JavaScript D3.js Graphics

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How to Use D3.js?

D3.js (Data-Driven Documents) is a JavaScript library for manipulating documents based on data. D3 helps you bring data to life using HTML, SVG, and CSS.

To use D3.js, include the library via CDN:

```
<!DOCTYPE html>
<html>
<body>

<h2>JavaScript D3.js Graphics</h2>
<p>From w3schools.com, Experiment by Teeratus_R</p>

<h4>How to Use D3.js?</h4>

<svg id="d3Chart" width="400" height="200"></svg>
<p id="demo"></p>

<script src="https://d3js.org/d3.v7.min.js"></script>

<script>
const data = [
  {x: 10, y: 20},
  {x: 40, y: 60},
  {x: 80, y: 40},
  {x: 120, y: 90},
  {x: 160, y: 50},
  {x: 200, y: 110},
  {x: 240, y: 70},
  {x: 280, y: 130},
  {x: 320, y: 85},
  {x: 360, y: 150}
];

const svg = d3.select("#d3Chart");

// Add circles for each data point
svg.selectAll("circle")
  .data(data)
  .enter()
  .append("circle")
  .attr("cx", function(d) { return d.x; })
  .attr("cy", function(d) { return d.y; })
  .attr("r", 6)
  .attr("fill", "#4CAF50");

// Add X and Y axis lines
svg.append("line")
  .attr("x1", 5).attr("y1", 5)
  .attr("x2", 5).attr("y2", 180)
  .attr("stroke", "black").attr("stroke-width", 1);

svg.append("line")
  .attr("x1", 5).attr("y1", 180)
  .attr("x2", 395).attr("y2", 180)
  .attr("stroke", "black").attr("stroke-width", 1);
```

```
document.getElementById("demo").innerHTML =
  "D3.js scatter plot with " + data.length + " data points";
</script>

</body>
</html>
```

Example 1

Result View Example

Document

Document in project

You can Download PDF file.

Reference

- W3Schools JavaScript D3.js Graphics