplot high-level graphic functions, but it provides the necessary primitives to be able to build your own visualizations. This allows much greater control over the result giving much power to the developer. For a glimpse of the possibilities with D3.js search for Ã¢Â ÂœChristophe ViauÃ¢Â Â™s D3.js galleryÃ¢Â Â• or to see the authors own gallery, search for Ã¢Â Âœblocks.org emeeksÃ¢Â Â• - impressive stuff.This book by Elijah Meeks, a Data Visualization Engineer with Netflix gives an excellent introduction to the subject. I must admit IÃ¢Â Â™m not very experienced with JavaScript and so I worked through a lot of the examples with browser and web server-* to force myself to follow.This isnÃ¢Â Â™t strictly necessary as the source code for all examples is included and having tested it all with a web server I attest that the examples work !Some examples are quite basic to demonstrate a point, and are progressively developed to produce some impressive visualizations.Very impressive, for example, to have a table of information and to be able to sort rows, or sort columns by the press of a button and see the rows or columns move graciously to their sorted positions.Also very impressive is to see a dashboard with different representations of the same dataset, and to see subsets of the data highlighted in the three views as you hover the mouse

over the subset in one of the views.The book is divided into three parts.Part1 is fairly introductory, and I certainly needed it to get up to speed with the underlying D3.js, html, css svg and js basics. We are shown how to insert elements into the DOM, and populate them with data, apply style, scaling as well as performing animated transitions - which can help to show the evolution of data. Part1 certainly piqued my interest.Part2 started to be more interesting with advanced visualization techniques covering a variety of visualization components and layouts. In particular network and geospatial visualization techniques are covered. Now we start to get a feel for just how versatile the framework can be. ThereÃ¢Â Â™s also a chapter about animating traditional DOM elements, rather than relying on svg, reminding us that D3 can be used to great effect with DOM elements and in particular canvas which is covered later. I found Part2 to be inspiring, as I start to dream about visualizations I could do in my projects.Part3 covers advanced visualization techniques such as linking several kinds of chart which provide different views on the same data (e.g. table, barchart, stacked circles) where hovering over some subset of the data highlights in the current view but also the alternate views on the same data. This is the sort of interactivity that D3.js enables. Also covered is how to write your own layouts and components and the use of HTML5 canvas mixed with svg for efficiently displaying large data setsIn the 11th chapter there are many references to online resources which are well worth visting, including online versions of the booksÃ¢ Â™ visualizations.ItÃ¢Â Â™s very much appreciated that so many resources are made available and of course essential that all the sourceThereÃ¢Â Â™s also a bonus chapter 12 on line, which can be accessed for the books page on ManningsÃ¢Â Â™ website. ItÃ¢Â Â™s dedicated to D3 on mobile. It covers use of d3.touch allowing to write applications for phone, tablet or desktop. A well worth addition to the book.Overall this is an excellent book full of useful tuition on good sense data visualization backed up by real examples explained step by step which are provided in a ready to run form. But to realize take advantage of this book you have to then implement your own ideas, and this book inspires to do just that.* - Some visualizations could be seen without a web server, just by navigating to the local html file, but all of them could be seen using the simplest of web servers - I just called python3 -m http.server --bind 127.0.0.1 9000on the command-line from a directory containing the html and associated files.

D3.js in Action is the most comprehensive book on data visualization out there and definitely a must have for both beginners and seasoned veterans. This book goes through almost every conceivable type of visualization you would want to do in d3 while going into heavy detail about the logic, implementation and reasoning behind why to use each type of visualization. Other books out there

will give you a few examples with light details that you can find on the internet but where this book truly shines is that it teaches you how to visualize data that's meaningful for the user while teaching you about every single feature in a very concise manner. This book is heavy on the code and heavy on the diagrams which makes it a great place to learn from scratch or to use as a reference. I've gone through all of the other d3 books out there (Interactive Data Visualization for the Web, d3 Cookbook and Mastering d3js) and this one is the best by far because the other books are much too introductory, once you go through it once you'll never use it again as a reference but this book has so much detail that you'll keep on using it even when you become much more advanced.

Buyer beware: This book is for the previous version (3.x) of D3, D3v4 is significantly different.

My D3.js journey took a total of three days, in which I consulted books ("Interactive Data Visualization" by Murray, "D3.js In Action" by Meeks, "D3.js By Example" by Heydt) and online resources ("D3 Tips and Tricks" by Malcolm Maclean, the bl.ocks.org gallery, the simple but very useful "Beer History" demo by Austin Lyons) - only to realize that it is dc.js that I was looking for. The versatile low-level graphics of D3.js are an overkill for me : I am not planning to write any D3.js code, and am perfectly content with being able to tweak and re-use D3.js code written by others. My chief learning aids have been "Interactive Data Visualization" and "D3 Tips and Tricks". I started with "D3.js In Action", and discovered a high-quality, substantial and original book, but one that takes a beginner's perseverance for granted. I think I first "strayed", to Google, to find how to open the "local server" - "D3.js In Action" just assumes that you know what that is - then tried Heydt, then Murray. Having switched to Murray's book, I went back to "D3.js In Action" a few times - typically finding a thoughtful, in-depth discussion - but did not get beyond page 80.

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