

D3 Js In Action

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D3.js 4.x Data Visualization Andrew Rininsland 2017-04-28

Create and publish your own interactive and compelling data visualizations with D3.js 4.x About This Book Build interactive and rich graphics and visualization using JavaScript's powerful library D3.js Learn D3 from the ground up, using the all-new version 4 of the library Gain insight into producing high-quality, extensible charts and visualizations using best practices such as writing testable, extensible code and strong typing 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. What You Will Learn Map data to visual elements using D3's scales Draw SVG elements using D3's shape generators Transform data using D3's collection methods Use D3's various layout patterns to quickly generate various common types of chart Write modern JavaScript using ES2017 and Babel Explore the basics of unit testing D3 visualizations using Mocha and Chai Write and deploy a simple Node.js web service to render charts via HTML Canvas Understand what makes a good data visualization and how to use the tools at your disposal to create accurate charts In Detail Want to get started with impressive interactive visualizations and implement them in your daily tasks? This book offers the perfect solution-D3.js. It has emerged as the most popular tool for

data visualization. This book will teach you how to implement the features of the latest version of D3 while writing JavaScript using the newest tools and technique You will start by setting up the D3 environment and making your first basic bar chart. You will then build stunning SVG and Canvas-based data visualizations while writing testable, extensible code, as accurate and informative as it is visually stimulating. Step-by-step examples walk you through creating, integrating, and debugging different types of visualization and will have you building basic visualizations (such as bar, line, and scatter graphs) in no time. By the end of this book, you will have mastered the techniques necessary to successfully visualize data and will be ready to use D3 to transform any data into an engaging and sophisticated visualization. Style and approach This book follows a tutorial-based approach in teaching the world's most powerful data visualization library, D3.

Visual Storytelling with D3 - Ritchie S. King 2014-08-23

Master D3, Today's Most Powerful Tool for Visualizing Data on the Web Data-driven graphics are everywhere these days, from websites and mobile apps to interactive journalism and high-end presentations. Using D3, you can create graphics that are visually stunning and powerfully effective. Visual Storytelling with D3 is a hands-on, full-color tutorial that teaches you to design charts and data visualizations to tell your story quickly and intuitively, and that shows you how to wield the powerful D3 JavaScript library. Drawing on his extensive experience as a professional

graphic artist, writer, and programmer, Ritchie S. King walks you through a complete sample project—from conception through data selection and design. Step by step, you'll build your skills, mastering increasingly sophisticated graphical forms and techniques. If you know a little HTML and CSS, you have all the technical background you'll need to master D3. This tutorial is for web designers creating graphics-driven sites, services, tools, or dashboards; online journalists who want to visualize their content; researchers seeking to communicate their results more intuitively; marketers aiming to deepen their connections with customers; and for any data visualization enthusiast. Coverage includes Identifying a data-driven story and telling it visually Creating and manipulating beautiful graphical elements with SVG Shaping web pages with D3 Structuring data so D3 can easily visualize it Using D3's data joins to connect your data to the graphical elements on a web page Sizing and scaling charts, and adding axes to them Loading and filtering data from external standalone datasets Animating your charts with D3's transitions Adding interactivity to visualizations, including a play button that cycles through different views of your data Finding D3 resources and getting involved in the thriving online D3 community About the Website All of this book's examples are available at ritchiesking.com/book, along with video tutorials, updates, supporting material, and even more examples, as they become available.

[The Moscow Puzzles](#) - Boris A. Kordemsky 1992-04-10

A collection of math and logic puzzles features number games, magic squares, tricks, problems with dominoes and dice, and cross sums, in addition to other intellectual teasers.

[Data Visualization with D3 and AngularJS](#) - Christoph Körner 2015-04-27

If you are a web developer with experience in AngularJS and want to implement interactive visualizations using D3.js, this book is for you. Knowledge of SVG or D3.js will give you an edge to get the most out of this book.

[Data Visualization with D3.js Cookbook](#) - Qizhi Zhu 2013-10-24

Packed with practical recipes, this is a step-by-step guide to learning data visualization with D3 with the help of detailed illustrations and code

samples. 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 also serve as a desktop quick-reference guide for experienced data visualization developers.

[The Carnivore Diet](#) - Shawn Baker 2019-11-19

Shawn Baker's Carnivore Diet is a revolutionary, paradigm-breaking nutritional strategy that takes contemporary dietary theory and dumps it on its head. It breaks just about all the "rules" and delivers outstanding results. At its heart is a focus on simplicity rather than complexity, subtraction rather than addition, making this an incredibly effective diet that is also easy to follow. The Carnivore Diet reviews some of the supporting evolutionary, historical, and nutritional science that gives us clues as to why so many people are having great success with this meat-focused way of eating. It highlights dramatic real-world transformations experienced by people of all types. Common disease conditions that are often thought to be lifelong and progressive are often reversed on this diet, and in this book, Baker discusses some of the theory behind that phenomenon as well. It outlines a comprehensive strategy for incorporating the Carnivore Diet as a tool or a lifelong eating style, and Baker offers a thorough discussion of the most common misconceptions about this diet and the problems people have when transitioning to it.

[D3.js By Example](#) - Michael Heydt 2015-12-29

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 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 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 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 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 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.

Vue.js in Action - Erik Hanchett 2018-09-10

Vue.js is a front-end framework that builds on many of the reactive UI ideas introduced in React.js. Vue.js in Action teaches readers to build fast, flowing web UI with the Vue.js framework. As they move through the book, readers put their skills to practice by building a complete web store application with product listings, a checkout process, and an administrative interface! Purchase of the print book includes a free

eBook in PDF, Kindle, and ePub formats from Manning Publications.

Ext JS in Action - Grgur Grisogono 2014-01-29

Summary Ext JS in Action, Second Edition teaches Ext JS from the ground up. You'll start with a quick overview of the framework and then explore the core components by diving into complete examples, engaging illustrations, and crisp, straightforward explanations. You'll feel like you have an expert guide right at your elbow teaching you important Ext techniques and offering insight into its inner workings. Along the way, you'll learn the best practices for building and scaling full-featured web applications, including how to customize and build Ext widgets. Fully revised for Ext JS 4.0. About this Book Ext JS is a mature JavaScript web application framework that provides modern UI widgets and an advanced MVC architecture. It helps you manage tedious boilerplate and minimize hand-coded HTML and browser incompatibilities. Ext JS in Action, Second Edition starts with a quick overview of the framework and then explores the core components by diving into complete examples, engaging illustrations, and clear explanations. You'll feel like you have an expert guide at your elbow as you learn the best practices for building and scaling full-featured web applications. A working knowledge of JavaScript is assumed. No prior experience with Ext JS is required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Building professional web apps with Ext JS Stamping out DOM fragments with templates Customizing and building Ext widgets Masterful UI design Fully revised for Ext JS version 4.0 About the Authors Jay Garcia is a well-known member of the Ext JS community and a contributor to the framework. He wrote Sencha Touch in Action. Grgur Grisogono founded SourceDevCon in London, UK and Split, Croatia. Jacob Andresen is a consultant specializing in large scale internet applications. Table of Contents PART 1 INTRODUCTION TO EXT JS 4.0 A framework apart DOM manipulation Components and containers PART 2 EXT JS COMPONENTS Core UI components Exploring layouts Forms in Ext JS The data store The grid panel Taking root with trees Drawing and charting Remote method invocation with Ext Direct Drag-and-drop PART

3 BUILDING AN APPLICATION Class system foundations Building an application

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.

Visualization Analysis and Design - Tamara Munzner 2014-12-01

Learn How to Design Effective Visualization Systems Visualization

Analysis and Design provides a systematic, comprehensive framework for thinking about visualization in terms of principles and design choices.

The book features a unified approach encompassing information visualization techniques for abstract data, scientific visualization techniques

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.

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. *D3.js in Action* Elijah Meeks 2017-11-17 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 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 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 science skills required. About the Author Elijah Meeks is a senior data visualization engineer at Netflix. Table of Contents PART 1 - D3.JS FUNDAMENTALS An introduction to D3.js Information visualization data flow Data-driven design and interaction Chart components Layouts PART 2 - COMPLEX DATA VISUALIZATION Hierarchical visualization Network visualization Geospatial information visualization PART 3 - ADVANCED TECHNIQUES Interactive applications with React and D3 Writing layouts and components Mixed mode rendering

D3. Js in Action - Elijah Meeks 2017-12-07

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 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 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 science skills required. About the Author Elijah Meeks is a senior data visualization engineer at Netflix. Table of Contents PART 1 - D3.JS FUNDAMENTALS An introduction to D3.js Information visualization data flow Data-driven design and interaction Chart components Layouts PART 2 - COMPLEX DATA VISUALIZATION Hierarchical visualization Network visualization Geospatial information visualization PART 3 - ADVANCED TECHNIQUES Interactive applications with React and D3 Writing layouts and components Mixed mode rendering

Practical D3.js - Tarek Amr 2016-07-04

Your indispensable guide to mastering the efficient use of D3.js in professional-standard data visualization projects. You will learn what data visualization is, how to work with it, and how to think like a D3.js expert, both practically and theoretically. Practical D3.js does not just show you how to use D3.js, it teaches you how to think like a data scientist and work with the data in the real world. In Part One, you will learn about theories behind data visualization. In Part Two, you will learn how to use D3.js to create the best charts and layouts. Uniquely, this book intertwines the technical details of D3.js with practical topics such as data journalism and the use of open government data. Written by leading data scientists Tarek Amr and Rayna Stamboliyska, this book is your guide to using D3.js in the real world – add it to your library today. You Will Learn: How to think like a data scientist and present data in the best way What structure and design strategies you can use for compelling data visualization How to use data binding, animations and

events, scales, and color pickers How to use shapes, path generators, arcs and polygons Who This Book is For: This book is for anyone who wants to learn to master the use of D3.js in a practical manner, while still learning the important theoretical aspects needed to enable them to work with their data in the best possible way.

Node.js in Action - Tim Oxley 2017-08-16

Summary Node.js in Action, Second Edition is a thoroughly revised book based on the best-selling first edition. It starts at square one and guides you through all the features, techniques, and concepts you'll need to build production-quality Node applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology You already know JavaScript. The trick to mastering Node.js is learning how to build applications that fully exploit its powerful asynchronous event handling and non-blocking I/O features. The Node server radically simplifies event-driven real-time apps like chat, games, and live data analytics, and with its incredibly rich ecosystem of modules, tools, and libraries, it's hard to beat! About the Book Based on the bestselling first edition, Node.js in Action, Second Edition is a completely new book. Packed with practical examples, it teaches you how to create high-performance web servers using JavaScript and Node. You'll master key design concepts such as asynchronous programming, state management, and event-driven programming. And you'll learn to put together MVC servers using Express and Connect, design web APIs, and set up the perfect production environment to build, lint, and test. What's Inside Mastering non-blocking I/O The Node event loop Testing and deploying Web application templating About the Reader Written for web developers with intermediate JavaScript skills. About the Authors The Second Edition author team includes Node masters Alex Young, Bradley Meck, Mike Cantelon, and Tim Oxley, along with original authors Marc Harter, T.J. Holowaychuk, and Nathan Rajlich. Table of contents PART 1 - WELCOME TO NODE Welcome to Node.js Node programming fundamentals What is a Node web application? PART 2 - WEB DEVELOPMENT WITH NODE Front-end build systems Server-side frameworks Connect and Express in

depth Web application templating Storing application data Testing Node applications Deploying Node applications and maintaining uptime PART 3 - BEYOND WEB DEVELOPMENT Writing command-line applications Conquering the desktop with Electron

CSS in Depth - Keith Grant 2018-03-08

Summary CSS in Depth exposes you to a world of CSS techniques that range from clever to mind-blowing. This instantly useful book is packed with creative examples and powerful best practices that will sharpen your technical skills and inspire your sense of design. Foreword by Chris Coyier, Cofounder of CodePen. Dig even deeper into the secrets of CSS with our video course CSS in Depth in Motion, available exclusively at Manning.com (www.manning.com/livevideo/css-in-depth-in-motion)! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Some websites really pop. They look great, they're visually consistent, and they feel interactive and responsive. You can bet their developers knew CSS in depth. CSS specifies everything from the structural layout of page elements to their individual look and feel. True masters know the patterns of CSS development, the techniques to implement them, and the subtle touches that result in beautiful typography, fluid transitions, and balanced graphics. Join them! About the Book CSS in Depth exposes you to a world of CSS techniques that range from clever to mind-blowing. This instantly useful book is packed with creative examples and powerful best practices that will sharpen your technical skills and inspire your sense of design. You'll gain new insights into familiar features like floats and units, and experiment with emerging ideas like responsive design and pattern libraries. Bottom line: this book will make you a better web designer and your apps will look fantastic! What's Inside Avoid common CSS pitfalls Master misunderstood concepts Use flexbox and grid layout Responsive designs for any device Code for reuse and maintainability About the Reader Written for web developers who know the basics of CSS and HTML. About the Author Keith J. Grant is a senior web developer who builds and maintains web applications and websites, including The New York Stock Exchange site. Table of Contents PART 1 -

REVIEWING THE FUNDAMENTALS Cascade, specificity, and inheritance Working with relative units Mastering the box model PART 2 - MASTERING LAYOUT Making sense of floats Flexbox Grid layout Positioning and stacking contexts Responsive design PART 3 - CSS AT SCALE Modular CSS Pattern libraries PART 4 - ADVANCED TOPICS Backgrounds, shadows, and blend modes Contrast, color, and spacing Typography Transitions Transforms Animations

[Integrating D3.js with React](#) - Elad Elrom 2021-06-04

Integrate D3.js into a React TypeScript project and create a chart component working in harmony with React. This book will show you how utilize D3 with React to bring life to your charts. Seasoned author Elad Elrom will show you how to create simple charts such as line, bar, donut, scatter, histogram and others, and advanced charts such as a world map and force charts. You'll also learn to share the data across your components and charts using React Recoil state management. Then integrate third-party chart libraries that are built on D3 such as Rechart, Visx, Nivo, React-vi, and Victory and in the end deploy your chart as a server or serverless app on popular platforms. React and D3 are two of the most popular frameworks in their respective areas - learn to bring them together and take your storytelling to the next level. What You'll Learn Set up your project with React, TypeScript and D3.js Create simple and advanced D3.js charts Work with complex charts such as world and force charts Integrate D3 data with React state management Improve the performance of your D3 components Deploy as a server or serverless app and debug test Who This Book Is For Readers that already have basic knowledge of React, HTML, CSS and JavaScript.

Interactive Data Visualization for the Web - Scott Murray 2013-03-11
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

Agile Data Science Russell Journey 2013-10-15

Mining big data requires a deep investment in people and time. How can you be sure you're building the right models? With this hands-on book, you'll learn a flexible toolset and methodology for building effective

analytics applications with Hadoop. Using lightweight tools such as Python, Apache Pig, and the D3.js library, your team will create an agile environment for exploring data, starting with an example application to mine your own email inboxes. You'll learn an iterative approach that enables you to quickly change the kind of analysis you're doing, depending on what the data is telling you. All example code in this book is available as working Heroku apps. Create analytics applications by using the agile big data development methodology Build value from your data in a series of agile sprints, using the data-value stack Gain insight by using several data structures to extract multiple features from a single dataset Visualize data with charts, and expose different aspects through interactive reports Use historical data to predict the future, and translate predictions into action Get feedback from users after each sprint to keep your project on track

Pro D3.js - Marcos Iglesias 2020-03-19

Go beyond the basics of D3.js to create maintainable, modular, and testable charts and to package them into a library that can be distributed as open source software or kept for private use. This book will show you how to transform regular D3.js chart code into reusable and extendable modules. You know the basics of working with D3.js, but it's time to become a professional D3.js practitioner. This book is your launching pad to refactoring code, composing complex visualizations from small components, working as a team with other developers, and integrating charts with a Continuous Integration system. You'll begin by creating a production-ready chart using D3.js v5, ES2015, and a test-driven approach and then move on to using and extending Britecharts, the reusable charting library based on Reusable API patterns. Finally, you'll see how to use D3.js along with React to document and build your charts to compose a charting library you can release into the NPM repository. With Pro D3.js, you'll become an accomplished D3.js developer in no time. What You Will Learn Create v5 D3.js charts with ES2016 and unit tests Develop modular, testable and extensible code with the Reusable API pattern Work with and extend Britecharts, a reusable charting library created at Eventbrite Use Webpack and npm to create and

publish a charting library from your own chart collections Write reference documentation and build a documentation homepage for your library. Who This Book Is For Data scientists, data visualization engineers, and frontend developers with a fundamental knowledge of D3.js and some experience with JavaScript, as well as data journalists and consultants.

Visualizing Graph Data - Corey Lanum 2016-11-23

Summary Visualizing Graph Data teaches you not only how to build graph data structures, but also how to create your own dynamic and interactive visualizations using a variety of tools. This book is loaded with fascinating examples and case studies to show you the real-world value of graph visualizations. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Assume you are doing a great job collecting data about your customers and products. Are you able to turn your rich data into important insight? Complex relationships in large data sets can be difficult to recognize. Visualizing these connections as graphs makes it possible to see the patterns, so you can find meaning in an otherwise over-whelming sea of facts. About the Book Visualizing Graph Data teaches you how to understand graph data, build graph data structures, and create meaningful visualizations. This engaging book gently introduces graph data visualization through fascinating examples and compelling case studies. You'll discover simple, but effective, techniques to model your data, handle big data, and depict temporal and spatial data. By the end, you'll have a conceptual foundation as well as the practical skills to explore your own data with confidence. What's Inside Techniques for creating effective visualizations Examples using the Gephi and KeyLines visualization packages Real-world case studies About the Reader No prior experience with graph data is required. About the Author Corey Lanum has decades of experience building visualization and analysis applications for companies and government agencies around the globe. Table of Contents PART 1 - GRAPH VISUALIZATION BASICS Getting to know graph visualization Case studies An introduction to Gephi and KeyLines PART 2 VISUALIZE YOUR OWN DATA Data

modeling How to build graph visualizations Creating interactive visualizations How to organize a chart Big data: using graphs when there's too much data Dynamic graphs: how to show data over time Graphs on maps: the where of graph visualization *HTML5 in Action*- Greg Wanish 2014-02-09 Summary HTML5 in Action provides a complete introduction to web development using HTML5. You'll explore every aspect of the HTML5 specification through real-world examples and code samples. It's much more than just a specification reference, though. It lives up to the name HTML5 in Action by giving you the practical, hands-on guidance you'll need to use key features. About the Technology HTML5 is not a few new tags and features added to an old standard—it's the foundation of the modern web, enabling its interactive services, single-page UI, interactive games, and complex business applications. With support for standards-driven mobile app development, powerful features like local storage and WebSockets, superb audio and video APIs, and new layout options using CSS3, SVG, and Canvas, HTML5 has entered its prime time. About the Book HTML5 in Action provides a complete introduction to web development using HTML5. It explores the HTML5 specification through real-world examples and code samples. It earns the name "in Action" by giving you the practical, hands-on guidance you'll need to confidently build the sites and applications you—and your clients—have been wanting for years. This book concentrates on new HTML5 features and assumes you are familiar with standard HTML. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside New semantic elements and form input types Single-page application design Creating interactive graphics Mobile web apps About the Authors Rob Crowther is a web developer and blogger and the author of Manning's Hello! HTML5 & CSS3. Joe Lennon is an enterprise mobile application developer. Ash Blue builds award-winning interactive projects. Greg Wanish is an independent web and eCommerce developer. Table of Contents PART 1 INTRODUCTION HTML5: from documents to applications PART 2 BROWSER-BASED APPS Form creation: input widgets, data binding, and data validation

File editing and management: rich formatting, file storage, drag and drop Messaging: communicating to and from scripts in HTML5 Mobile applications: client storage and offline execution PART 3 INTERACTIVE GRAPHICS, MEDIA, AND GAMING 2D Canvas: low-level, 2D graphics rendering SVG: responsive in-browser graphics Video and audio: playing media in the browser WebGL: 3D application development Plus 10 Appendixes

Express in Action - Evan Hahn 2016-04-01

Summary Express in Action is a carefully designed tutorial that teaches you how to build web applications using Node and Express. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Express.js is a web application framework for Node.js. Express organizes your server-side JavaScript into testable, maintainable modules. It provides a powerful set of features to efficiently manage routes, requests, and views along with beautiful boilerplate for your web applications. Express helps you concentrate on what your application does instead of managing time-consuming technical details. About the Book Express in Action teaches you how to build web applications using Node and Express. It starts by introducing Node's powerful traits and shows you how they map to the features of Express. You'll explore key development techniques, meet the rich ecosystem of companion tools and libraries, and get a glimpse into its inner workings. By the end of the book, you'll be able to use Express to build a Node app and know how to test it, hook it up to a database, and automate the dev process. What's Inside Simplify Node app setup with Express Testing Express applications Use Express for easy access to Node features Data storage with MongoDB Covers Express 4 and Express 5 alpha About the Reader To get the most out of this book, you'll need to know the basics of web application design and be proficient with JavaScript. About the Author Evan Hahn is an active member of the Node and Express community and contributes to many open source JavaScript projects. Table of Contents PART 1 INTRO What is Express? The basics of Node.js Foundations of Express PART 2 CORE Middleware Routing Building APIs Views and templates: Pug and EJS PART 3 EXPRESS IN

CONTEXT Persisting your data with MongoDB Testing Express applications Security Deployment: assets and Heroku Best practices

Vue.js: 11 Practical Projects - James Hibbard 2019-06-06

Since its release in 2014, Vue.js has seen a meteoric rise to popularity and is now considered one of the primary front-end frameworks, and not without good reason. Its component-based architecture was designed to be flexible and easy to adopt, making it just as easy to integrate into projects and use alongside non-Vue code as it is to build complex client-side applications. This book contains a selection of 11 practical projects covering different aspects of working with Vue. It contains: Build a Basic CRUD App with Vue.js, Node and MongoDB by James Hibbard Creating Beautiful Charts Using Vue.js Wrappers for Chart.js by Yomi Eluwande Build a Real-time Chat App with Pusher and Vue.js by Michael Wanyoike Building a Vue Front End for a Headless CMS by Michael Wanyoike How to Build a Chrome Extension with Vue by James Hibbard Build Your Own Link-sharing Site with Nuxt.js and vue-kindergarten by Nilson Jacques An Introduction to Data Visualization with Vue and D3.js by Christopher Vundi How to Build a Reusable Component with Vue by Deji Atoyebi How to Build a Game with Vue.js by Ivaylo Gerchev Build a Shopping List App with Vue, Vuex and Bootstrap Vue by Michael Wanyoike How to Develop and Test Vue Components with Storybook by Ivaylo Gerchev Data Visualization with JavaScript - Stephen A. Thomas 2015

You've got data to communicate. But what kind of visualization do you choose, how do you build it, and how do you ensure that it's up to the demands of the Web? In Data Visualization with JavaScript, you'll learn how to use JavaScript, HTML, and CSS to build the most practical visualizations for your data. Step-by-step examples walk you through creating, integrating, and debugging different types of visualizations and will have you building basic visualizations, like bar, line, and scatter graphs, in no time. Then you'll move on to more advanced topics, including how to: Create tree maps, heat maps, network graphs, word clouds, and timelines Map geographic data, and build sparklines and composite charts Add interactivity and retrieve data with AJAX Manage data in the browser and build data-driven web applications Harness the

power of the Flotr2, Flot, Chronoline.js, D3.js, Underscore.js, and Backbone.js libraries If you already know your way around building a web page but aren't quite sure how to build a good visualization, Data Visualization with JavaScript will help you get your feet wet without throwing you into the deep end. Before you know it, you'll be well on your way to creating simple, powerful data visualizations.

Unity in Action Joseph Hocking 2018-03-27

Summary Manning's bestselling and highly recommended Unity book has been fully revised! *Unity in Action, Second Edition* teaches you to write and deploy games with the Unity game development platform. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Foreword by Jesse Schell, author of *The Art of Game Design* Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Build your next game without sweating the low-level details. The Unity game development platform handles the heavy lifting, so you can focus on game play, graphics, and user experience. With support for C# programming, a huge ecosystem of production-quality prebuilt assets, and a strong dev community, Unity can get your next great game idea off the drawing board and onto the screen! About the Book *Unity in Action, Second Edition* teaches you to write and deploy games with Unity. As you explore the many interesting examples, you'll get hands-on practice with Unity's intuitive workflow tools and state-of-the-art rendering engine. This practical guide exposes every aspect of the game dev process, from the initial groundwork to creating custom AI scripts and building easy-to-read UIs. And because you asked for it, this totally revised Second Edition includes a new chapter on building 2D platformers with Unity's expanded 2D toolkit. What's Inside Revised for new best practices, updates, and more! 2D and 3D games Characters that run, jump, and bump into things Connect your games to the internet About the Reader You need to know C# or a similar language. No game development knowledge is assumed. About the Author Joe Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents PART 1

- First steps Getting to know Unity Building a demo that puts you in 3D space Adding enemies and projectiles to the 3D game Developing graphics for your game PART 2 - Getting comfortable Building a Memory game using Unity's 2D functionality Creating a basic 2D Platformer Putting a GUI onto a game Creating a third-person 3D game: player movement and animation Adding interactive devices and items within the game PART 3 - Strong finish Connecting your game to the internet Playing audio: sound effects and music Putting the parts together into a complete game Deploying your game to players' devices

The Invisible Gorilla - Christopher Chabris 2010-05-18

Reading this book will make you less sure of yourself—and that's a good thing. In *The Invisible Gorilla*, Christopher Chabris and Daniel Simons, creators of one of psychology's most famous experiments, use remarkable stories and counterintuitive scientific findings to demonstrate an important truth: Our minds don't work the way we think they do. We think we see ourselves and the world as they really are, but we're actually missing a whole lot. Chabris and Simons combine the work of other researchers with their own findings on attention, perception, memory, and reasoning to reveal how faulty intuitions often get us into trouble. In the process, they explain:

- Why a company would spend billions to launch a product that its own analysts know will fail
- How a police officer could run right past a brutal assault without seeing it
- Why award-winning movies are full of editing mistakes
- What criminals have in common with chess masters
- Why measles and other childhood diseases are making a comeback
- Why money managers could learn a lot from weather forecasters

Again and again, we think we experience and understand the world as it is, but our thoughts are beset by everyday illusions. We write traffic laws and build criminal cases on the assumption that people will notice when something unusual happens right in front of them. We're sure we know where we were on 9/11, falsely believing that vivid memories are seared into our minds with perfect fidelity. And as a society, we spend billions on devices to train our brains because we're continually tempted by the lure of quick fixes and effortless self-improvement. *The Invisible Gorilla* reveals the myriad

ways that our intuitions can deceive us, but it's much more than a catalog of human failings. Chabris and Simons explain why we succumb to these everyday illusions and what we can do to inoculate ourselves against their effects. Ultimately, the book provides a kind of x-ray vision into our own minds, making it possible to pierce the veil of illusions that clouds our thoughts and to think clearly for perhaps the first time.

[Interactive Data Visualization for the Web](#) - Scott Murray 2017-08-03

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 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 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

The Road to React Robin Wieruch 2017-11-15

LAST UPDATE: 28. September 2022 If you are looking for a comprehensive and pragmatic yet concise and up-to-date React.js feat. Hooks book, the Road to React is for you. What you will learn. In "The Road to React" you will learn about all the fundamentals of React.js with Hooks while building a full-blown React application step by step. While you create the React application, every chapter will introduce you to a new React key feature. However, there is more than only the fundamentals: The book dives into related topics (e.g. React with

TypeScript, Testing, Performance Optimizations) and advanced feature implementations like client- and server-side searching. At the end of the book, you will have a fully working deployed React application. Is it up to date? Programming books are usually outdated soon after their release, but since this book is self-published, I can update it as needed whenever a new version of something related to this book gets released. I am a beginner. Is this book for me? Yes. The book starts from zero and takes you through the learning experience step by step. Every chapter builds up on the learnings from the previous chapter. In addition, at the end of every chapter, exercises fortify your lessons learned. If you got stuck in a chapter, you will always find a reference URL to the status quo of the actual code. Core Concepts Pragmatic: Master React while building a complete application step by step. Problems Solving: You need to experience a problem first before solving it. The Why: Readers like how the book answers the Why, not only the How. Table of Contents Fundamentals of React Hello React Requirements Setting up a React Project Meet the React Component React JSX Lists in React Meet another React Component React Component Instantiation ReactDOM React Component Definition (Advanced) Handler Function in JSX React Props React State Callback Handlers in JSX Lifting State in React React Controlled Components Props Handling (Advanced) React Side-Effects React Custom Hooks (Advanced) React Fragments Reusable React Component React Component Composition Imperative React Inline Handler in JSX React Asynchronous Data React Conditional Rendering React Advanced State React Impossible States Data Fetching with React Data Re-Fetching in React Memoized Handler in React (Advanced) Explicit Data Fetching with React Third-Party Libraries in React Async/Await in React (Advanced) Forms in React React's Legacy React Class Components React Class Components: State Imperative React Styling in React CSS in React CSS Modules in React Styled Components in React SVGs in React React Maintenance Performance in React (Advanced) TypeScript in React Unit Testing to Integration Testing React Project Structure Real World React (Advanced) Sorting Reverse Sort Remember Last Searches Paginated Fetch Deploying a React Application

Build Process Deploy to Firebase

Data Visualization with Python and JavaScript - Kyran Dale

2016-06-30

Learn how to turn raw data into rich, interactive web visualizations with the powerful combination of Python and JavaScript. With this hands-on guide, author Kyran Dale teaches you how to build a basic data visualization toolchain with best-of-breed Python and JavaScript libraries—including Scrapy, Matplotlib, Pandas, Flask, and D3—for crafting engaging, browser-based visualizations. As a working example, throughout the book Dale walks you through transforming Wikipedia's table-based list of Nobel Prize winners into an interactive visualization. You'll examine steps along the entire toolchain, from scraping, cleaning, exploring, and delivering data to building the visualization with JavaScript's D3 library. If you're ready to create your own web-based data visualizations—and know either Python or JavaScript—this is the book for you. Learn how to manipulate data with Python Understand the commonalities between Python and JavaScript Extract information from websites by using Python's web-scraping tools, BeautifulSoup and Scrapy Clean and explore data with Python's Pandas, Matplotlib, and Numpy libraries Serve data and create RESTful web APIs with Python's Flask framework Create engaging, interactive web visualizations with JavaScript's D3 library

Getting Started with D3 - Mike Dewar 2012

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 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 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.

D3.js in Action - Elijah Meeks 2015-03-03

Summary D3.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 data—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 Technology D3.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 Book D3.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 data—including interactive graphics and live streaming data. What's Inside Interacting with vector graphics Expressive data visualization Creating rich mapping applications Prepping your data Complete data-

driven web apps in D3 Readers need basic HTML, CSS, and JavaScript skills. No experience with D3 or SVG is required. About the Author Elijah 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 Contents PART 1 D3.JS FUNDAMENTALS An introduction to D3.js Information visualization data flow Data-driven design and interaction PART 2 THE PILLARS OF INFORMATION VISUALIZATION Chart components Layouts Network visualization Geospatial information visualization Traditional DOM manipulation with D3 PART 3 ADVANCED TECHNIQUES Composing interactive applications Writing layouts and components Big data visualization D3.js on mobile (available online only)

Doing Action Research - Claire Taylor 2006-09-18

'The clear intention of the authors is to motivate, persuade and give confidence to those who might otherwise think that research can only be carried out by teams of university staff' - ESCalate Most Teaching Assistants (TAs) studying for Foundation Degrees need to do Action Research projects. This book acts as an introduction to research methods, and will be especially useful if you are doing such work for the first time. It: " introduces the basic principles and practice of research methods; " provides an overview of the processes involved in Action Research; " shows you how to identify an issue, design and carry out a course of action and evaluate the impact of this action; " uses real case studies from practising TAs. The content of the book relates to both Early Years and Primary settings, and there are case studies from a variety of settings. Anyone studying for a Foundation Degree, or working towards HLTA status, will find this book meets their needs. Claire Taylor is Programme Leader for the Foundation Degree at Bishop Grosseteste College, Lincoln. Min Wilkie is Programme Leader for the Foundation Degree in Educational Studies for Teaching Assistants at the University of Leicester. Judith Baser has worked in a wide range of educational settings, including 5 years as a teaching assistant. More recently, she has run training courses for teaching assistants in ways to support children's learning and development.

JavaScript for Impatient Programmers Axel Rauschmayer 2019-08-30
This book makes JavaScript less challenging to learn for newcomers, by offering a modern view that is as consistent as possible. Highlights: Get started quickly, by initially focusing on modern features. Test-driven exercises and quizzes available for most chapters (sold separately). Covers all essential features of JavaScript, up to and including ES2019. Optional advanced sections let you dig deeper. No prior knowledge of JavaScript is required, but you should know how to program.

D3 for the Impatient - Philipp K. Janert 2019-05-02

If you're in a hurry to learn D3.js, the leading JavaScript library for web-based graphics and visualization, this book is for you. Written for technically savvy readers with a background in programming or data science, the book moves quickly, emphasizing unifying concepts and patterns. Anticipating common difficulties, author Philipp K. Janert teaches you how to apply D3 to your own problems. Assuming only a general programming background, but no previous experience with contemporary web development, this book explains supporting technologies such as SVG, HTML5, CSS, and the DOM as needed, making it a convenient one-stop resource for a technical audience. Understand D3 selections, the library's fundamental organizing principle Learn how to create data-driven documents with data binding Create animated graphs and interactive user interfaces Draw figures with curves, shapes, and colors Use the built-in facilities for heatmaps, tree graphs, and networks Simplify your work by writing your own reusable components

HTTP/2 in Action - Barry Pollard 2019-03-06

Summary HTTP/2 in Action is a complete guide to HTTP/2, one of the core protocols of the web. Because HTTP/2 has been designed to be easy to transition to, including keeping it backwards compatible, adoption is rapid and expected to increase over the next few years. Concentrating on practical matters, this interesting book presents key HTTP/2 concepts such as frames, streams, and multiplexing and explores how they affect the performance and behavior of your websites. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from

Manning Publications. About the Technology HTTP—Hypertext Transfer Protocol—is the standard for exchanging messages between websites and browsers. And after 20 years, it's gotten a much-needed upgrade. With support for streams, server push, header compression, and prioritization, HTTP/2 delivers vast improvements in speed, security, and efficiency. About the Book HTTP/2 in Action teaches you everything you need to know to use HTTP/2 effectively. You'll learn how to optimize web performance with new features like frames, multiplexing, and push. You'll also explore real-world examples on advanced topics like flow control and dependencies. With ready-to-implement tips and best practices, this practical guide is sure to get you—and your websites—up to speed! What's Inside HTTP/2 for web developers Upgrading and troubleshooting Real-world examples and case studies QUIC and HTTP/3 About the Reader Written for web developers and site administrators. About the Authors Barry Pollard is a professional developer with two decades of experience developing, supporting, and tuning software and infrastructure. Table of Contents PART 1 MOVING TO HTTP/2 Web technologies and HTTP The road to HTTP/2 Upgrading to HTTP/2 PART 2 USING HTTP/2 HTTP/2 protocol basics Implementing HTTP/2 push Optimizing for HTTP/2 PART 3 ADVANCED HTTP/2 Advanced HTTP/2 concepts HPACK header compression PART 4 THE FUTURE OF HTTP TCP, QUIC, and HTTP/3 Where HTTP goes from here

Ember.js Cookbook- Erik Hanchett 2016-02-29

Arm yourself with over 65 hands-on recipes to master the skills of building scalable web applications with Ember.js About This Book This book is your one-stop solution to the key features of Ember.js. Become skilled in the art of building web-apps in a fraction of the code you'd write in other frameworks. Build JavaScript apps that don't break the web! Our 100 recipes will make this a cakewalk for you! This book makes learning Ember.js easy by breaking down each topic into simple-to-understand recipes Who This Book Is For Anyone who wants to explore Ember.js and wishes to get hands on making sophisticated web apps with less coding will find this book handy. Prior experience in Coding and familiarity with JavaScript is recommended. If you've heard

of Ember.js or are just curious on how a single-page application framework works, then this book is for you. What You Will Learn Skip the boilerplate code with Ember CLI generators Create a component with actions and events Set up a model with Ember Data using fixture data Create several different types of test cases and run them Manage and set up user authentication using Ember Simple Auth Add animated transitions to your app with Liquid Fire Set up a service and initializer with dependency injection Create a working chat application Set up an Ember Service and initializer with dependency injection Create a working chat application In Detail Ember.js is an open source JavaScript framework that will make you more productive. It uses common idioms and practices, making it simple to create amazing single-page applications. It also lets you create code in a modular way using the latest JavaScript features. Not only that, it has a great set of APIs to get any task done. The Ember.js community is welcoming newcomers and is ready to help you when needed. This book provides in-depth explanations on how to use the Ember.js framework to take you from beginner to expert. You'll start with some basic topics and by the end of the book, you'll know everything you need to know to build a fully operational Ember application. We'll begin by explaining key points on how to use the Ember.js framework and the associated tools. You'll learn how to effectively use Ember CLI and how to create and deploy your application. We'll take a close look at the Ember object model and templates by examining bindings and observers. We'll then move onto Ember components, models, and Ember Data. We'll show you examples on how to connect to RESTful databases. Next we'll get to grips with testing with integration and acceptance tests using QUnit. We will conclude by covering authentication, services, and Ember add-ons. We'll explore advanced topics such as services and initializers, and how to use them together to build real-time applications. Style and approach Each recipe in this book will make it that much easier to understand Ember.js. Recipe after recipe, you will learn the concepts of Ember.js by following the simple step-by-step processes

Pro Data Visualization Using R and JavaScript Tom Barker 2013-06-17

Pro Data Visualization using R and JavaScript makes the R language approachable, and promotes the idea of data gathering and analysis. You'll see how to use R to interrogate and analyze your data, and then use the D3 JavaScript library to format and display that data in an elegant, informative, and interactive way. You will learn how to gather data effectively, and also how to understand the philosophy and implementation of each type of chart, so as to be able to represent the results visually. With the popularity of the R language, the art and practice of creating data visualizations is no longer the preserve of mathematicians, statisticians, or cartographers. As technology leaders, we can gather metrics around what we do and use data visualizations to communicate that information. Pro Data Visualization using R and JavaScript combines the power of the R language with the simplicity and familiarity of JavaScript to display clear and informative data visualizations. Gathering and analyzing empirical data is the key to truly understanding anything. We can track operational metrics to quantify the health of our products in production. We can track quality metrics of our

projects, and even use our data to identify bad code. Visualizing this data allows anyone to read our analysis and easily get a deep understanding of the story the data tells. What you'll learn A rich understanding of how to gather, and analyze empirical data How to tell a story with data using data visualizations What types of data visualizations are best to use for the story that you want to tell with your data A comprehensive introduction to the R language, covering all the essentials Exploration of how to construct interactive data visualizations using JavaScript and JavaScript libraries Who this book is for Developers at all levels interested in data visualization, beginning to intermediate engineering managers, statisticians, mathematicians, economists and any others interested in data visualization. Table of Contents Techniques for Data Visualization The R Language A Deeper Dive into R Data Visualization with D3 Visualizing Spatial Information from Access Logs (Data Maps) Visualizing Defects over Time (Time Series) Bar Charts Correlation Analysis with Team Dynamics (Scatterplot and Bubble Chart) Balancing Delivery with Quality (Parallel Coordinates Chart)