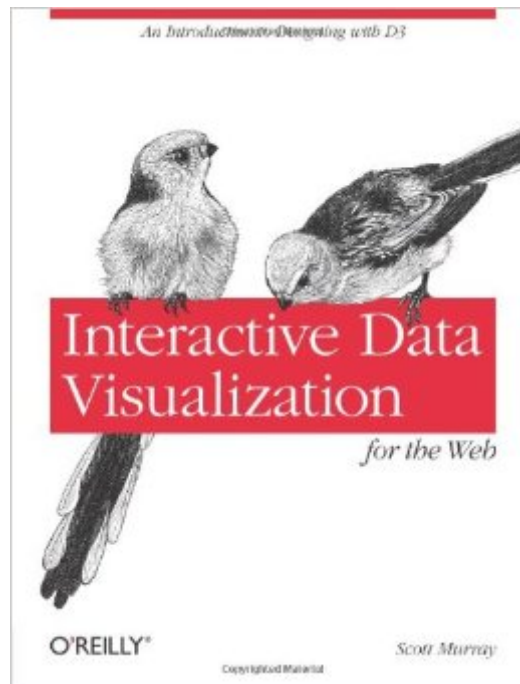


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Interactive Data Visualization For The Web



Synopsis

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 easy and fun with this practical, hands-on introduction. 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. Along the way, you'll expand your web programming skills, using tools such as HTML and JavaScript. This step-by-step guide is ideal whether you're a designer or visual artist with no programming experience, a reporter exploring the new frontier of data journalism, or anyone who wants to visualize and share data. Learn HTML, CSS, JavaScript, and SVG basics. Dynamically generate web page elements from your data and choose visual encoding rules to style them. Create bar charts, scatter plots, pie charts, stacked bar charts, and force-directed layouts. Use smooth, animated transitions to show changes in your data. Introduce interactivity to help users explore data through different views. Create customized geographic maps with data. Explore hands-on with downloadable code and over 100 examples.

Book Information

Paperback: 272 pages

Publisher: O'Reilly Media; 1 edition (April 5, 2013)

Language: English

ISBN-10: 1449339735

ISBN-13: 978-1449339739

Product Dimensions: 7 x 0.5 x 9.2 inches

Shipping Weight: 15.2 ounces (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars [See all reviews](#) (51 customer reviews)

Best Sellers Rank: #109,865 in Books (See Top 100 in Books) #68 in [Books > Computers &](#)

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Customer Reviews

First impressions of this book are very high, including good quality paper and extensive use of colour where appropriate. I dove straight in to chapter 12 (Geomapping). It's really, really difficult for an author to match provided source files with the code in the book, but here it was all perfect. And the source files (and book text) followed a very direct path of adding complexity step by step,

making sure one item was described fully before moving on to the next. No typos, no botched URLs -- everything was perfect. The closest I found to a mistake was that the reference to the "d3.simplify" plug-in was line-wrapped in the middle of the word (page 232). But to find ONLY that really speaks to the very high level of effort and attention to detail that was put into this book. (I think I've only ever seen one other programming book with similar extremely high production values, and that was "Programming With Quartz" by Gelpman and Laden.) I appreciate especially how the book isn't just about the mechanics of making things appear a certain way; it's just as important to understand the process that the author used to get to that point. Everything is spelled out very nicely in this regard as well. While I wish some interactivity had been added to the Geomapping project of chapter 12, I suspect that I'll understand how to do that once I work through the examples in prior chapters. If there is anything that would make this book better, it would be to include a file in the download that lists the URLs provided in the book so that (1) the relevant URL is at least somewhat easier to find at a later time, and (2) I wouldn't have to check for typos that may occur when entering the addresses manually. But really, that's picking nits with what was clearly a significant amount of research and quality control. Great job; I'm very happy to recommend this.

This is a thoughtful, concise, easy-to-follow tutorial. I'm a relatively advanced developer and had already hacked my way into d3 and gotten into a little trouble before picking up this book. My problem was that there are a few "magic" bits to d3--particularly on the geojson side (map-making)--and I just wasn't quite getting it. I snagged this book, blew through it in a couple hours, and am now in a much better place. This thin volume, plus the API reference at d3js.org plus Michael Bostock's mind-altering array of example scripts at bl.ocks.org/mbostock are probably everything you need to integrate d3 into your projects.

The book is primarily a well-written introduction to the Data Driven Documents (D3). Other approaches are mentioned but the bulk of the book is about learning to use D3. The approach strikes a balance between going step-by-step for HTML/Javascript beginners and explaining details for more advanced scripters. The code is all available on github and I have not encountered any errors so far. NOTE: is still providing a mangled version of this book. Example text: "the paragraphs we want to seldom't exist y....Bear with me, as the answer might require bending your mind a bi" This is not an isolated example, it happens on nearly single page. O'Reilly responded within an hour with a corrected PDF of the book. I am still waiting to hear back from but I re-downloaded the version they are providing and it is still mangled. Anyone considering the book should consider going

directly to O'Reilly for their purchase.

I really enjoyed this book and highly recommend it to designers, developers, and anyone who will actually build interactive data visualizations. The tone of the writing is fun and lighthearted. The pacing, interspersed with examples (which run precisely as promised, out of the box) is just great. Bite sized chunks are presented and discussed, all with an appropriate amount of repetition (to reinforce concepts, but avoiding wasting space). My favorite aspect of the examples was that, while code was reused, later projects didn't depend on earlier ones. He wasn't building up to something, he's just demonstrating a bit here, a bit there, and moving on. By ditching earlier customizations and reverting to basics it gracefully clarified what was necessary and what depended on what. For me this was a quick read. Several hours in a few different sessions, which pauses to test the code, edit it, and then move on. I'm a software developer and I understand JavaScript and JQuery well, so the syntax and practicalities of development were natural to me, but believe me: this is written for non-developers. He assumes nothing, and never made me regret re-reading something I already knew. It's a rare technical book that is so well written and accessible, being accessible to initiates and pleasant to the experienced. On top of that, it's quite rare to see color illustrations in an O'Reilly book.

The author's writing is great and in-depth, and after reading through it I really have a better understanding of D3. I went into this purchase wanting a printed version of his highly popular tutorial series, and that's what I got - with a bit extra. My only wish is that there had been more unique content for the book version, but the animation portions are new and helpful. As for the book on its own: it is printed on high-quality paper with liberal use of full-color illustrations. Color really makes or breaks visualizations, so I was pleasantly surprised to see it. The author has a mini crash-course on JavaScript, HTML, and CSS at the beginning, but it is more of a refresher than a guide. I recommend learning JavaScript prior to this to get the best experience. My overall sentiment is that this is worth the money (\$15 US at time of writing) to have it in print. You can see the referenced tutorials by searching for "Scott Murray D3" to get a feel for writing style and content. I originally had thought that the animation sections were in the tutorials, but it turns out that they weren't so I revised my review.

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