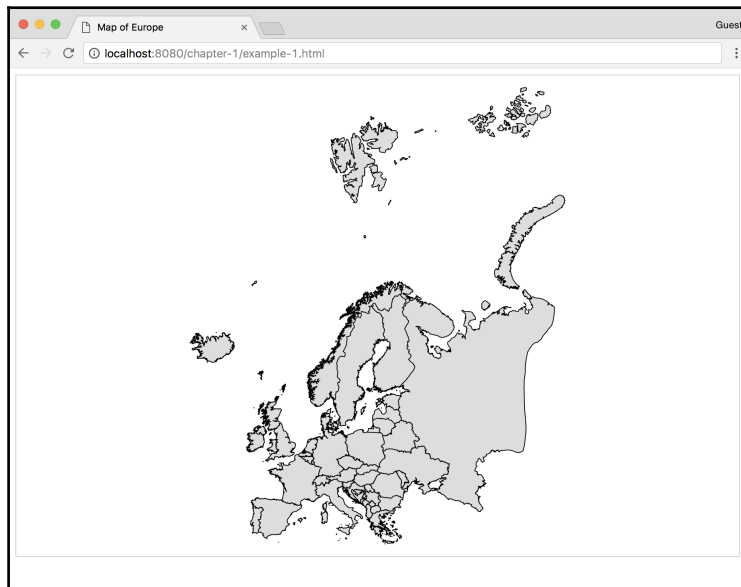
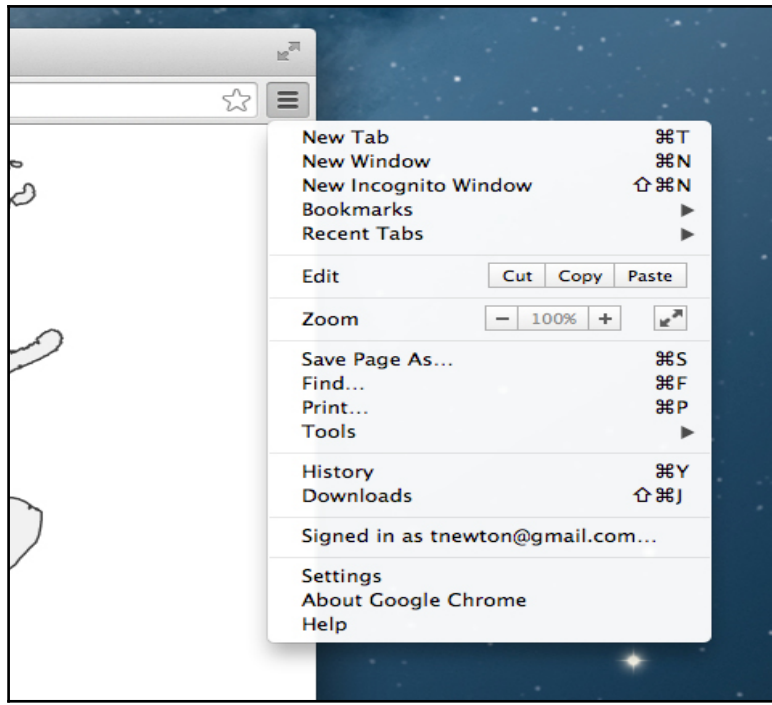
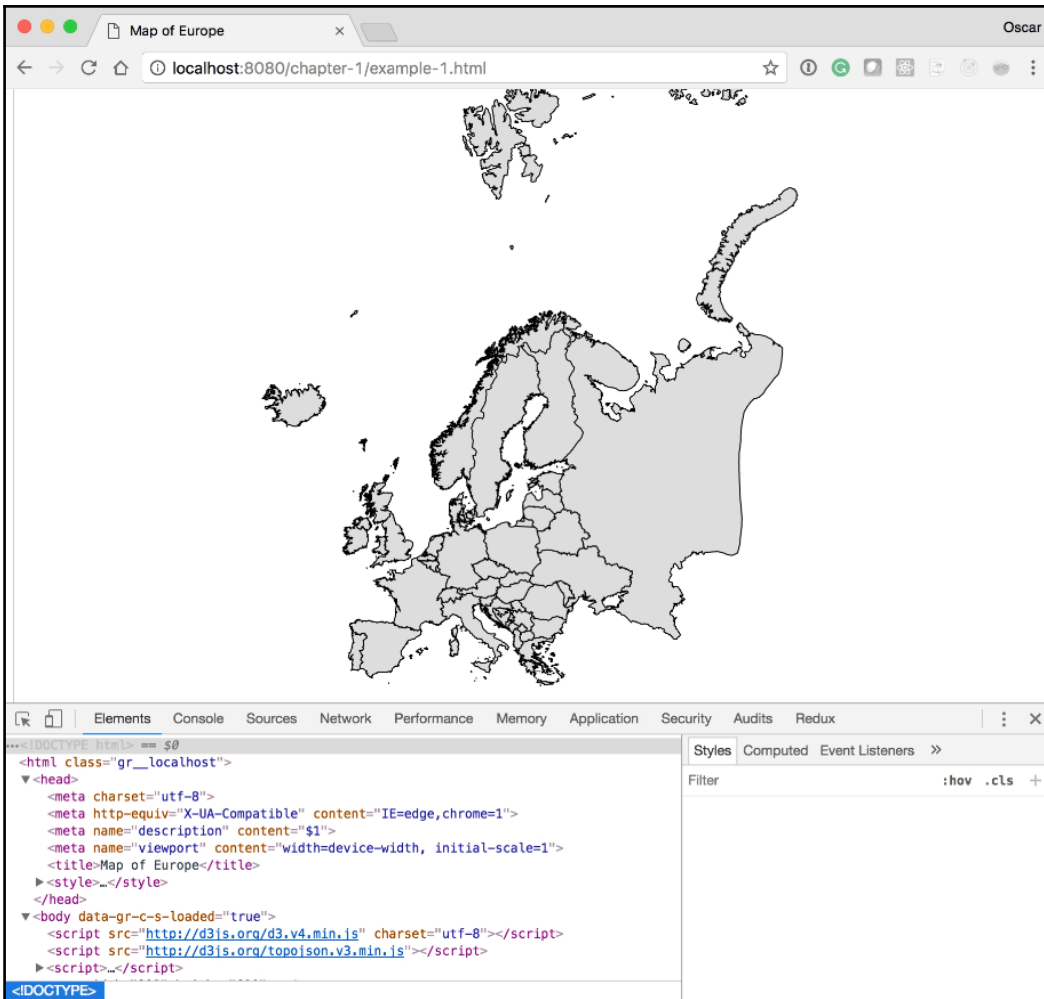


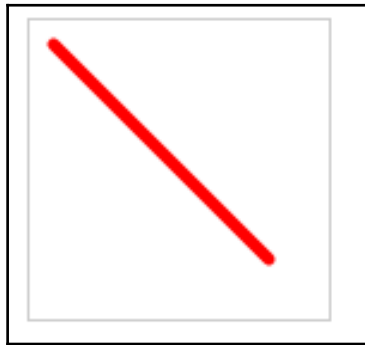
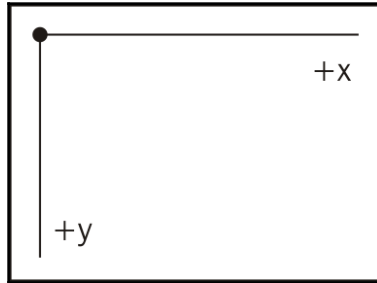
Chapter 1: Gathering Your Cartography Toolbox

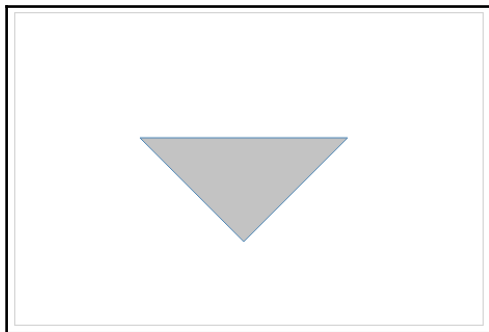
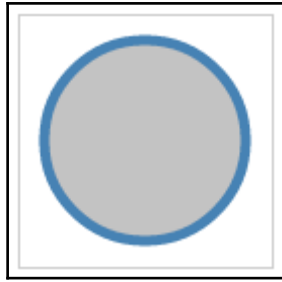




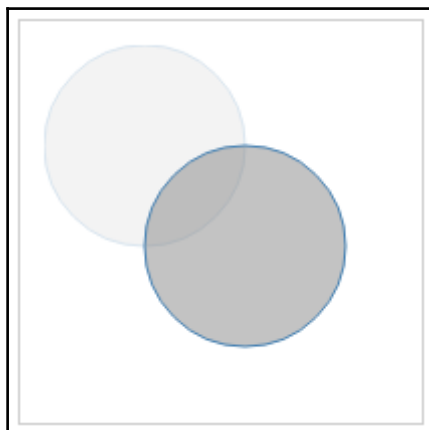
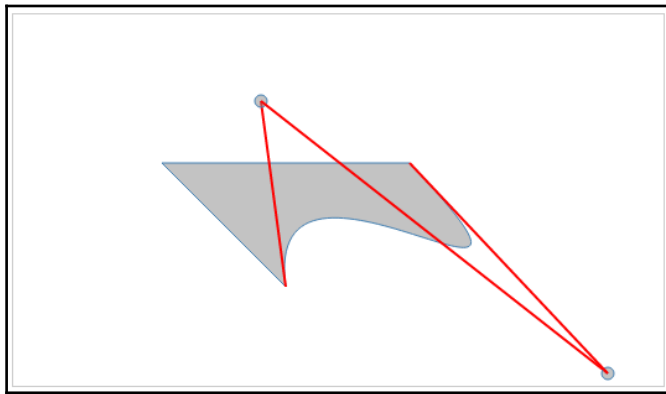
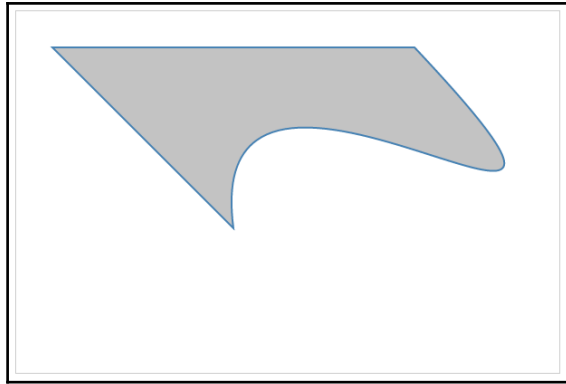


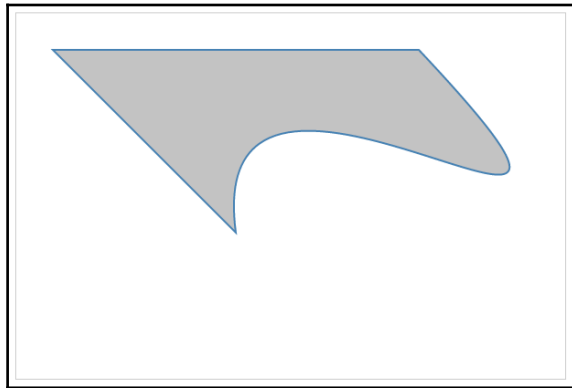
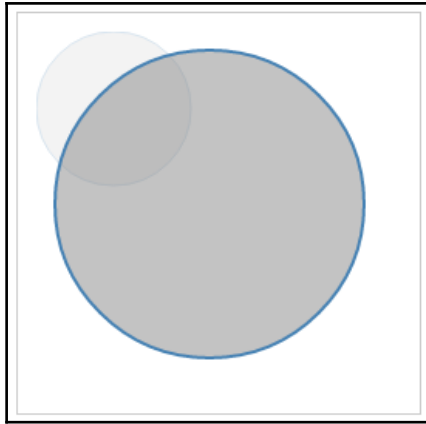
Chapter 2: Creating Images from Simple Text

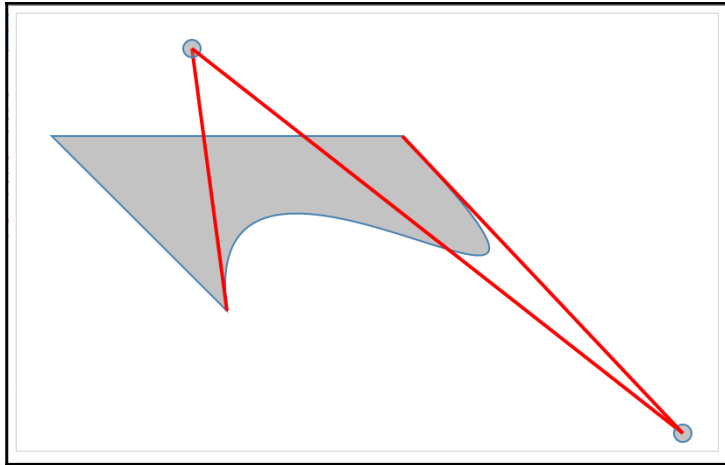




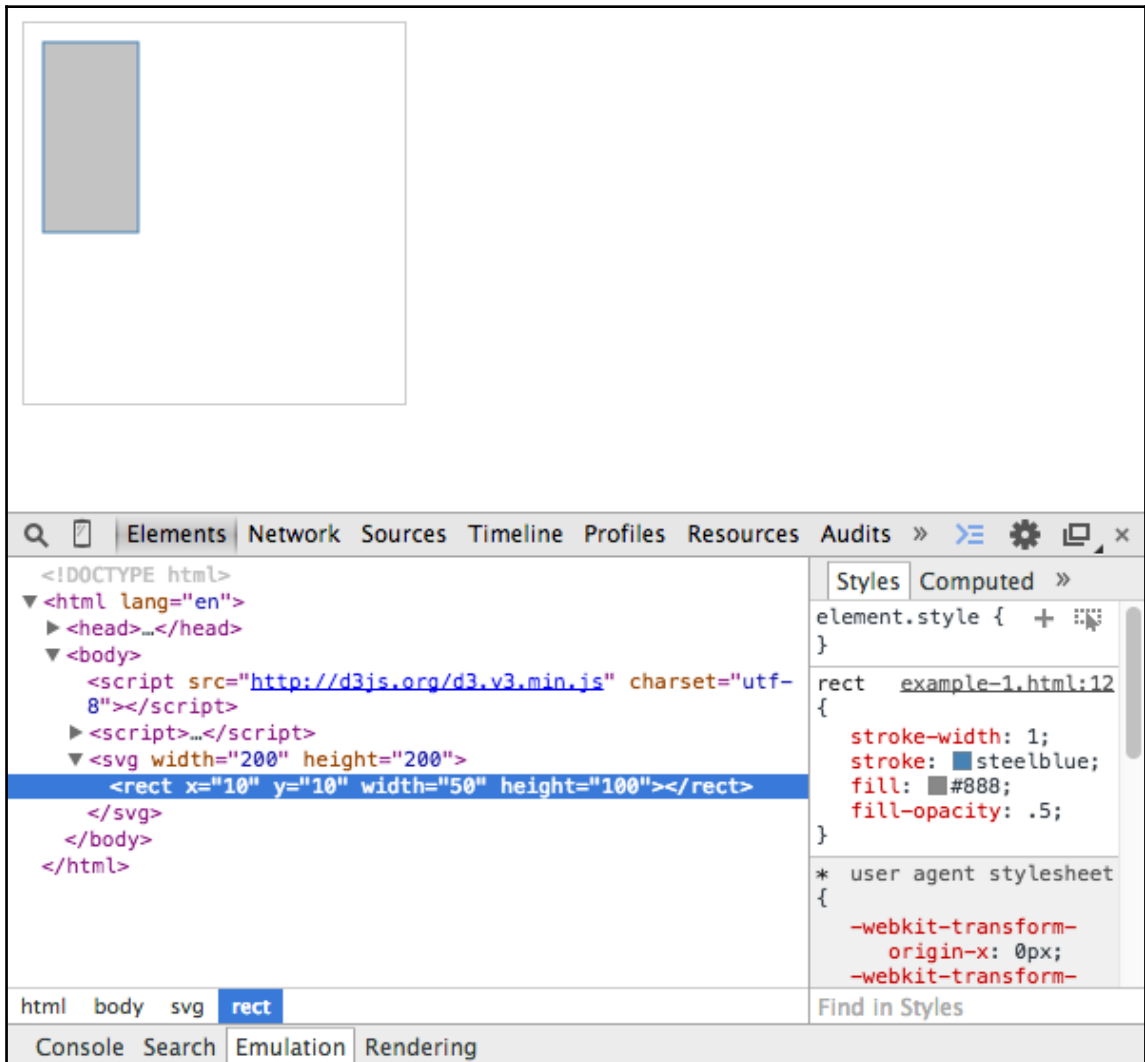
```
<svg height="300" width="450">  
  <path d="M 120 120 L 220 220, 320 120 Z"></path>  
</svg>
```







Chapter 3: Producing Graphics from Data - the Foundations of D3



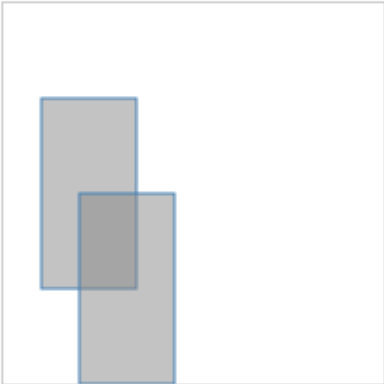
The screenshot displays a browser window with a simple gray rectangle on a white background. Below the rectangle, the browser's developer tools are open, showing the HTML structure. The 'Elements' panel is expanded to show the following code:

```
<!DOCTYPE html>
<html lang="en">
  <head>...</head>
  <body>
    <script src="http://d3js.org/d3.v3.min.js" charset="utf-8"></script>
    <script>...</script>
    <svg width="200" height="200">
      <rect x="10" y="10" width="50" height="100"></rect>
    </svg>
  </body>
</html>
```

The 'rect' element is selected, and the 'Styles' panel on the right shows the following styles:

```
element.style {
}
rect example-1.html:12 {
  stroke-width: 1;
  stroke: steelblue;
  fill: #888;
  fill-opacity: .5;
}
* user agent stylesheet {
  -webkit-transform-origin-x: 0px;
  -webkit-transform-
```

The breadcrumb at the bottom of the developer tools shows the path: `html > body > svg > rect`. The 'Console' and 'Emulation' tabs are also visible at the bottom.



The screenshot displays the browser's developer tools interface. The top-left pane shows a visual representation of two overlapping gray rectangles with blue borders. The bottom-right pane shows the CSS styles for the selected element, which is a `rect` element within an `svg` element.

```
<!DOCTYPE html>
<html lang="en">
  <head>...</head>
  <body>
    <script src="http://d3js.org/d3.v3.min.js" charset="utf-8"></script>
    <script>...</script>
    <svg width="200" height="200">
      <rect x="20" y="50" width="50" height="100"></rect>
      <rect x="40" y="100" width="50" height="100"></rect>
    </svg>
  </body>
</html>
```

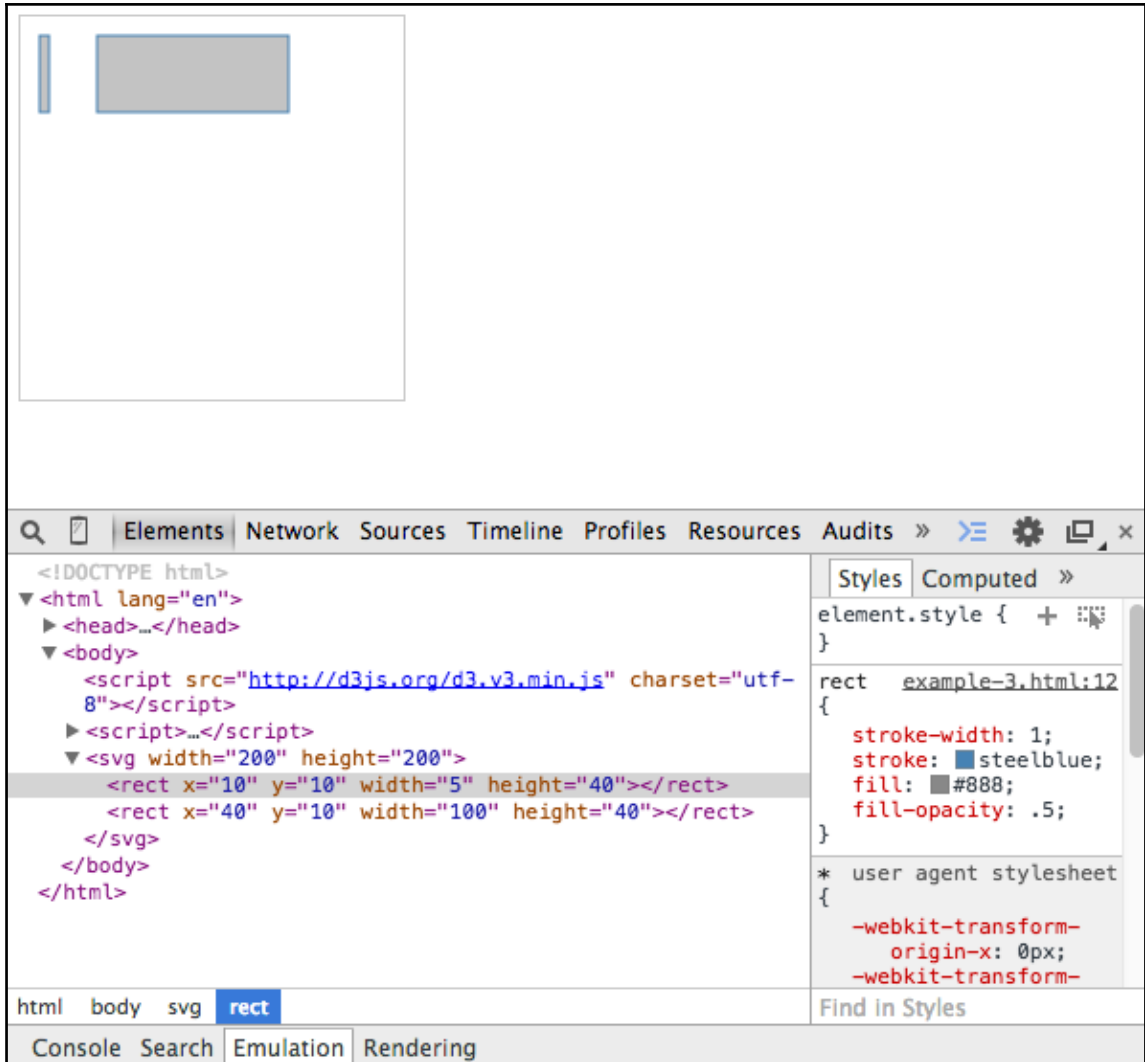
The **Styles** pane shows the following styles for the selected `rect` element:

```
element.style {
}

rect example-2.html:12 {
  stroke-width: 1;
  stroke: steelblue;
  fill: #888;
  fill-opacity: .5;
}

* user agent stylesheet {
  -webkit-transform-origin-x: 0px;
  -webkit-transform-
```

The breadcrumb at the bottom of the developer tools shows the path: `html > body > svg > rect`.



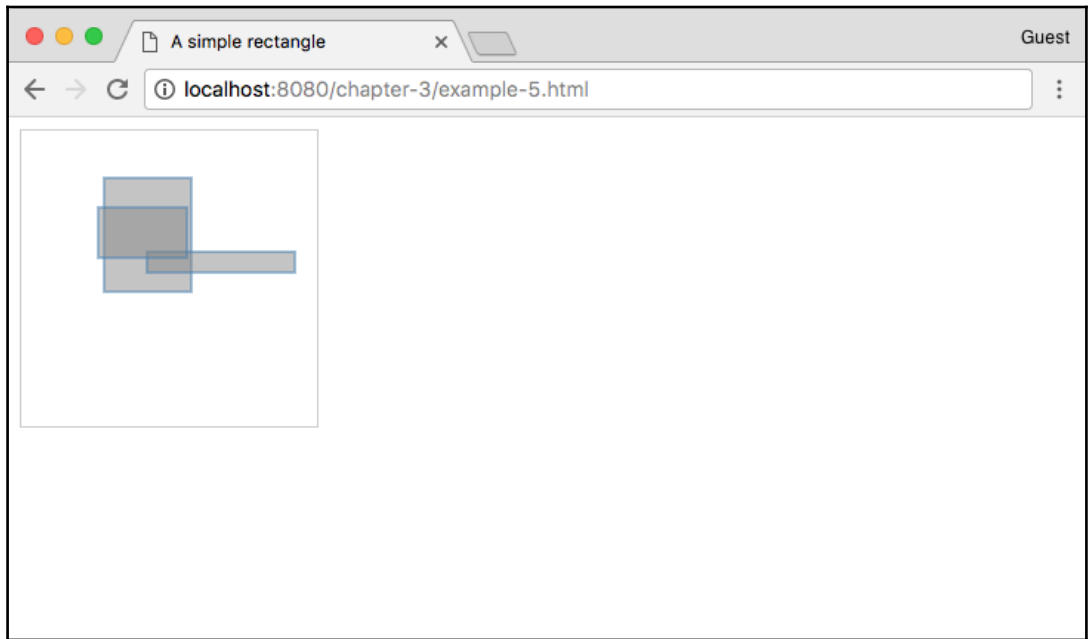
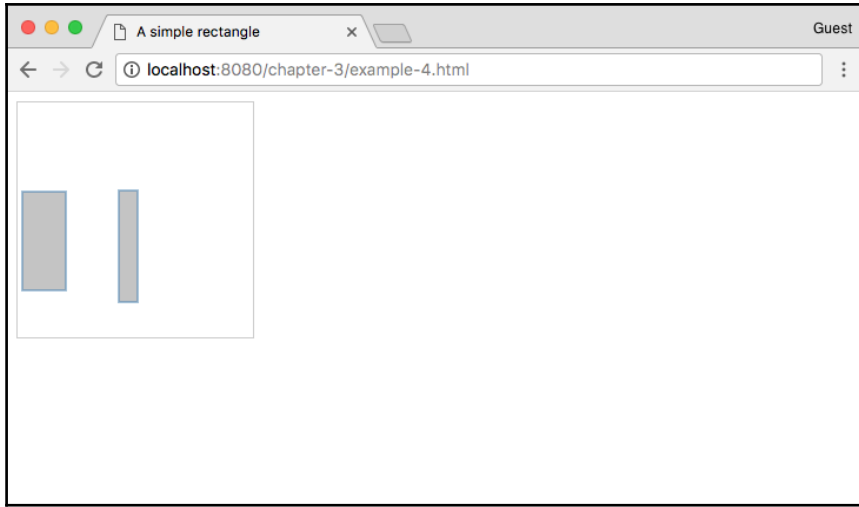
The screenshot displays a web browser's developer tools interface. At the top, a small preview window shows the rendered SVG content: a thin, tall rectangle on the left and a wider, shorter rectangle on the right. Below this, the developer tools are open to the 'Elements' tab. The DOM tree shows the following structure:

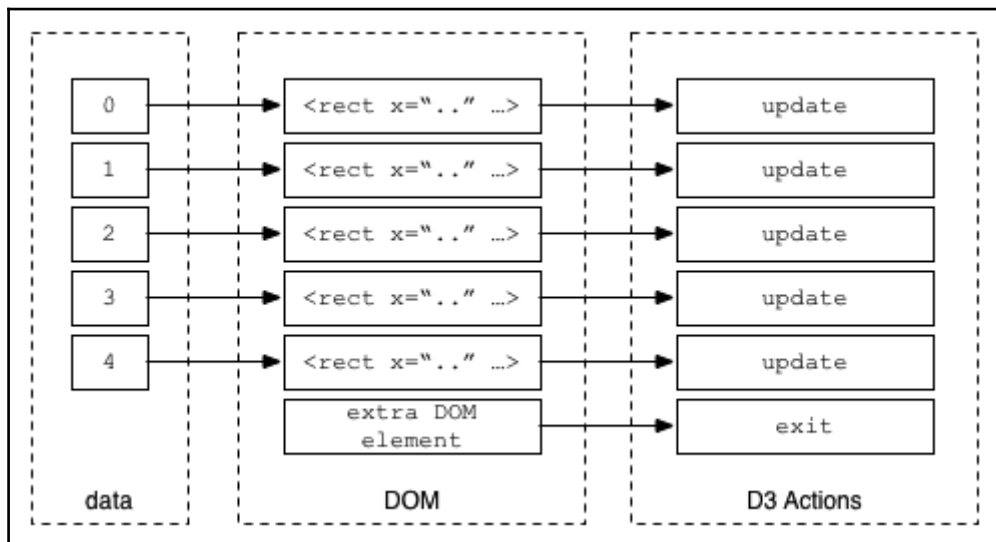
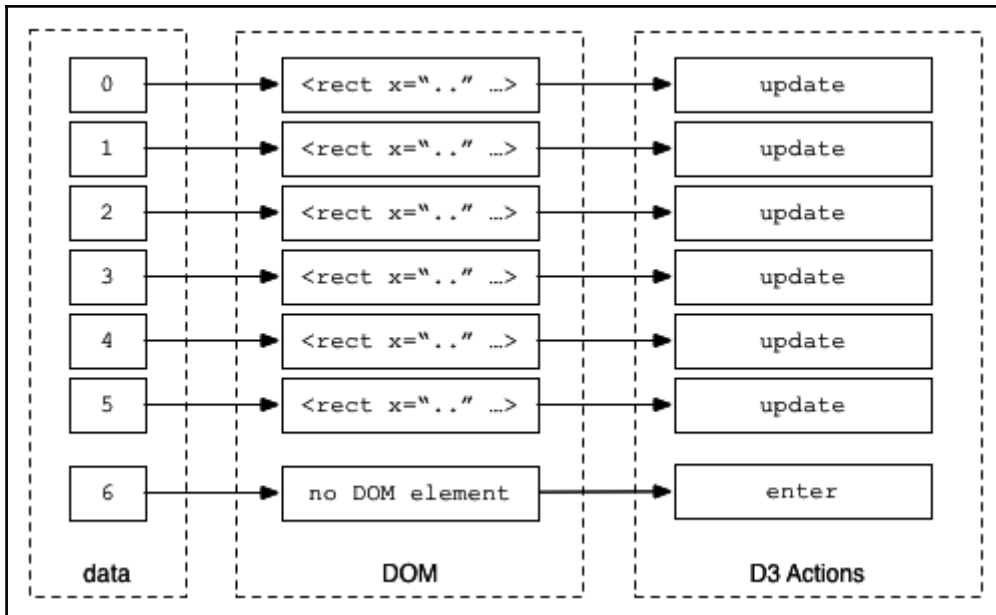
```
<!DOCTYPE html>
<html lang="en">
  <head>...</head>
  <body>
    <script src="http://d3js.org/d3.v3.min.js" charset="utf-8"></script>
    <script>...</script>
    <svg width="200" height="200">
      <rect x="10" y="10" width="5" height="40"></rect>
      <rect x="40" y="10" width="100" height="40"></rect>
    </svg>
  </body>
</html>
```

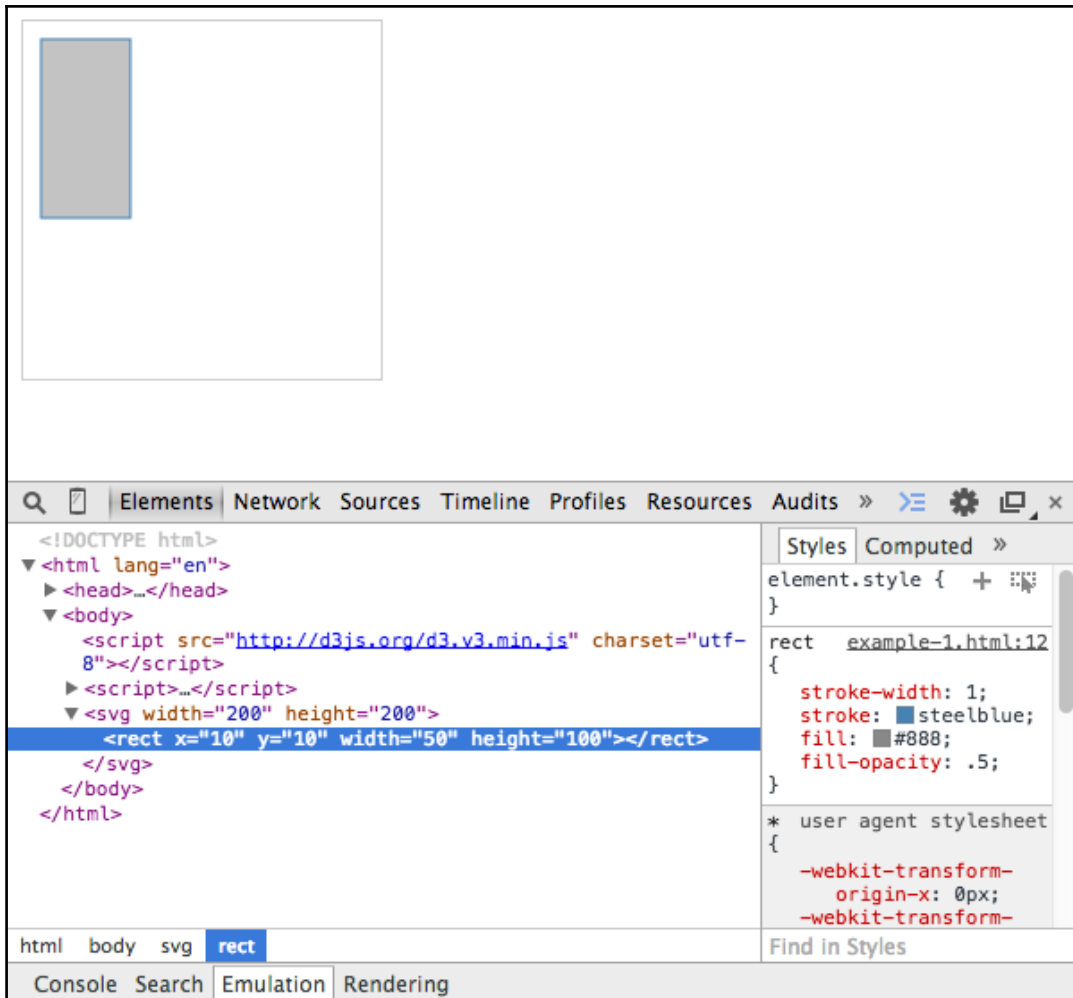
The 'rect' element under the 'svg' tag is selected. The 'Styles' pane on the right shows the following styles:

```
element.style {
}
rect example-3.html:12 {
  stroke-width: 1;
  stroke: steelblue;
  fill: #888;
  fill-opacity: .5;
}
* user agent stylesheet {
  -webkit-transform-origin-x: 0px;
  -webkit-transform-
```

At the bottom of the developer tools, the breadcrumb 'html > body > svg > rect' is visible, along with the 'Find in Styles' button.







The screenshot displays a web browser window with a gray rectangle on the page. The developer tools are open, showing the following HTML structure:

```
<!DOCTYPE html>
<html lang="en">
  <head>...</head>
  <body>
    <script src="http://d3js.org/d3.v3.min.js" charset="utf-8"></script>
    <script>...</script>
    <svg width="200" height="200">
      <rect x="10" y="10" width="50" height="100"></rect>
    </svg>
  </body>
</html>
```

The selected element is a `rect` element. The styles panel shows the following CSS rules:

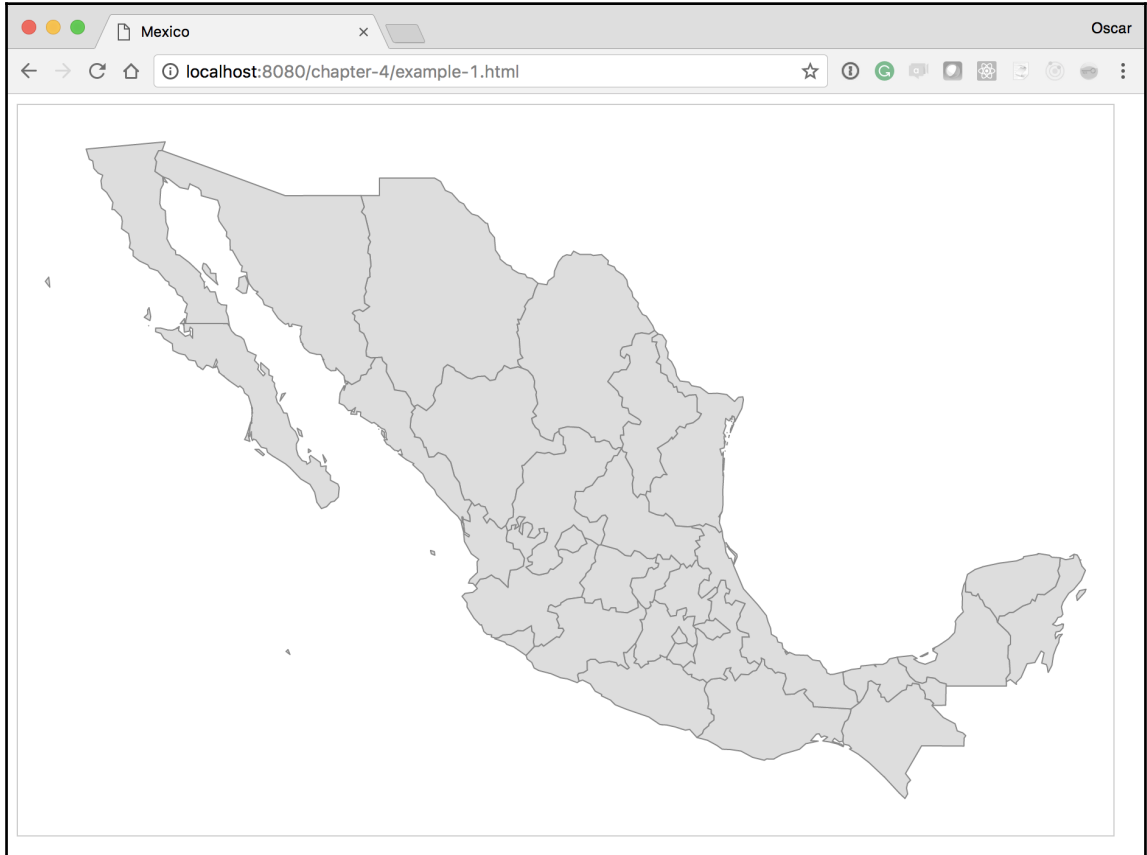
```
element.style {
}

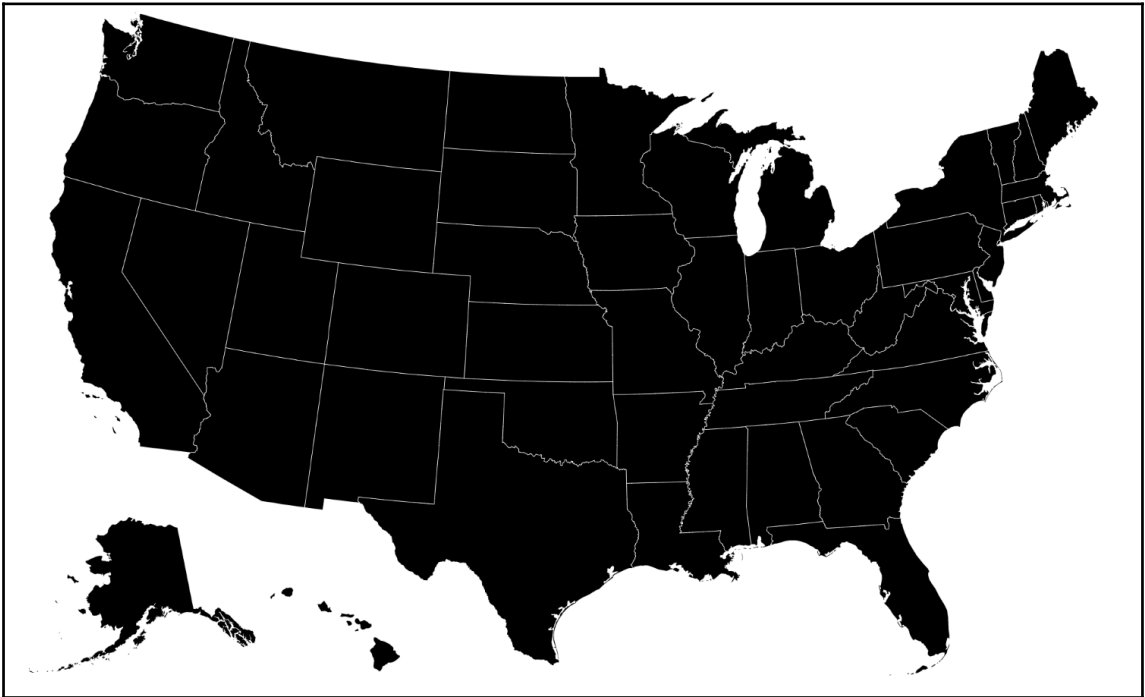
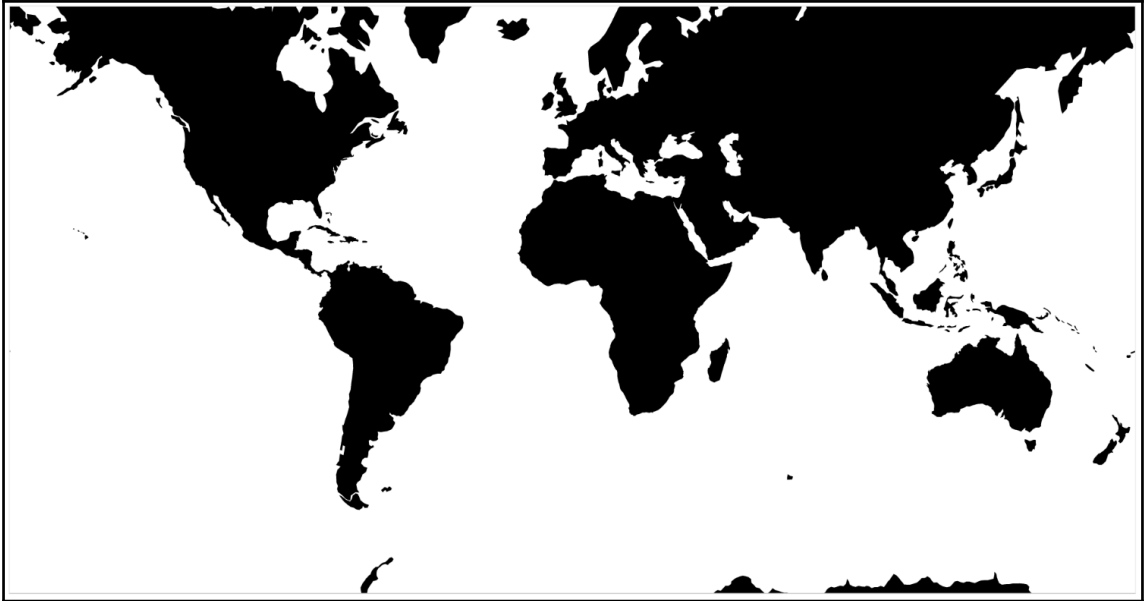
rect example-1.html:12 {
  stroke-width: 1;
  stroke: steelblue;
  fill: #888;
  fill-opacity: .5;
}

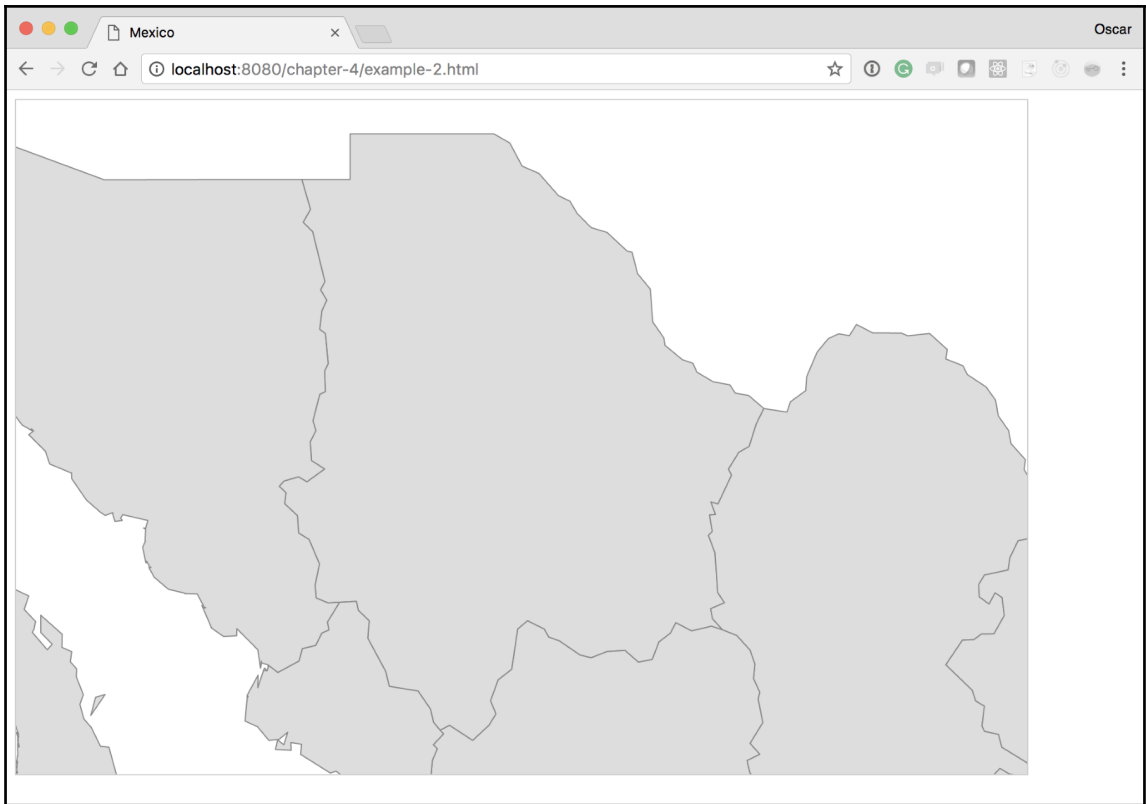
* user agent stylesheet {
  -webkit-transform-origin-x: 0px;
  -webkit-transform-
```

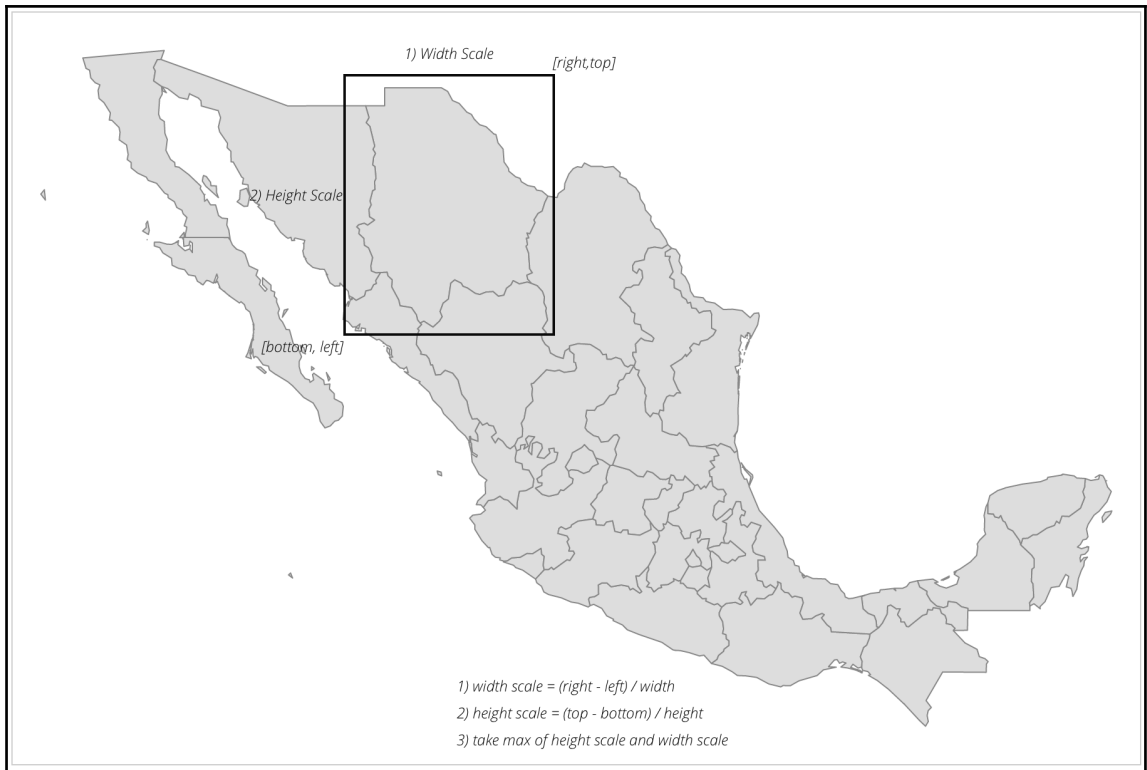
The breadcrumb at the bottom of the developer tools shows the path: `html > body > svg > rect`. The bottom of the developer tools shows the tabs: `Console Search Emulation Rendering`.

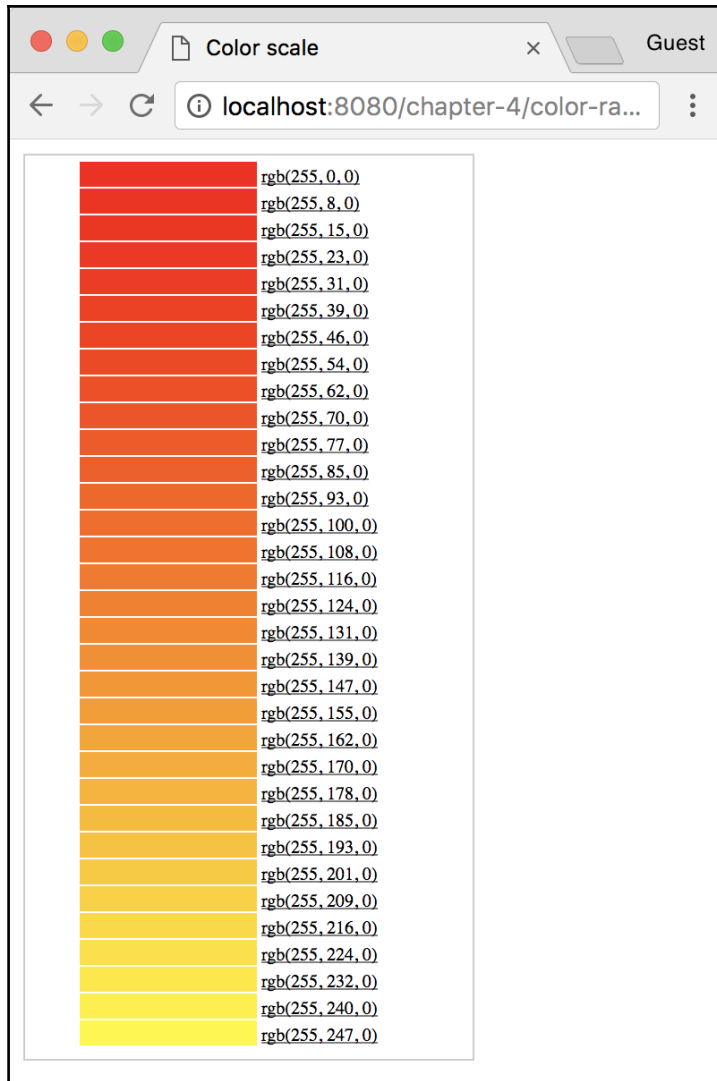
Chapter 4: Creating a Map

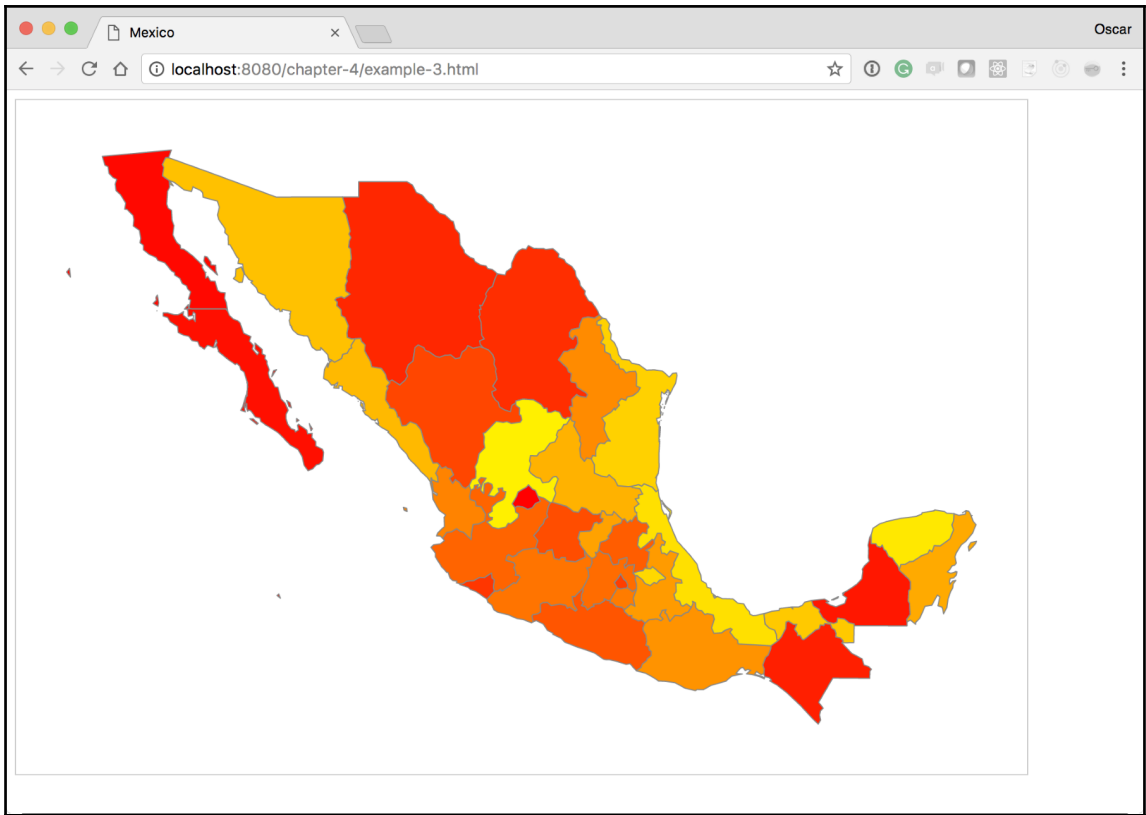


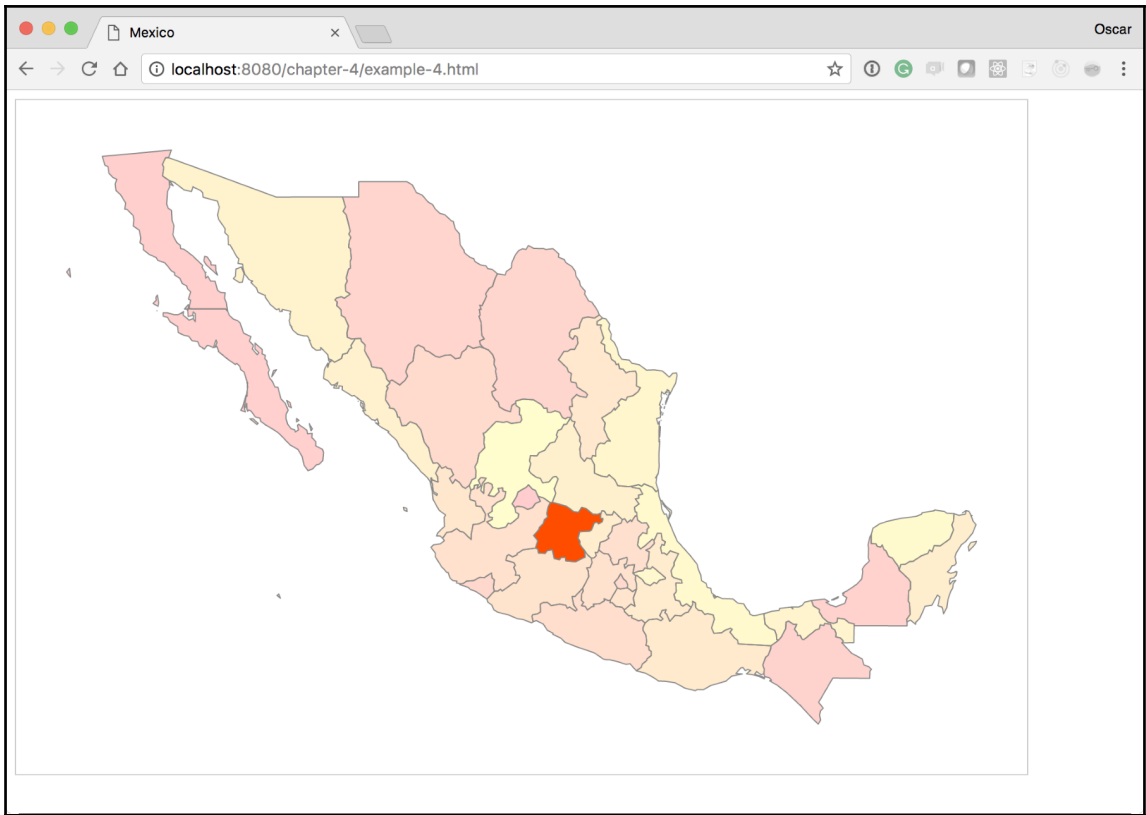


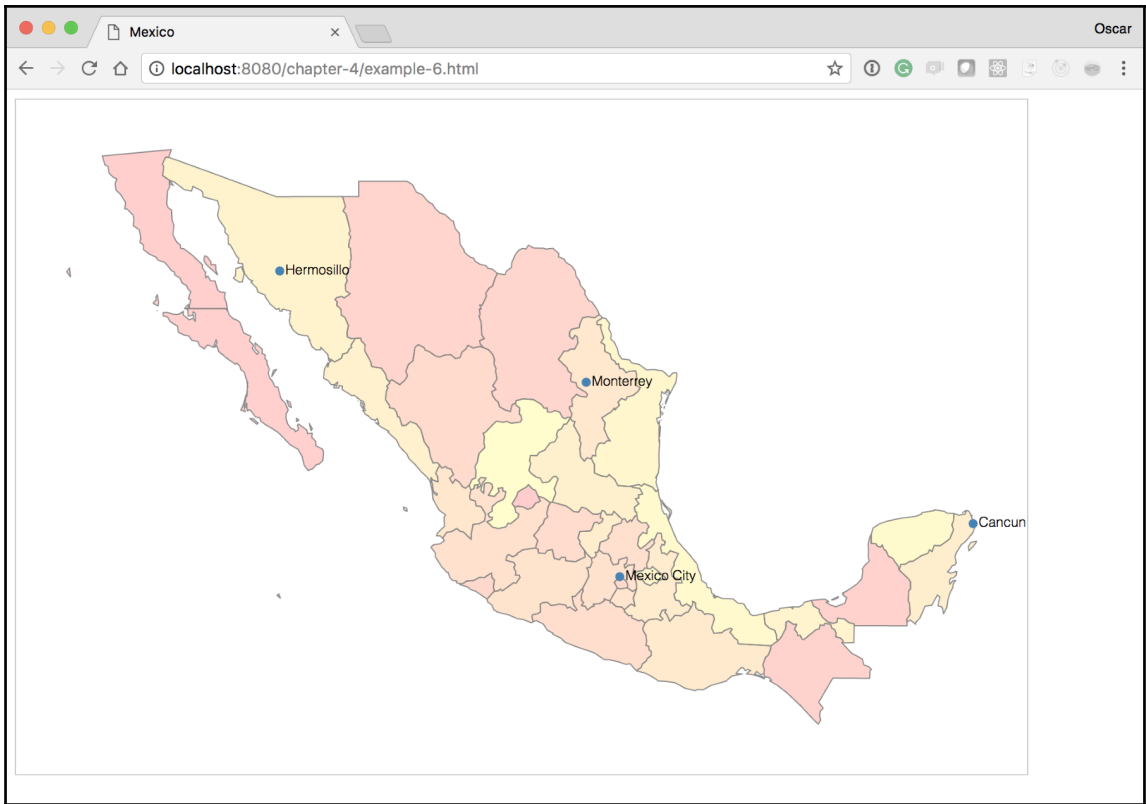


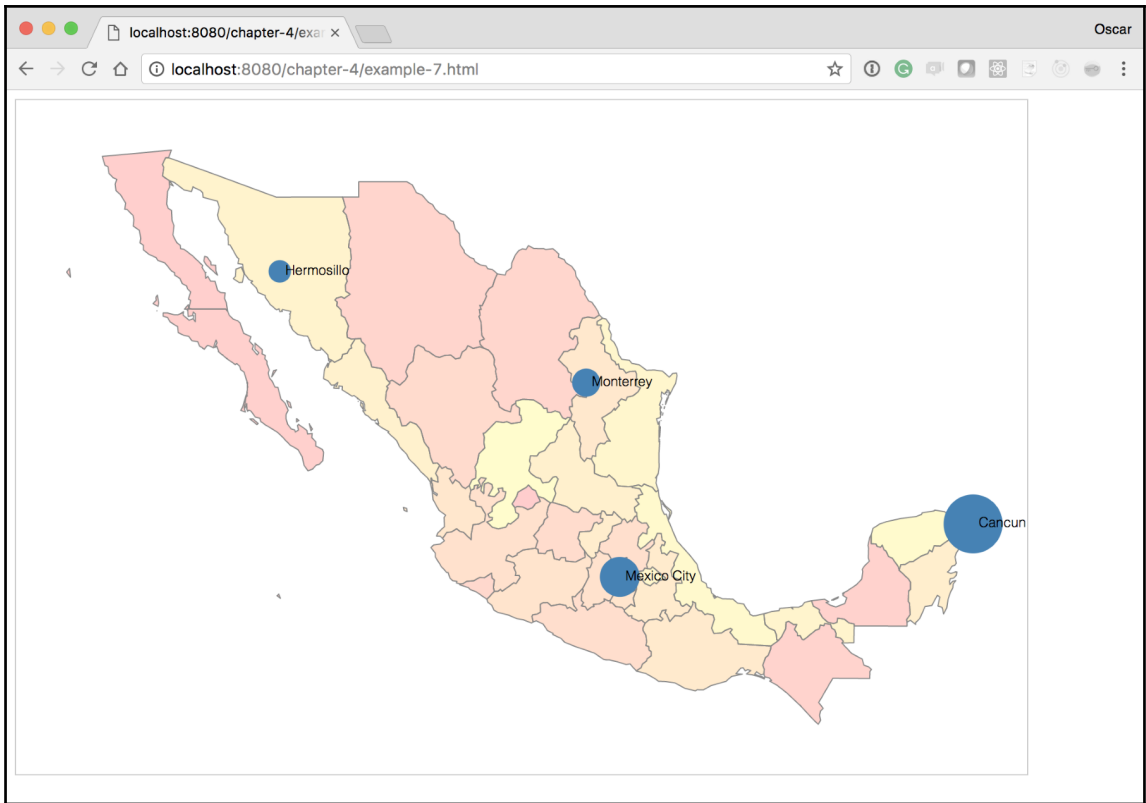








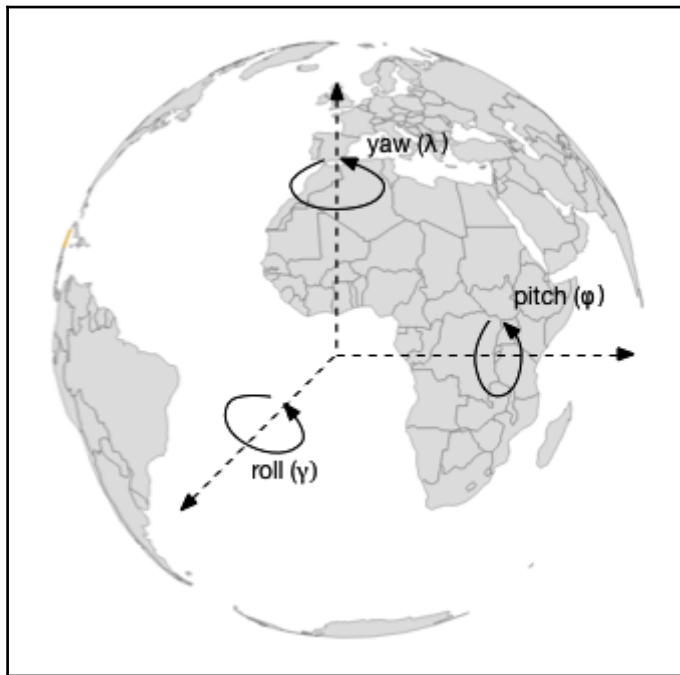




Chapter 5: Click-Click Boom! Applying Interactivity to Your Map



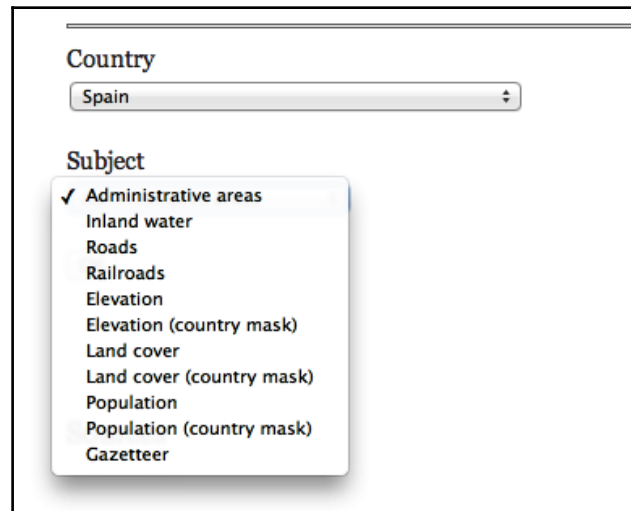








Chapter 6: Finding and Working with Geographic Data



```

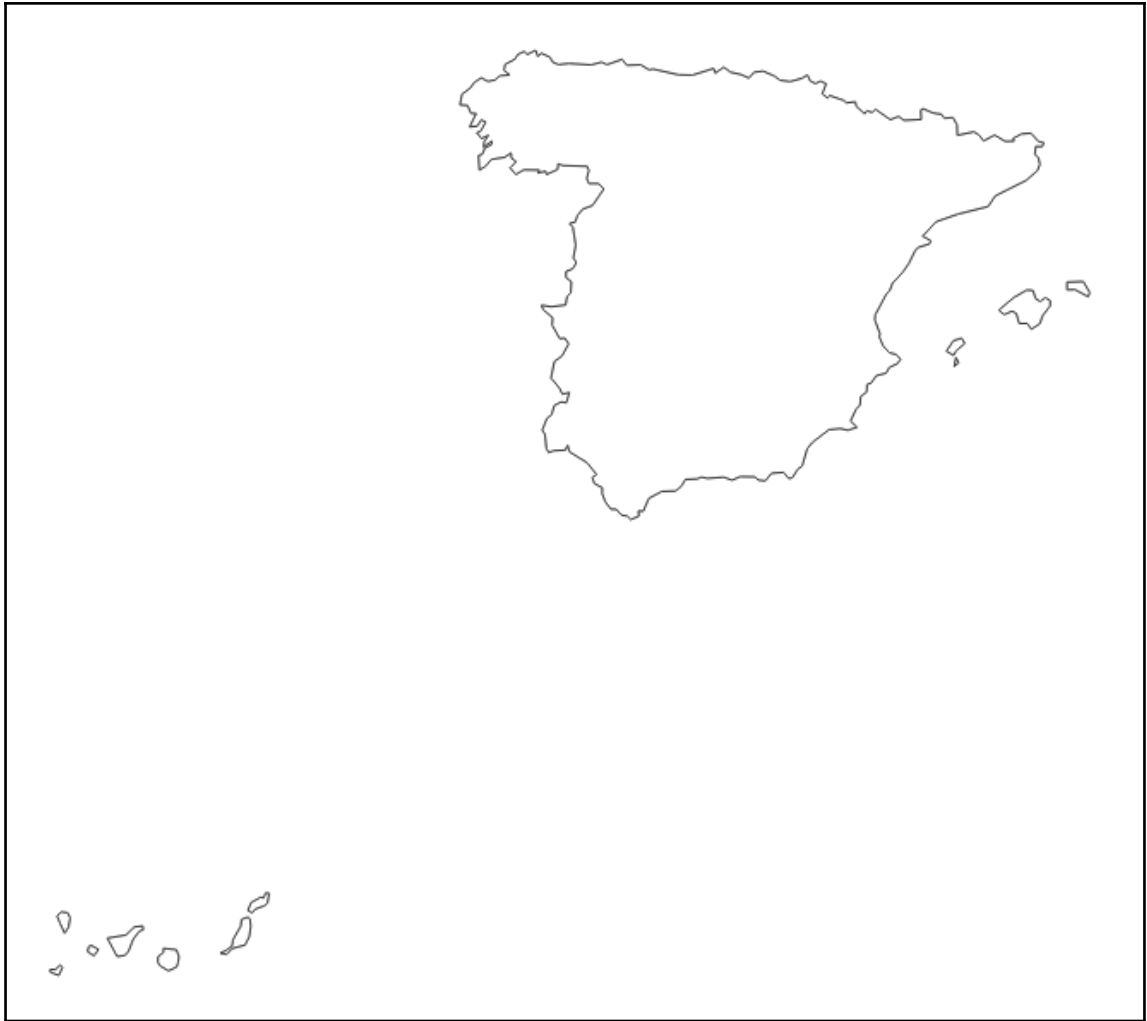
▼ 1: Object
  ► geometry: Object
  ▼ properties: Object
    CC_1: "02"
    ENGTYPE_1: "Autonomous Community"
    HASC_1: "ES.AR"
    ID_0: 70
    ID_1: 936
    ISO: "ESP"
    NAME_0: "Spain"
    NAME_1: "Aragón"
    NL_NAME_1: null
    REMARKS_1: null
    Shape_Area: 5.15083538648
    Shape_Leng: 15.0953070773
    TYPE_1: "Comunidad Autónoma"
    VALIDFR_1: "1982"
    VALIDTO_1: "Present"
    VARNAME_1: "Aragão|Aragó|Aragón|Aragona|Aragonien"
    ► __proto__: Object
  type: "Feature"
  ► proto : Object

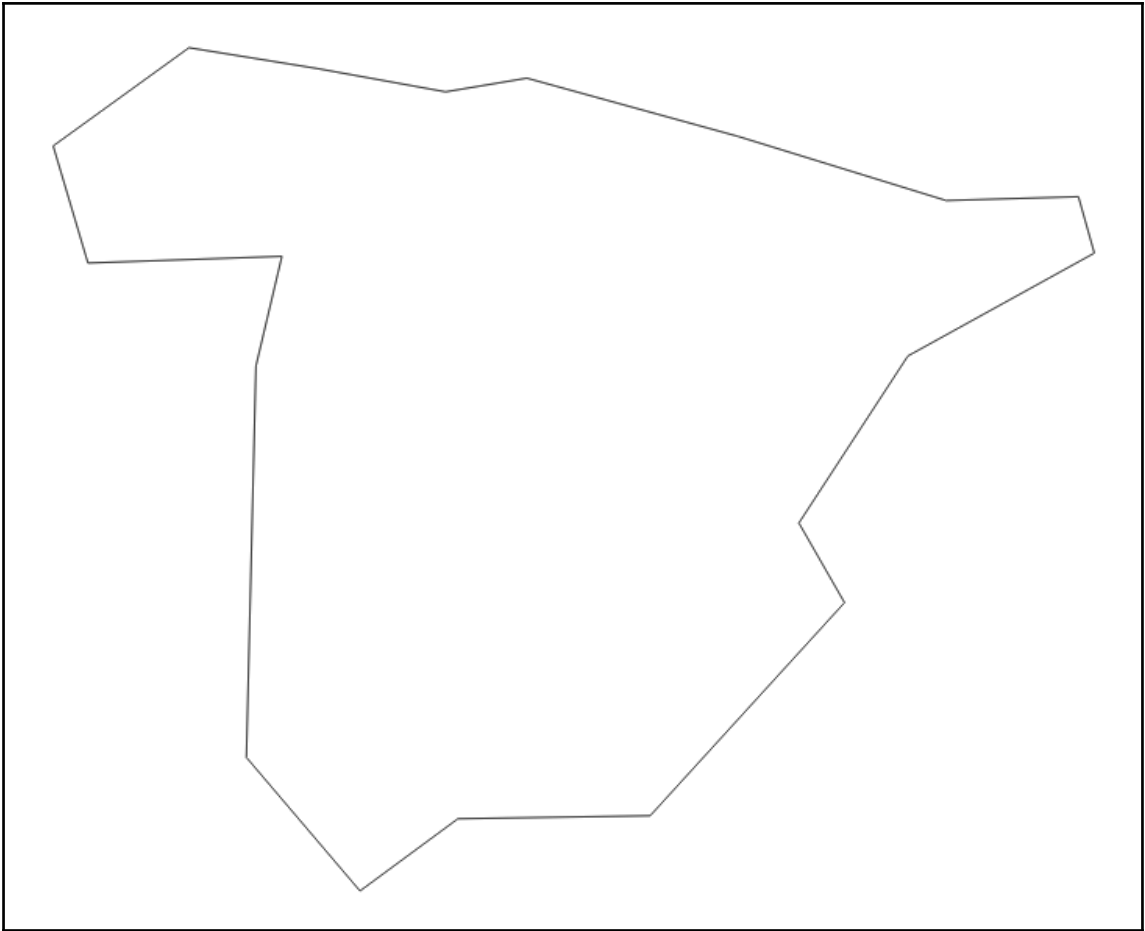
```







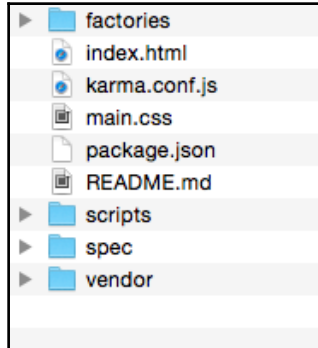




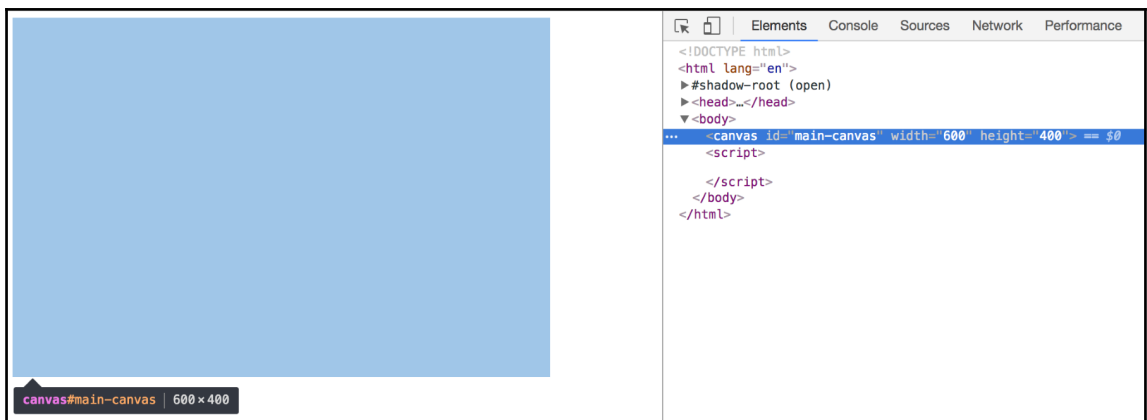
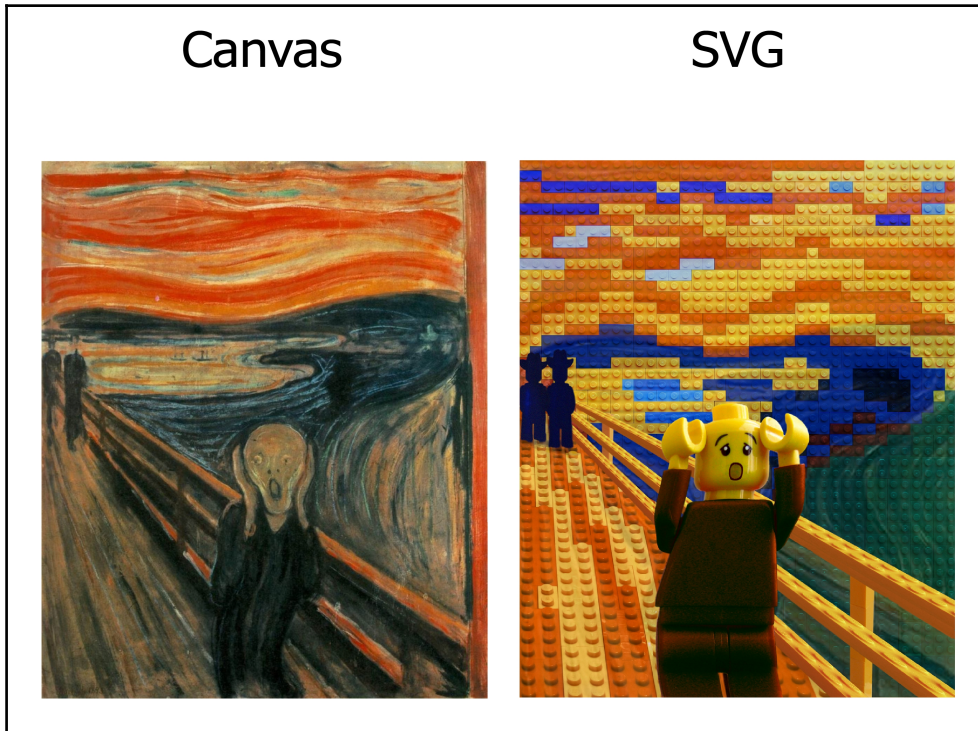
```
data ▼ Object {type: "Topology", objects: Objec
  ▶ arcs: Array[285]
  ▼ objects: Object
    ▶ ESP_adm0: Object
    ▶ ESP_adm1: Object
    ▶ __proto__: Object
  ▶ transform: Object
  type: "Topology"
  ▶ __proto__: Object
```

```
▼ Object {type: "Topology", objec
  ► arcs: Array[285]
  ▼ objects: Object
    ► country: Object
    ► regions: Object
    ► __proto__: Object
  ► transform: Object
    type: "Topology"
  ► __proto__: Object
```

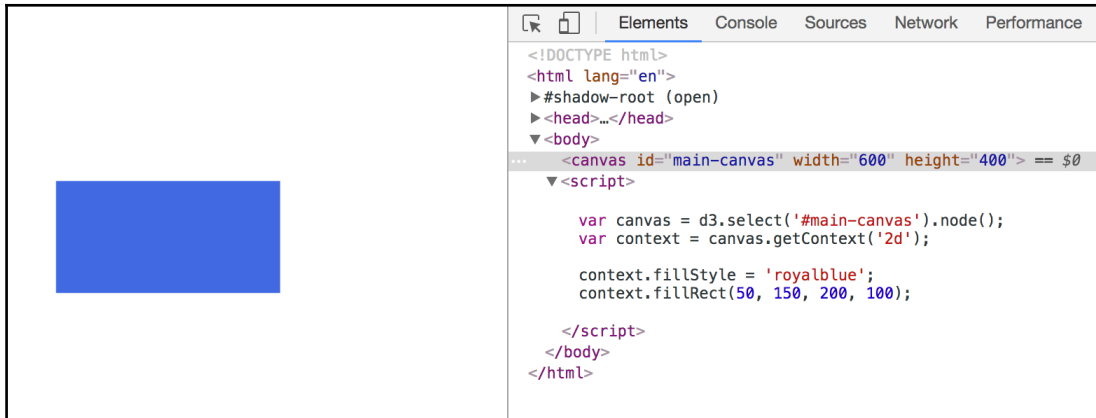

Chapter 7: Testing



Chapter 8: Drawing with Canvas and D3

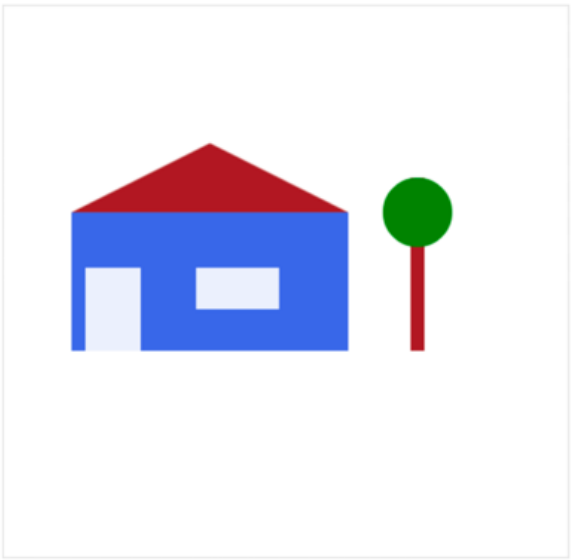


```
CanvasRenderingContext2D {canvas: canvas#main-canvas, globalAlpha: 1, globalCompositeOperation: "source-over", filter: "none", imageSmoothingEnabled: true...}
  ▶ canvas: canvas#main-canvas
    fillStyle: "#008000"
    filter: "none"
    font: "10px sans-serif"
    globalAlpha: 1
    globalCompositeOperation: "source-over"
    imageSmoothingEnabled: true
    imageSmoothingQuality: "low"
    lineCap: "butt"
    lineDashOffset: 0
    lineJoin: "miter"
    lineWidth: 10
    miterLimit: 10
    shadowBlur: 0
    shadowColor: "rgba(0, 0, 0, 0)"
    shadowOffsetX: 0
    shadowOffsetY: 0
    strokeStyle: "#a52a2a"
    textAlign: "start"
    textBaseline: "alphabetic"
  ▶ __proto__: CanvasRenderingContext2D
```



The screenshot shows a web browser's developer tools interface. On the left, a blue rectangle is displayed on a canvas. On the right, the 'Elements' panel shows the following HTML structure:

```
<!DOCTYPE html>
<html lang="en">
  ▶ #shadow-root (open)
  ▶ <head>...</head>
  ▼ <body>
    ... <canvas id="main-canvas" width="600" height="400"> == $0
      ▼ <script>
        var canvas = d3.select('#main-canvas').node();
        var context = canvas.getContext('2d');
        context.fillStyle = 'royalblue';
        context.fillRect(50, 150, 200, 100);
      </script>
    </body>
  </html>
```



The image shows a simple drawing on a canvas. On the left is a house with a red triangular roof, a blue rectangular body, a white rectangular door, and a white rectangular window. To the right of the house is a tree with a green circular canopy and a red vertical trunk.

```
<!DOCTYPE html>
<html lang="en">
  <#shadow-root (open)
  <head>_</head>
  <body> == $0
    <canvas id="main-canvas" width="600" height="400">
      <script>
        var canvas = d3.select('#main-canvas').node();
        var context = canvas.getContext('2d');

        // A frame for the canvas
        context.strokeStyle = '#CCCCCC';
        context.strokeRect(0, 0, canvas.width, canvas.height);

        // The house
        context.fillStyle = 'royalblue';
        context.fillRect(50, 150, 200, 100);

        // The door
        context.fillStyle = 'rgba(255, 255, 255, 0.9)';
        context.fillRect(60, 190, 40, 60);

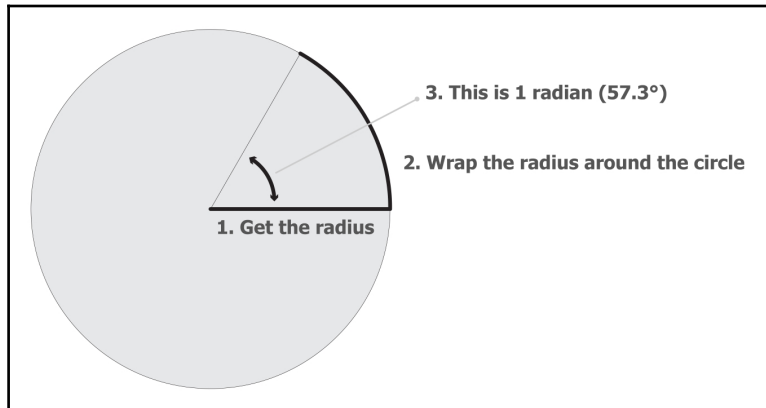
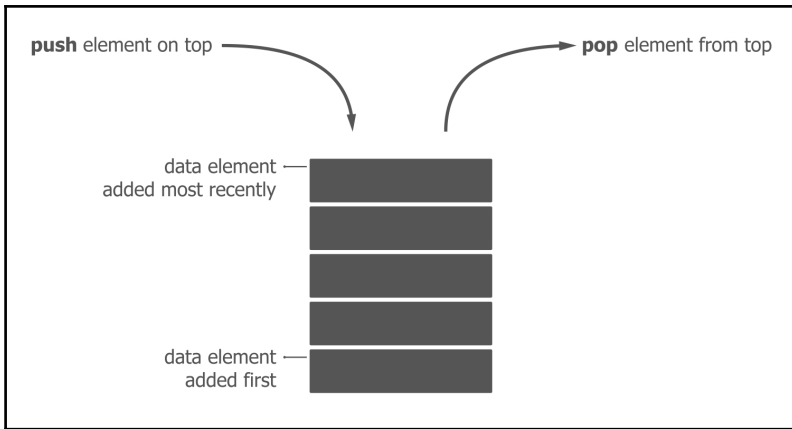
        // The window
        context.save();
        context.translate(140, 190);
        context.fillRect(0, 0, 60, 30);
        context.restore();

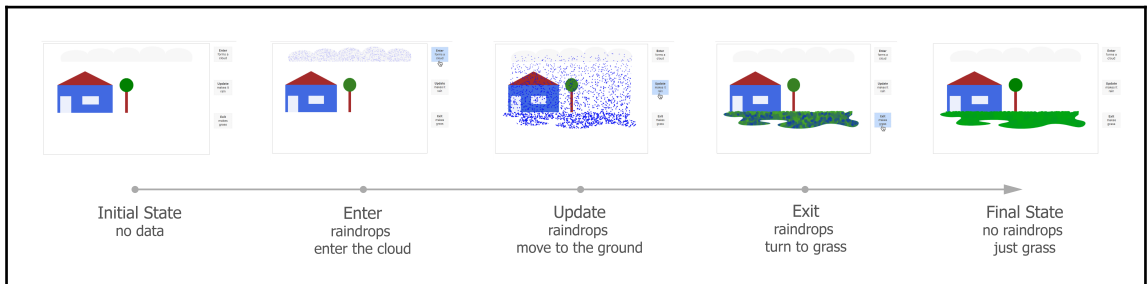
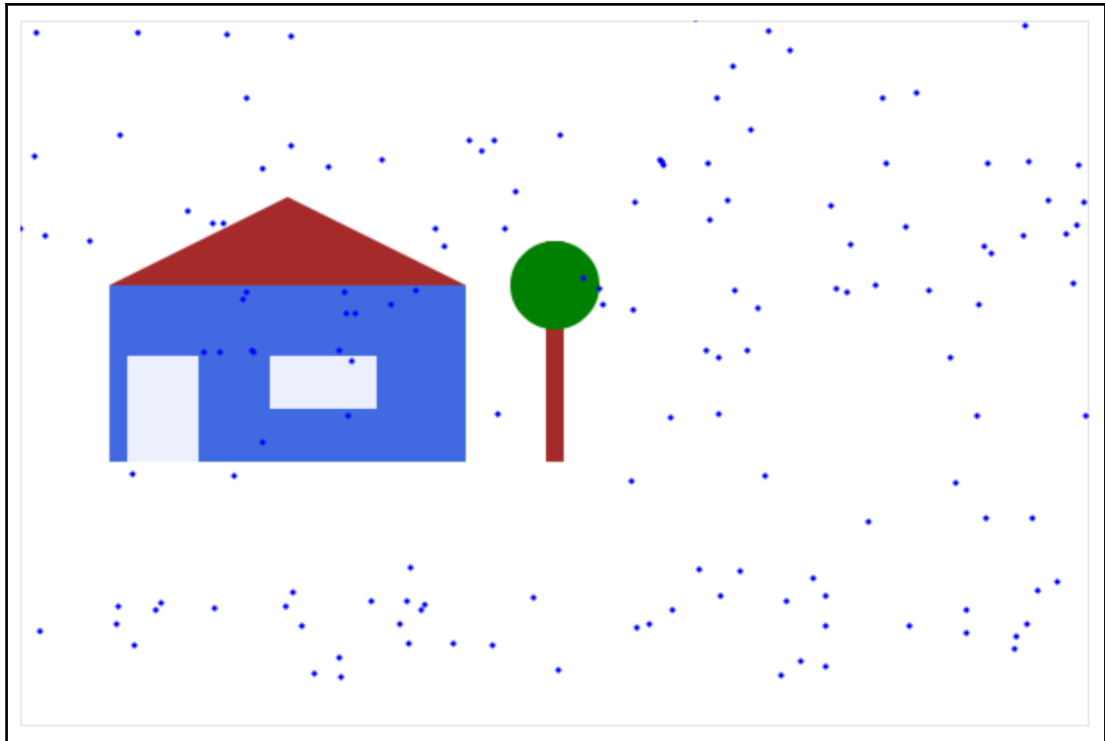
        // The roof
        context.beginPath();
        context.moveTo(50, 150);
        context.lineTo(250, 150);
        context.lineTo(50+200/2, 100);
        context.closePath();
        context.fillStyle = '#A52A2A';
        context.fill();

        // The tree
        context.beginPath();
        context.lineWidth = 10;
        context.strokeStyle = 'brown'
        context.moveTo(300, 250);
        context.lineTo(300, 125);
        context.stroke();

        context.beginPath();
        context.fillStyle = 'green';
        context.arc(300, 150, 25, 0, Math.PI * 2);
        context.fill();

      </script>
    </body>
  </html>
```





The first raindrop object of the rain array

▼ 0: Object

```
currentIndex: 0
speed: 5
x: 465
xStart: 465
y: -18
yStart: -353
```

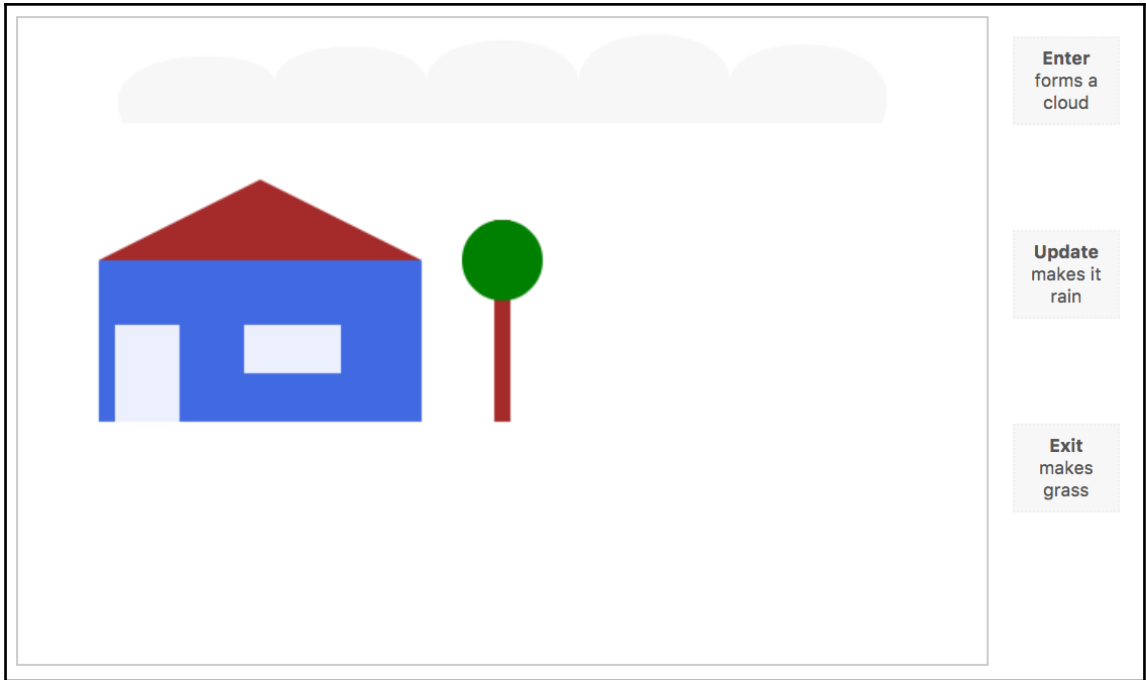
Vanilla Canvas

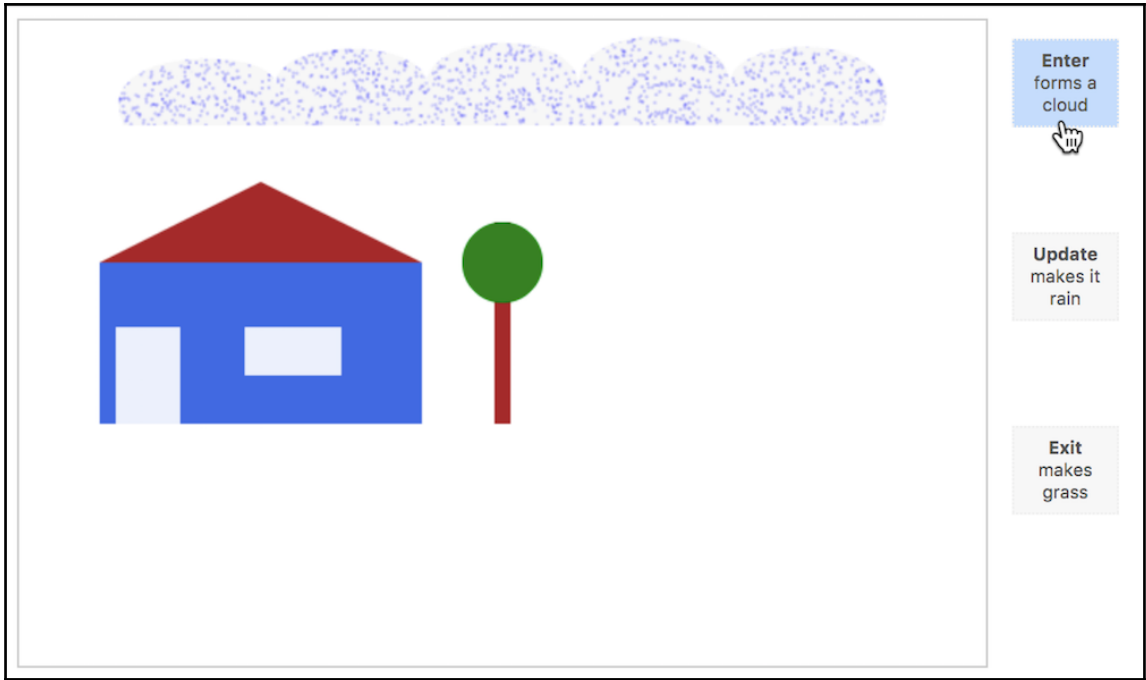
▼ 0: Object

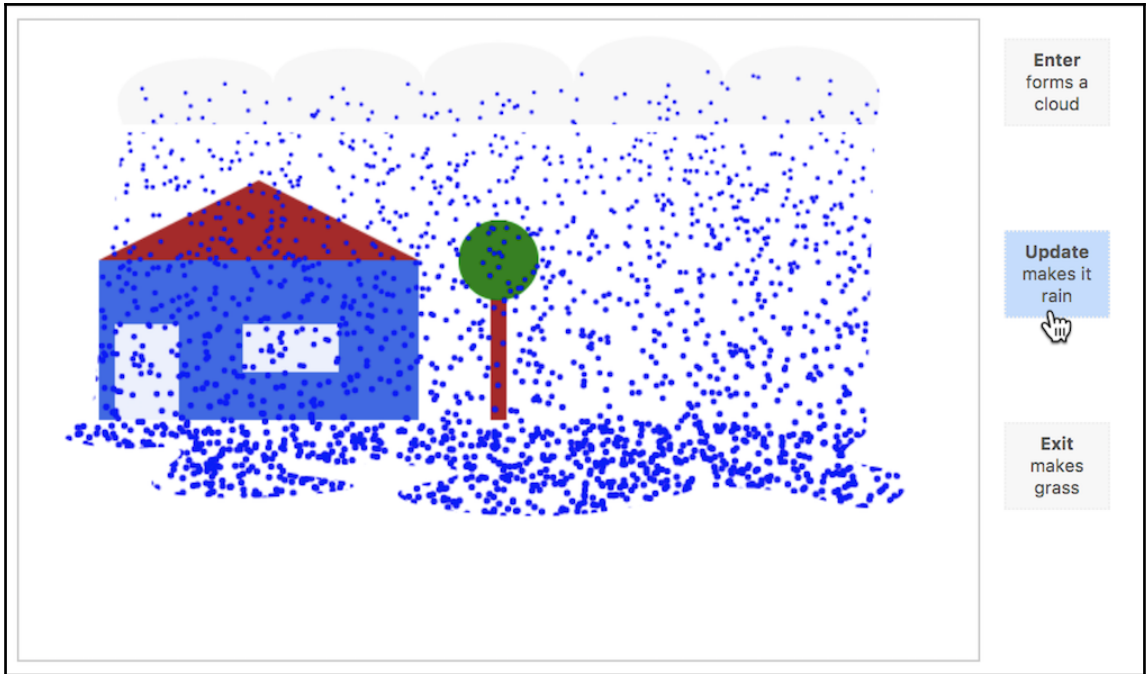
```
currentIndex: 0
radiusCloud: 1
radiusGrass: 8
radiusPuddle: 2
xCloud: 252.961035374657
xPuddle: 252.961035374657
yCloud: 19.51464792726162
yPuddle: 309.9218482689457
```

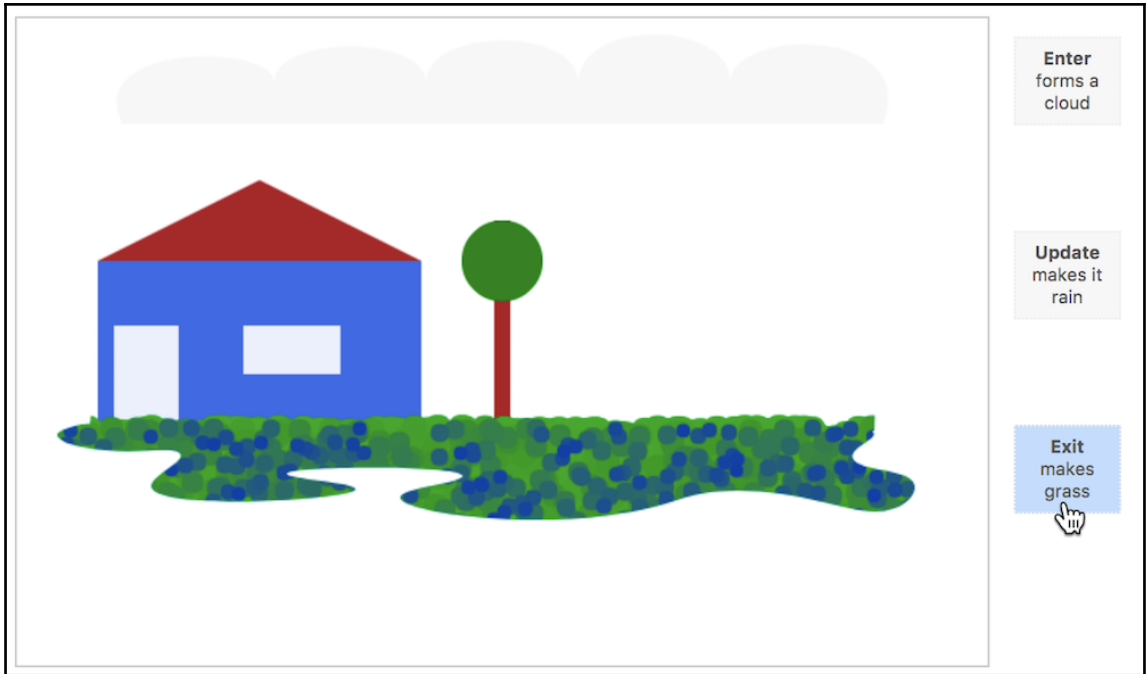
D3 and Canvas

```
> customBase
< ▼ <custom>
  <custom class="drop" cx="402.98612497357414" cy="52.67184913996267" r="1" fillstyle="rgba(0, 0, 255, 0.2)"></custom>
  <custom class="drop" cx="348.67239491322" cy="24.617968846763837" r="1" fillstyle="rgba(0, 0, 255, 0.2)"></custom>
  <custom class="drop" cx="538.2821069419892" cy="58.73954122604771" r="1" fillstyle="rgba(0, 0, 255, 0.2)"></custom>
  <custom class="drop" cx="375.200334667349" cy="26.139568948071652" r="1" fillstyle="rgba(0, 0, 255, 0.2)"></custom>
  <custom class="drop" cx="407.43256562543274" cy="50.25992840177555" r="1" fillstyle="rgba(0, 0, 255, 0.2)"></custom>
  <custom class="drop" cx="302.0967106310143" cy="13.331625298065198" r="1" fillstyle="rgba(0, 0, 255, 0.2)"></custom>
```

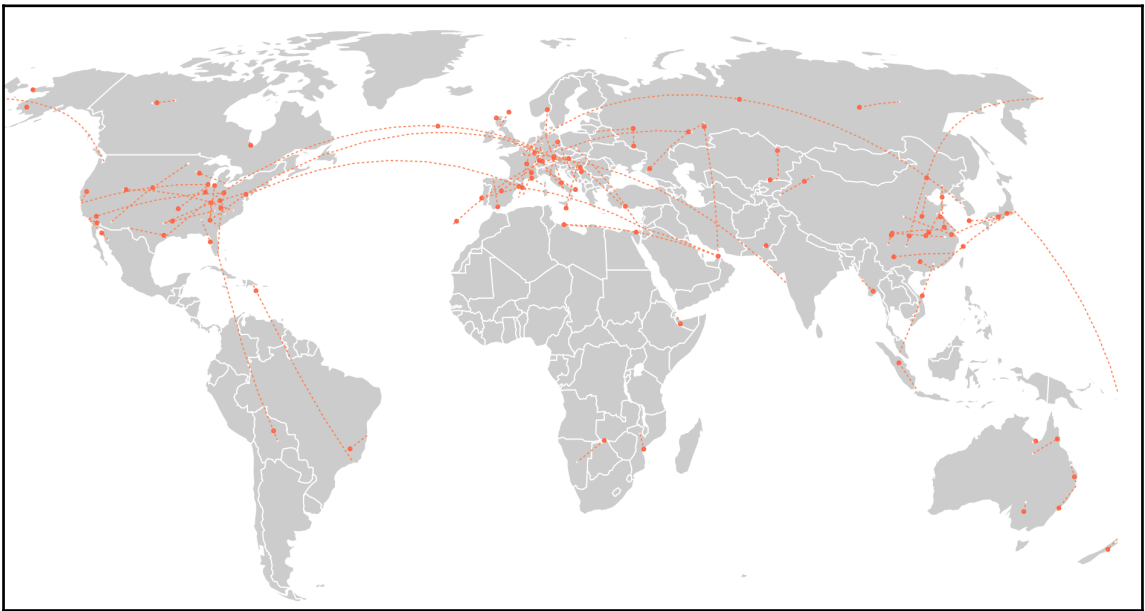
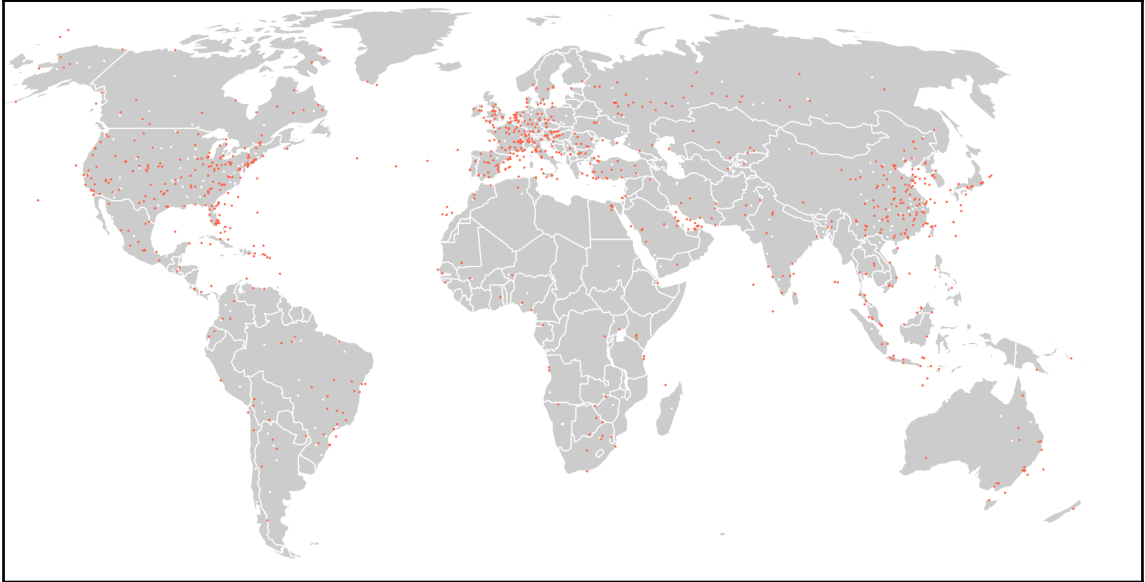








Chapter 9: Mapping with Canvas and D3



Pick number of flights:

100

1,000

5,000

10,000

15,000

20,000

25,000

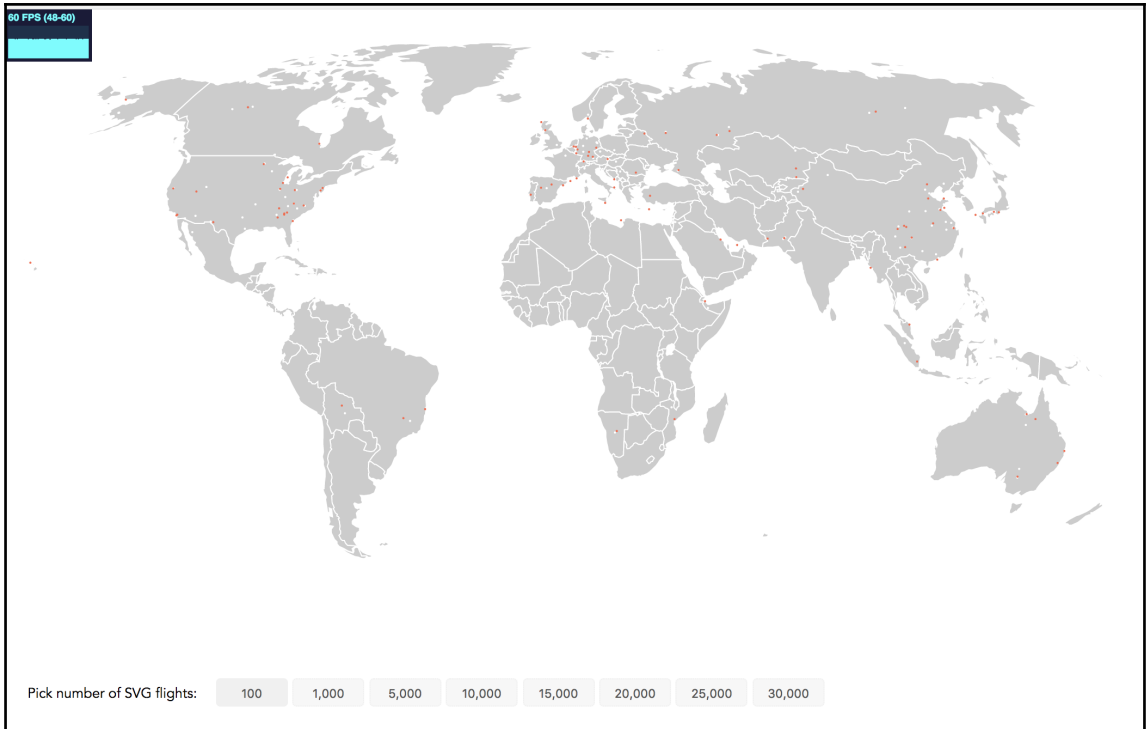
30,000

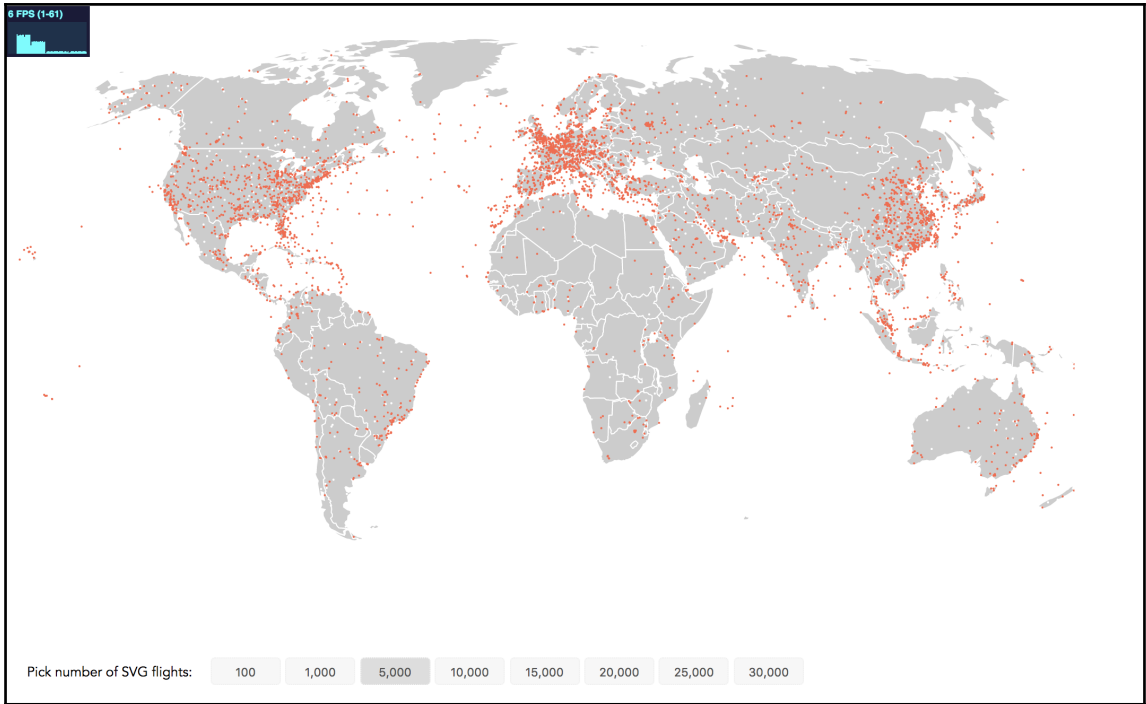
60 FPS (59-61)Route data example
route_100.csv

	airline	source_airport	destination_airport	stops
1	LH	IAH	FRA	0
2	PI	ULK	YKS	0
3	AA	SFO	ORD	0
4	G3	SDQ	GIG	0
5	DL	DTW	MSP	0
6	GL	KUS	AGM	0
7	BE	GLA	LSI	0
8	MW	HNL	MKK	0
9	CA	TAO	WUH	0
10	MU	CTU	TXN	0

Airport data example
airport_100.csv

	iata	long	lat
1	YFS	-121.237000	61.760201
2	YMO	-80.607803	51.291100
3	YZF	-114.440002	62.462799
4	SXF	13.522500	52.380001
5	FRA	8.570556	50.033333
6	HAM	9.988230	53.630402
7	MUC	11.786100	48.353802
8	TXL	13.287700	52.559700
9	PAD	8.616320	51.614101
10	LTN	-0.368333	51.874699





Way Points of the flight path Frankfurt to Atlanta

as coordinates in an array

```

▼ waypoints: Array(733)
  ▼ [0 ... 99]
    ▼ 0: Object
      x: 523.3628540039062
      y: 122.74862670898438
      ▶ __proto__: Object
    ▼ 1: Object
      x: 522.9786376953125
      y: 122.63733673095703
      ▶ __proto__: Object
    ▼ 2: Object
      x: 522.5944213867188
      y: 122.52604675292969
      ▶ __proto__: Object
    ▼ 3: Object
      x: 522.210205078125
      y: 122.41476440429688
      ▶ __proto__: Object
    ▼ 4: Object
      x: 521.8260498046875
      y: 122.30348205566406
      ▶ __proto__: Object
    ▶ 5: Object
    ▶ 6: Object
    ▶ 7: Object
    ▶ 8: Object
    ▶ 9: Object

```

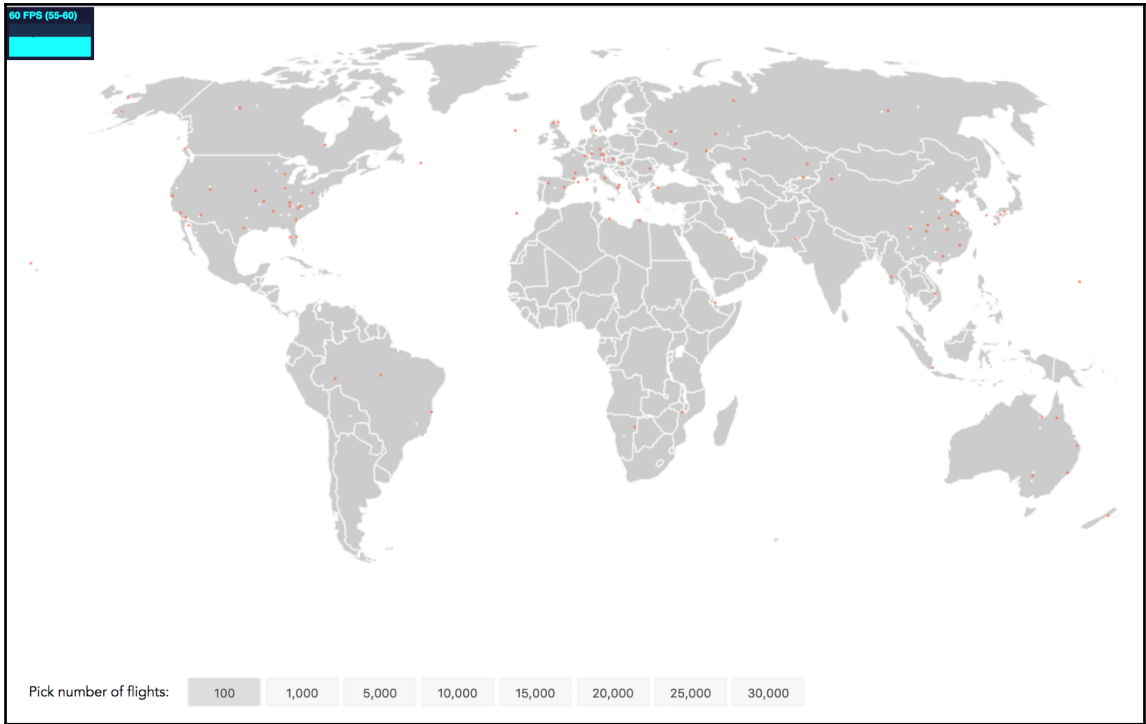
as points on the map

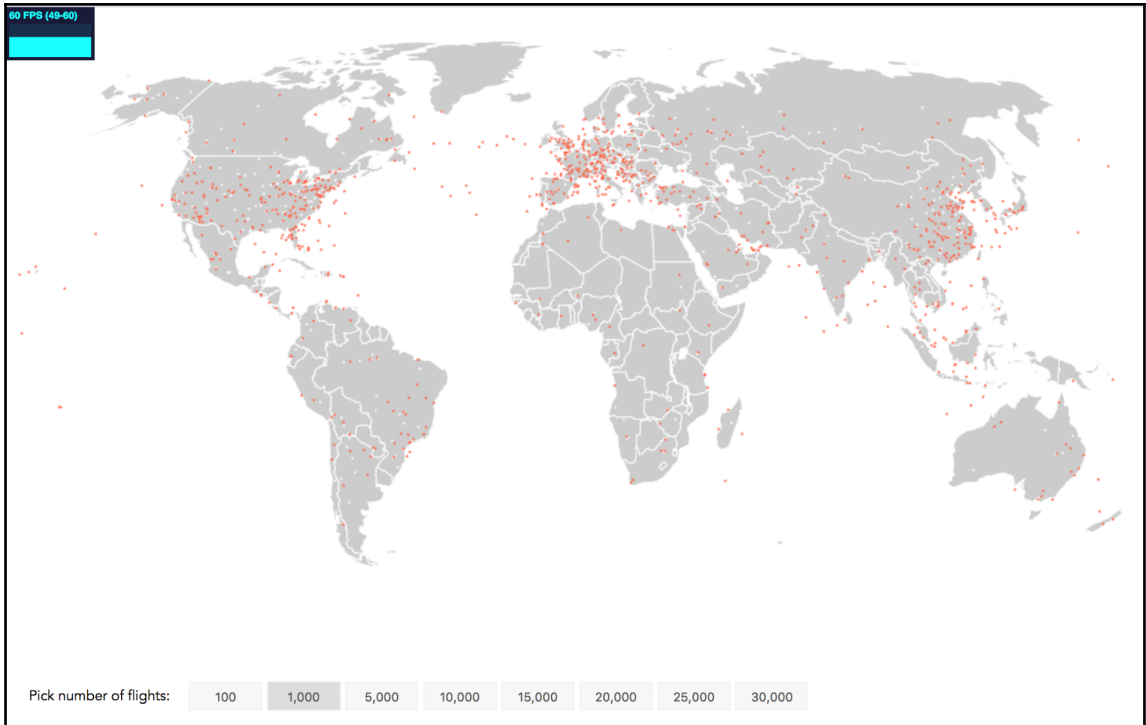


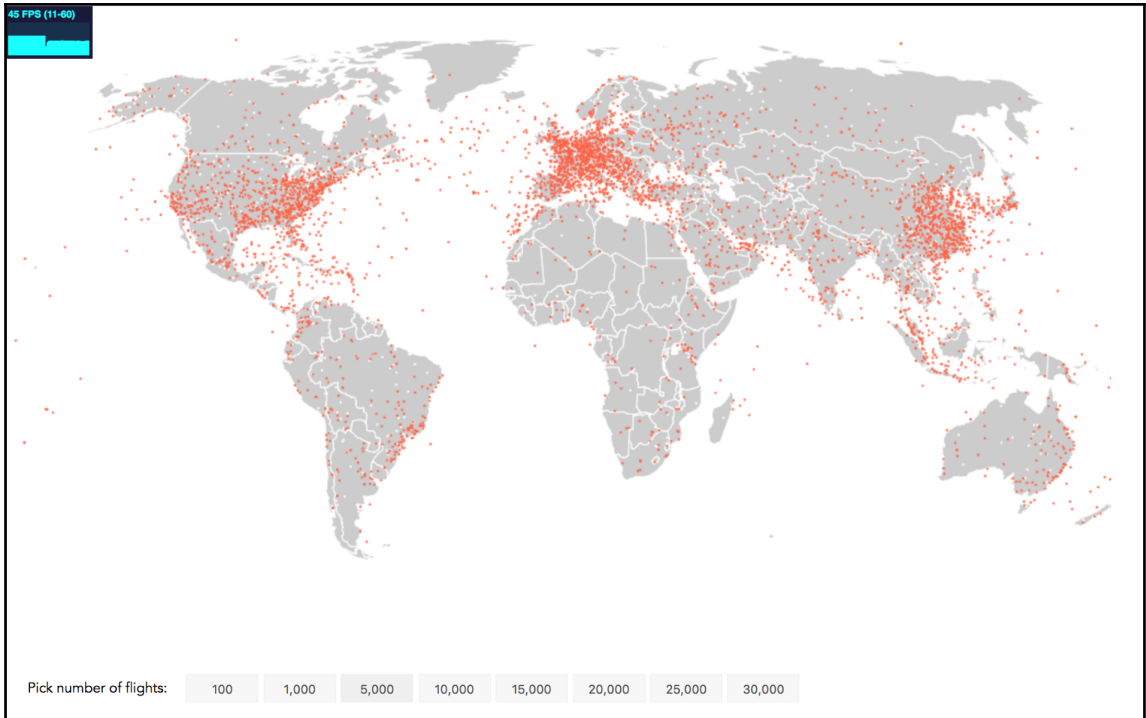
```

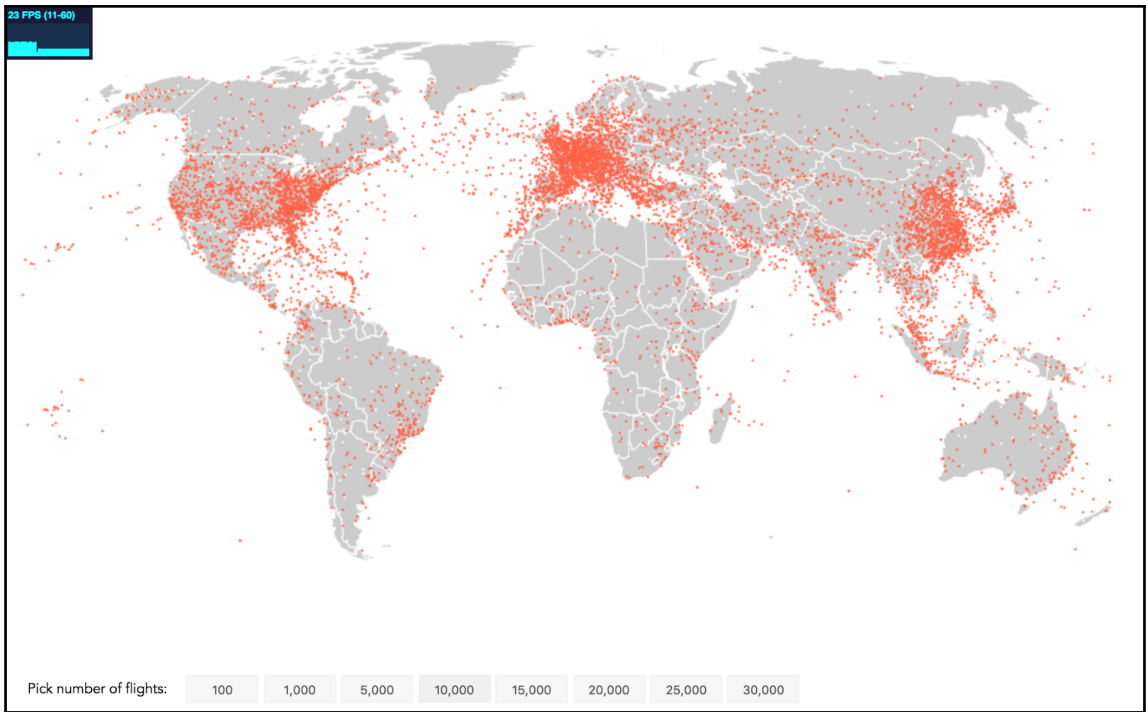
▼ Object
  currentIndex: 192
  ▼ od: Array(2)
    0: "FRA"
    1: "ATL"
    length: 2
    ▶ __proto__: Array(0)
  ▶ route: path
    startX: 523.362880828818
    startY: 122.74862605929181
  ▶ waypoints: Array(733)
    x: 448.29803466796875
    y: 108.06956481933594
    ▶ __proto__: Object

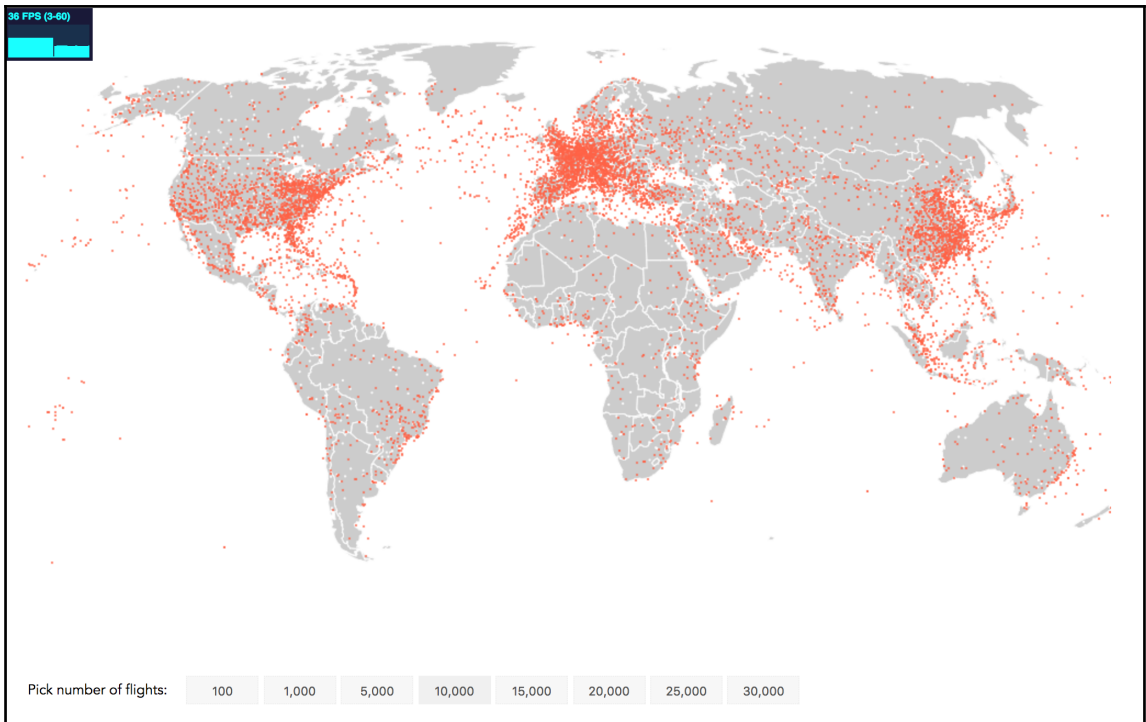
```

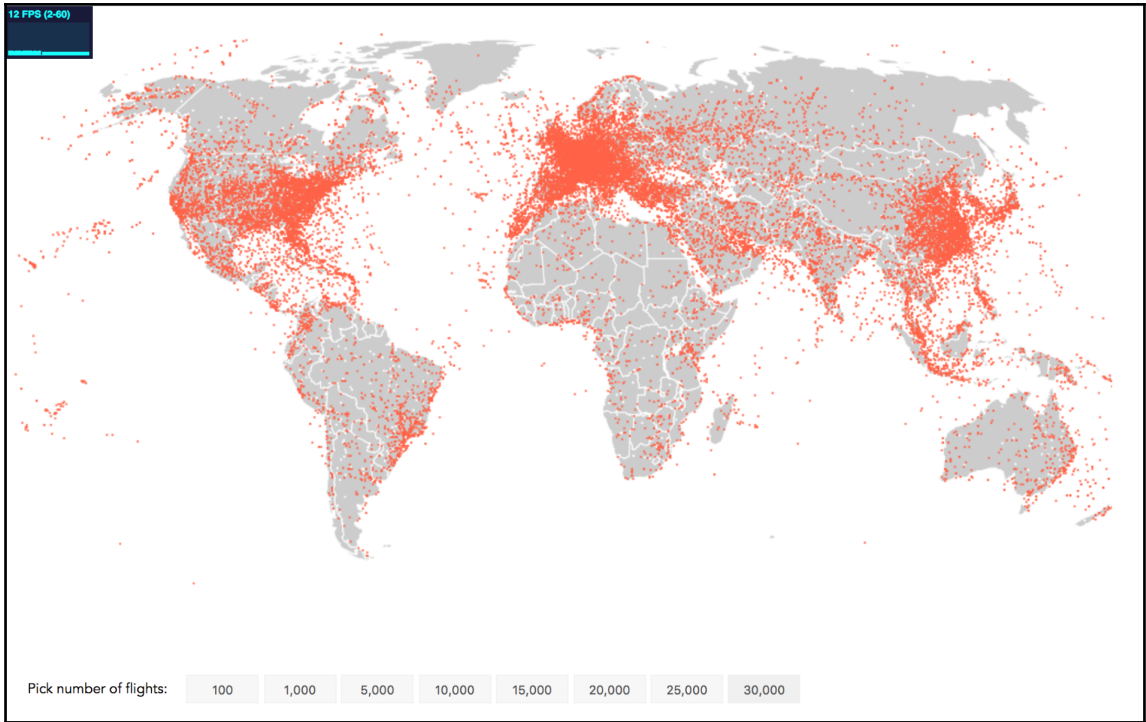





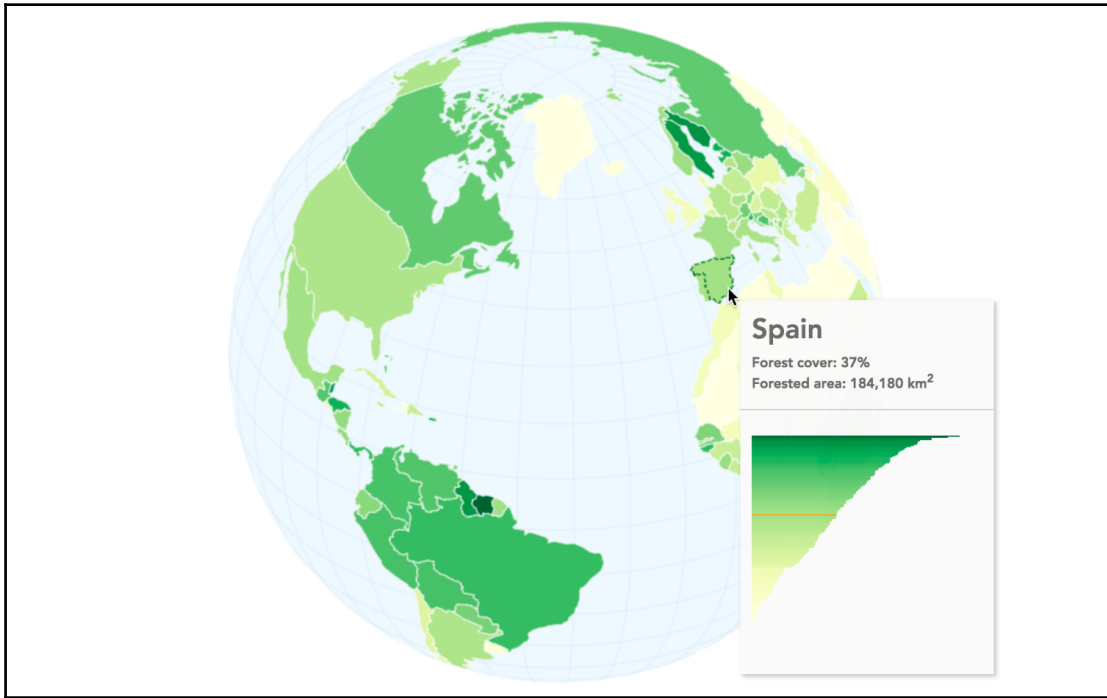


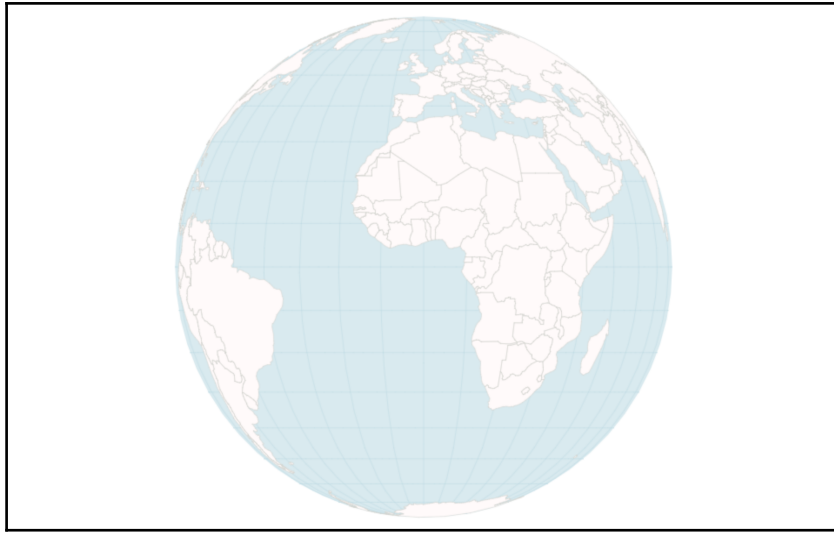




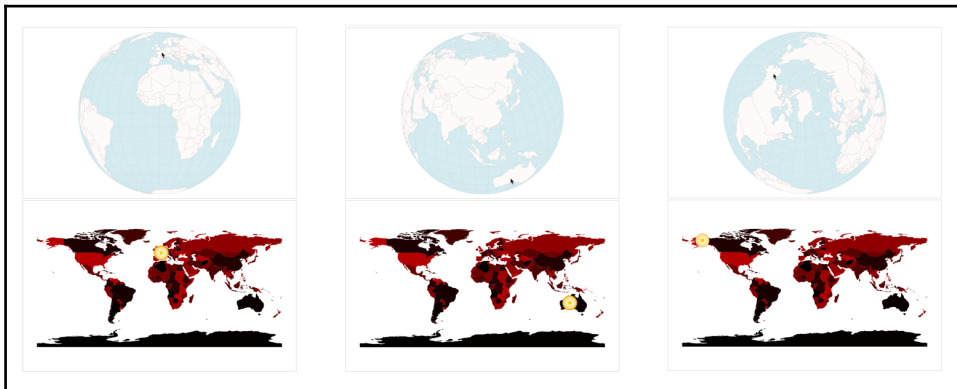
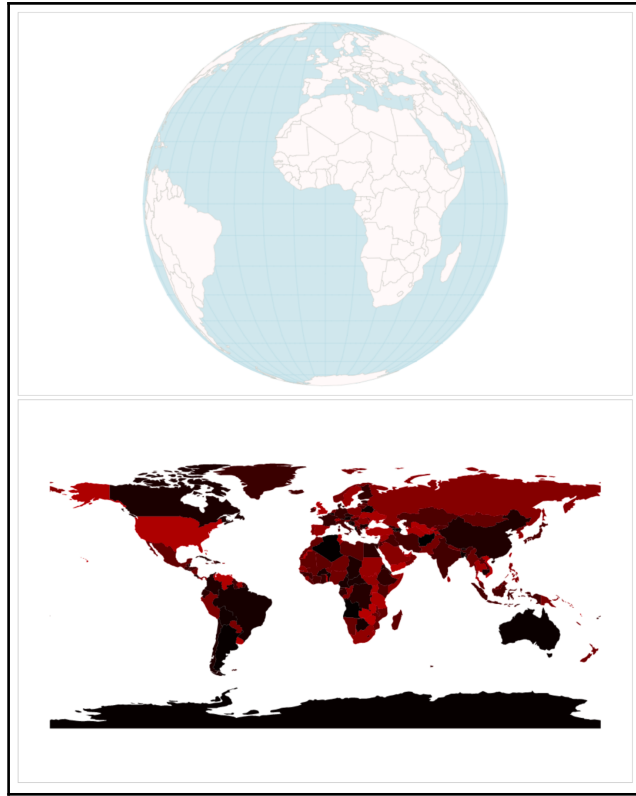


Chapter 10: Adding Interactivity to Your Canvas Map






```
▼ Object {type: "FeatureCollection", features: Array(177)} ⓘ  
  ▼ features: Array(177)  
    ▼ [0 ... 99]  
      ▼ 0: Object  
        ► geometry: Object  
        ▼ properties: Object  
          adm0_a3: "AFG"  
          admin: "Afghanistan"  
          pop_est: 28400000  
          ► __proto__: Object  
        type: "Feature"  
        ► __proto__: Object  
      ▼ 1: Object  
        ► geometry: Object  
        ▼ properties: Object  
          adm0_a3: "ALB"  
          admin: "Albania"  
          pop_est: 3639453  
          ► __proto__: Object  
        type: "Feature"  
        ► __proto__: Object  
      ► 2: Object  
      ► 3: Object  
      ► 4: Object  
      ► 5: Object  
      ► 6: Object  
      ► 7: Object  
      ► 8: Object  
      ► 9: Object
```



The color we picked from
the north of France

```
▼ Uint8ClampedArray(4) [52, 0, 0, 255] ⓘ  
  0: 52  
  1: 0  
  2: 0  
  3: 255
```

Array object with
the index 52

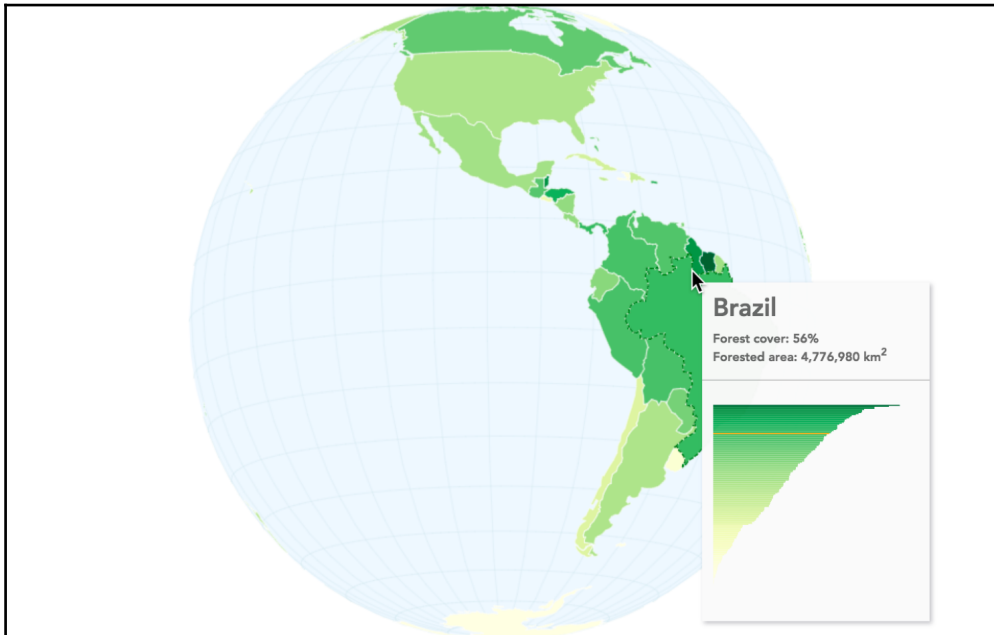
```
▼ 52: Object  
  ► geometry: Object  
  ▼ properties: Object  
    adm0_a3: "FRA"  
    admin: "France"  
    pop_est: 64057792  
  ► __proto__: Object  
type: "Feature"
```

Aliased

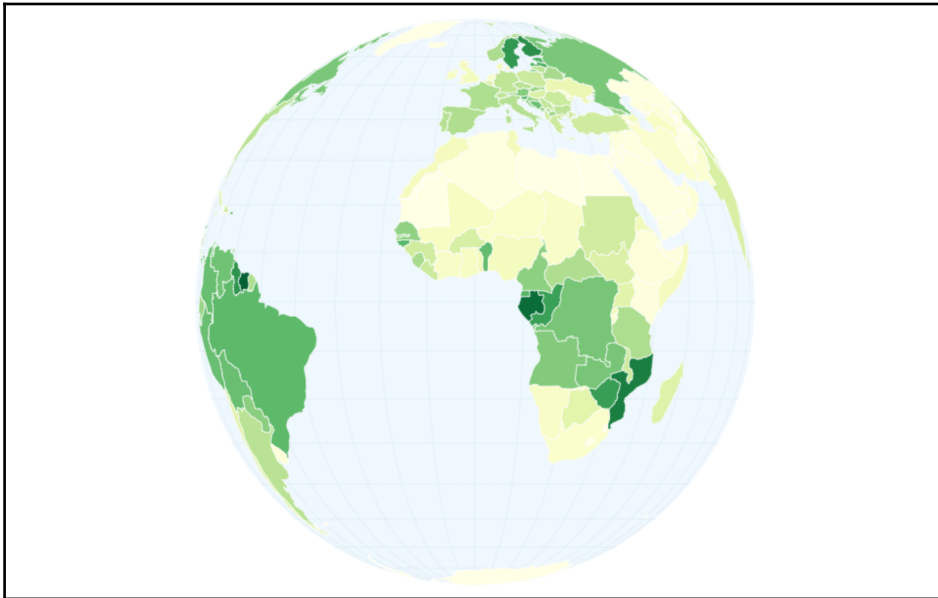


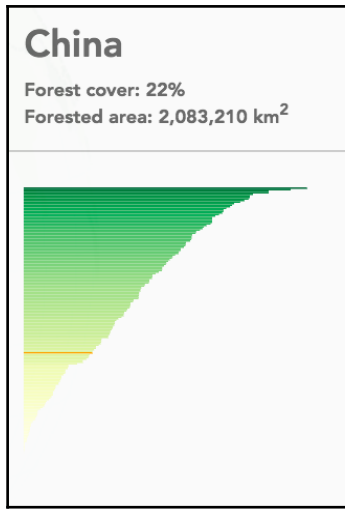
Antialiased



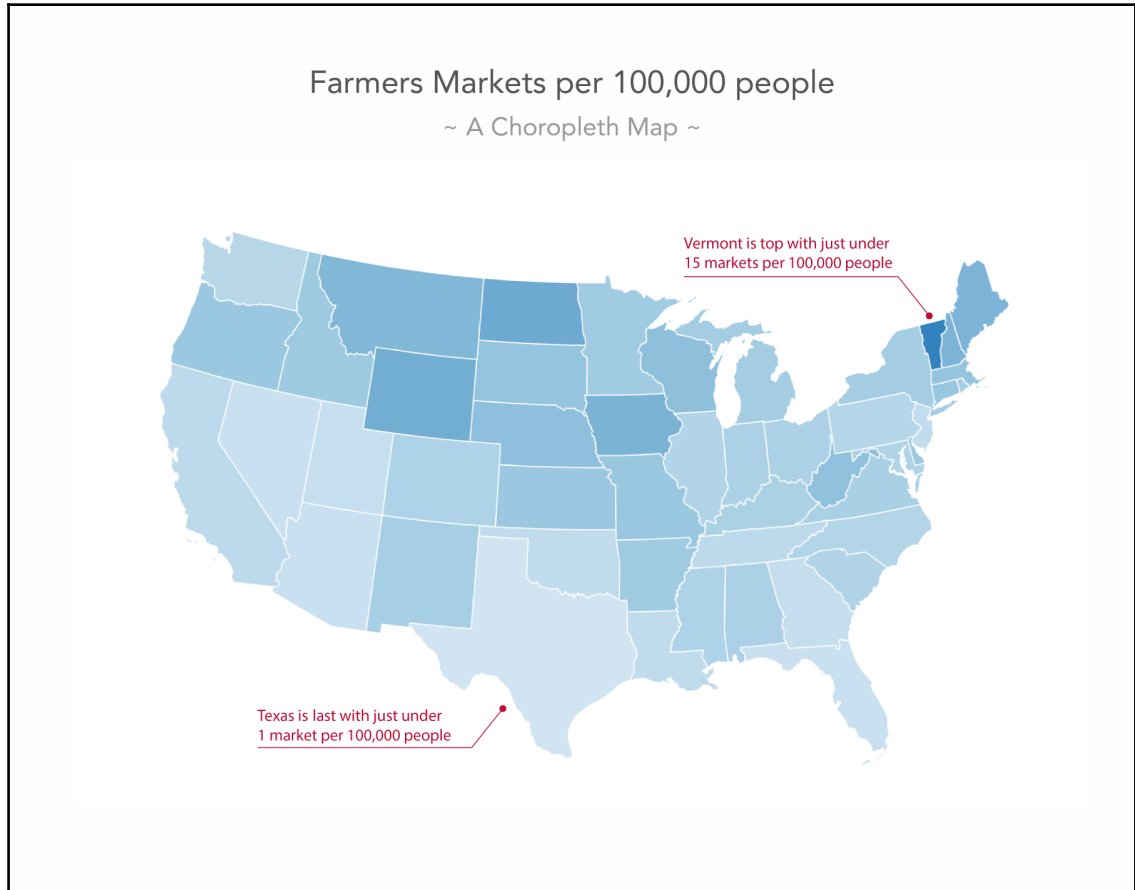


```
▼ Object {type: "FeatureCollection", features: Array(177)} ⓘ  
  ▼ features: Array(177)  
    ▼ [0 ... 99]  
      ▼ 0: Object  
        ► geometry: Object  
        ▼ properties: Object  
          adm0_a3: "AFG"  
          admin: "Afghanistan"  
          forest_area: 1631  
          forest_color: "rgb(255, 255, 228)"  
          forest_percent: 0.0025  
          pop_est: 28400000  
        ► __proto__: Object  
        type: "Feature"
```



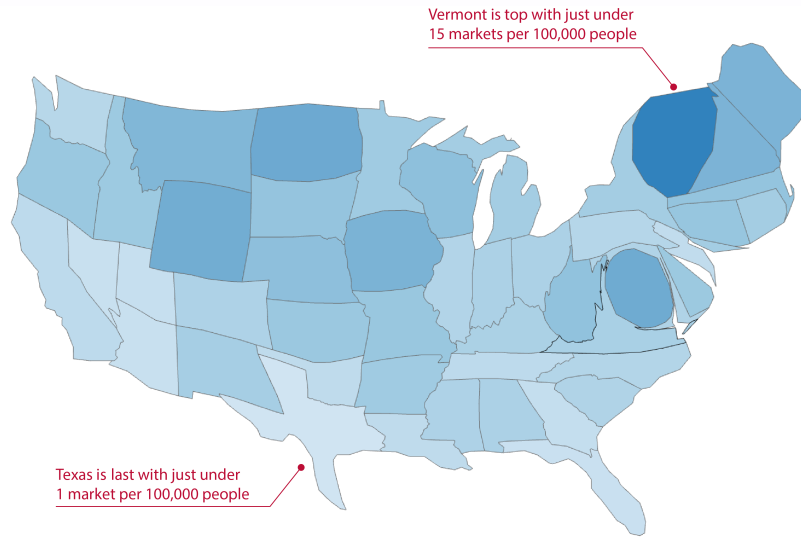


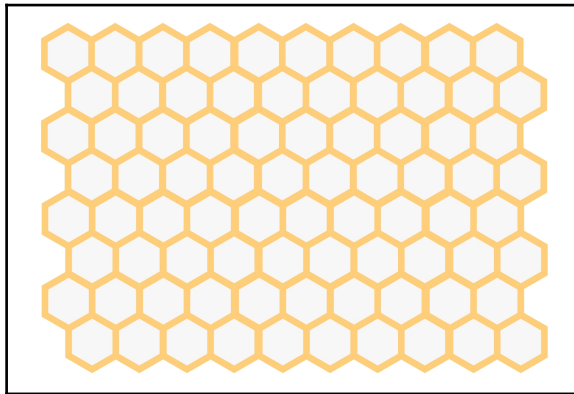
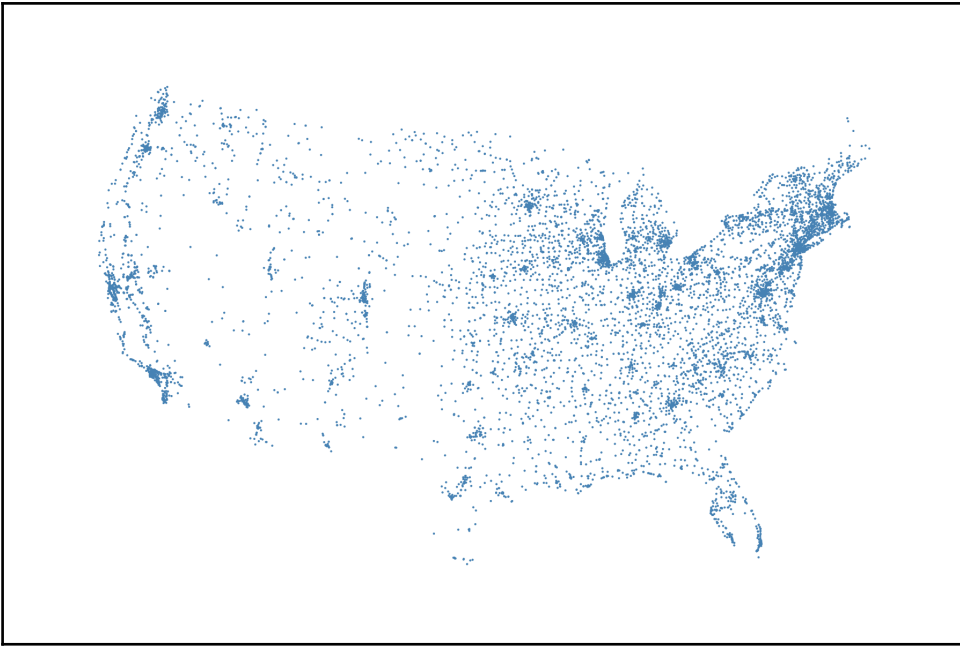
Chapter 11: Creating Images from Simple Text



Farmers Markets per 100,000 people

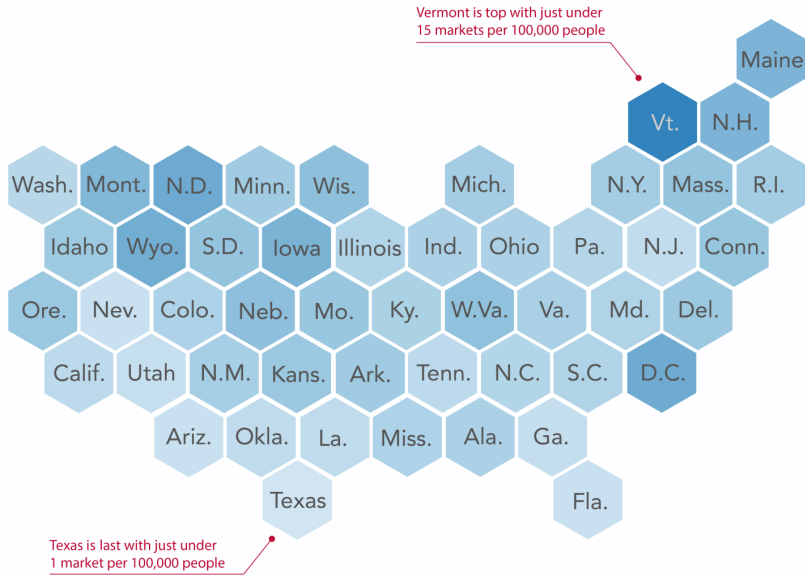
~ A Contiguous Cartogram ~

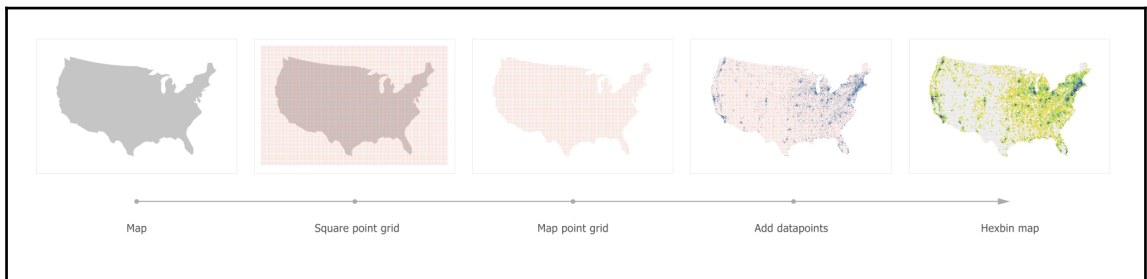
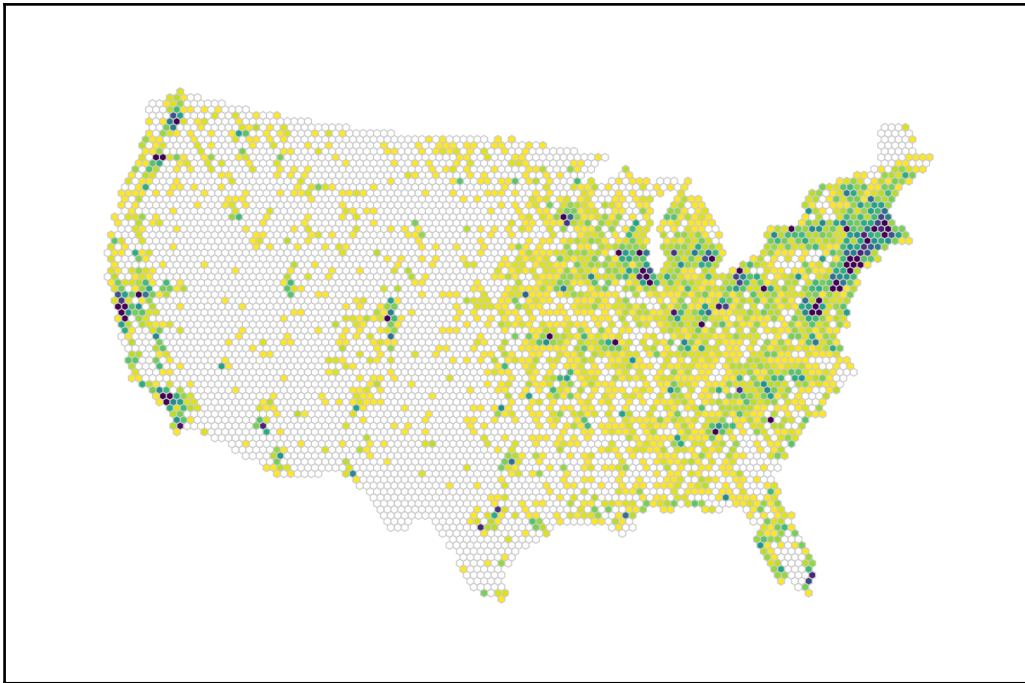




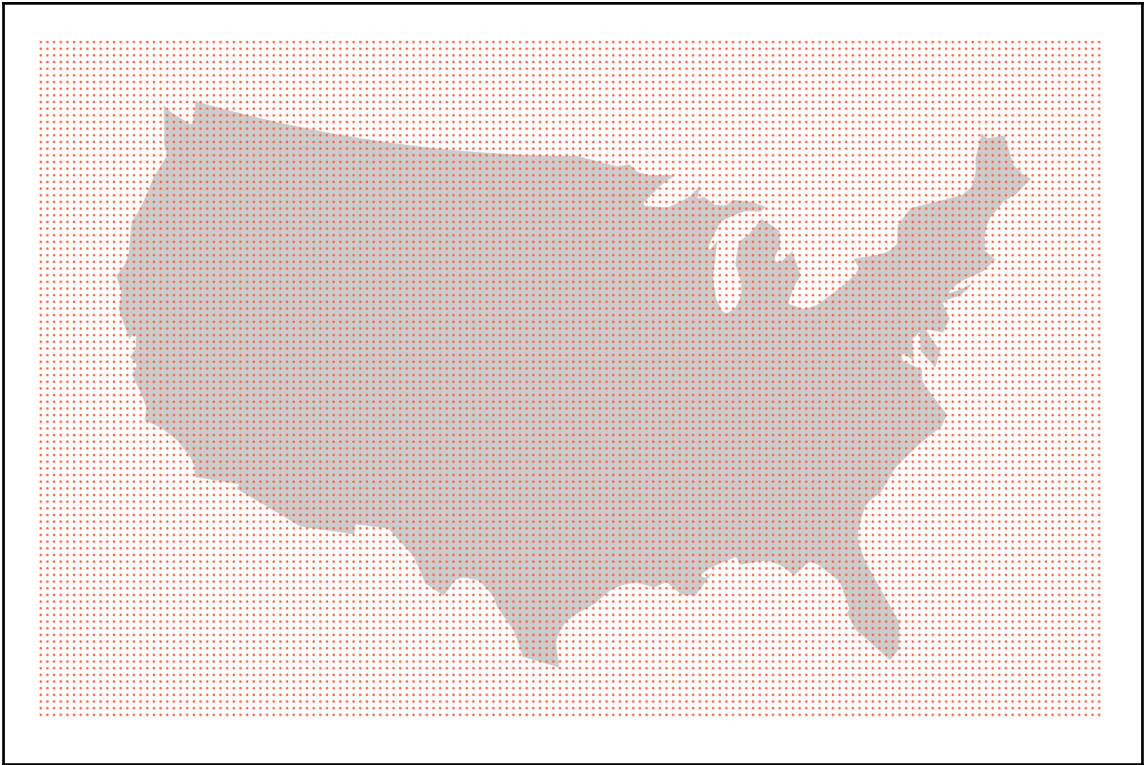
Farmers Markets per 100,000 people

~ A Hexagonal Choropleth Map ~

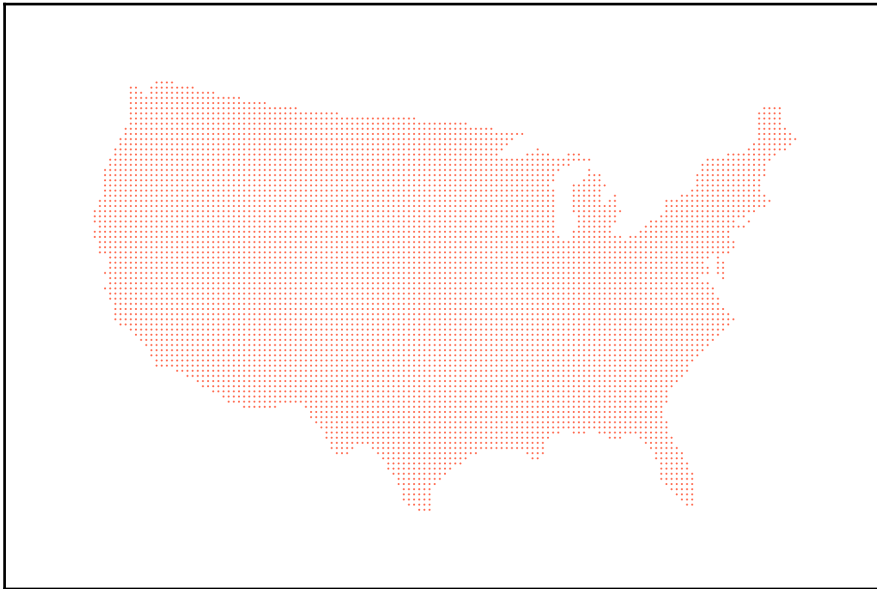
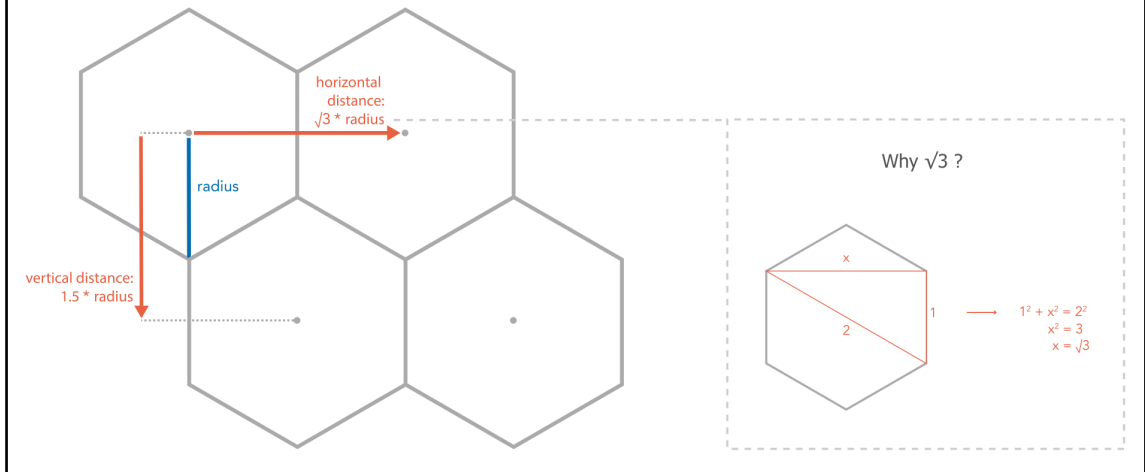




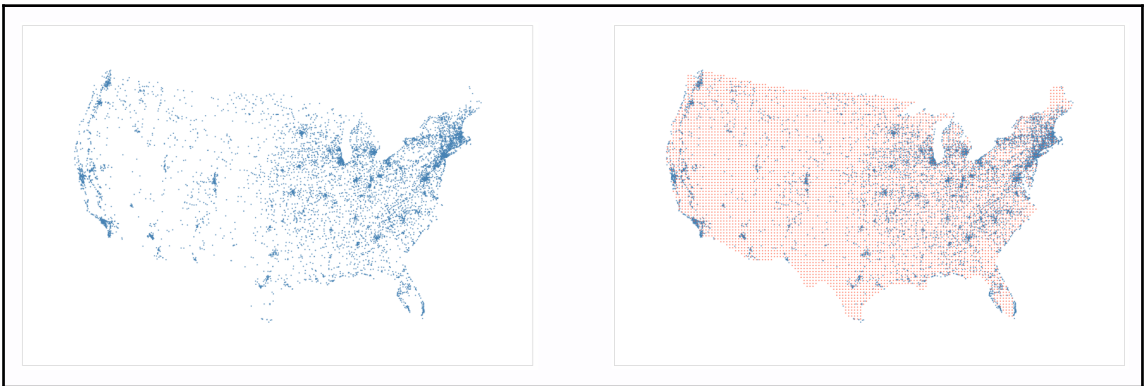




Distances between hexagons and their radius



```
▼ (5996)
  [Array(1), Array(1), Array(2), Array(1), Array(1),
  ▼ [0 ... 99]
    ▼ 0: Array(1)
      ► 0: {x: 126, y: 52.5, datapoint: 0}
        x: 127.30573435631248
        y: 52.5
        length: 1
      ► __proto__: Array(0)
    ▼ 1: Array(1)
      ► 0: {x: 131.25, y: 52.5, datapoint: 0}
        x: 133.36791218280354
        y: 52.5
        length: 1
      ► __proto__: Array(0)
    ▼ 2: Array(2)
      ► 0: {x: 136.5, y: 52.5, datapoint: 0}
      ► 1: {x: 141.75, y: 52.5, datapoint: 0}
        x: 139.43009000929462
        y: 52.5
        length: 2
      ► __proto__: Array(0)
```



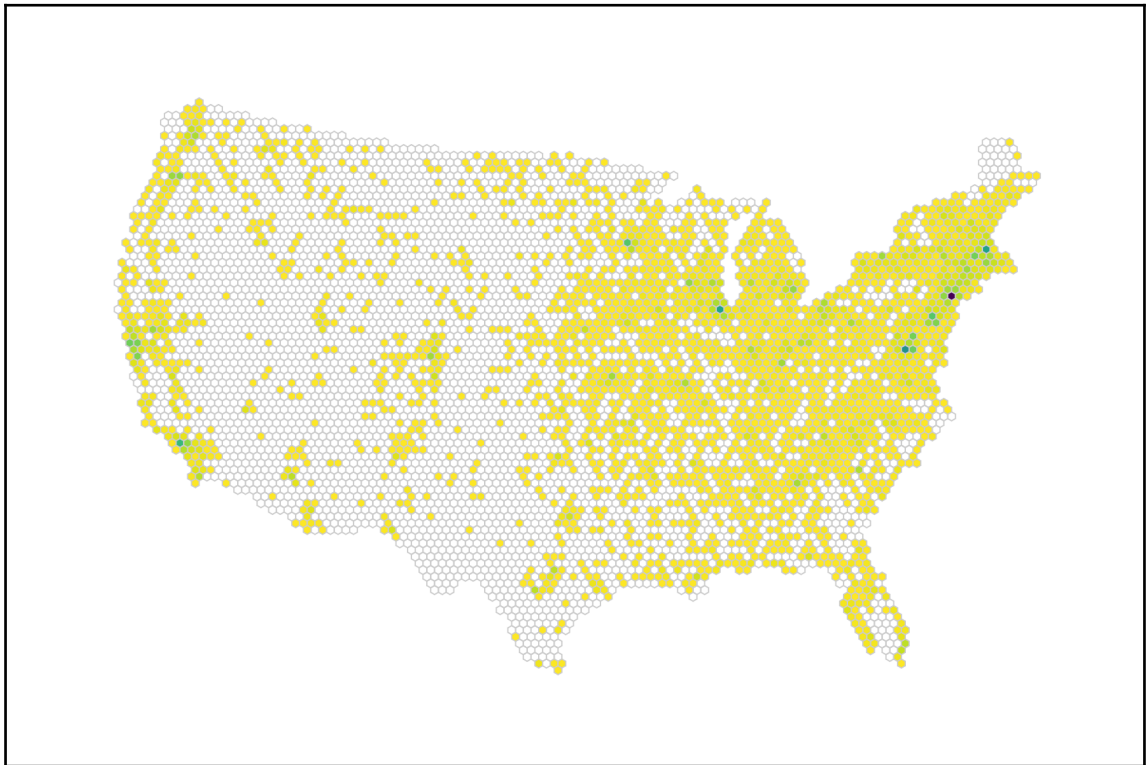
hexPoints pre roll-up

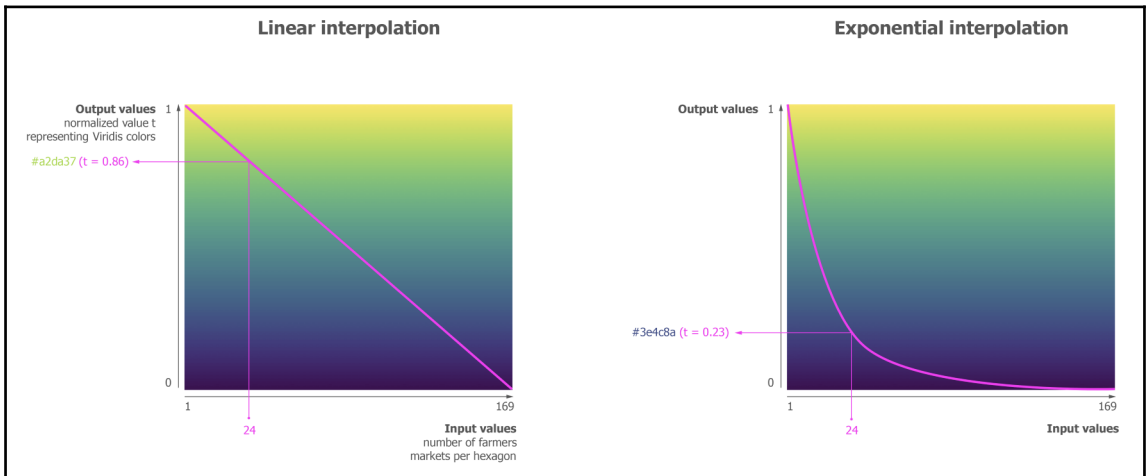
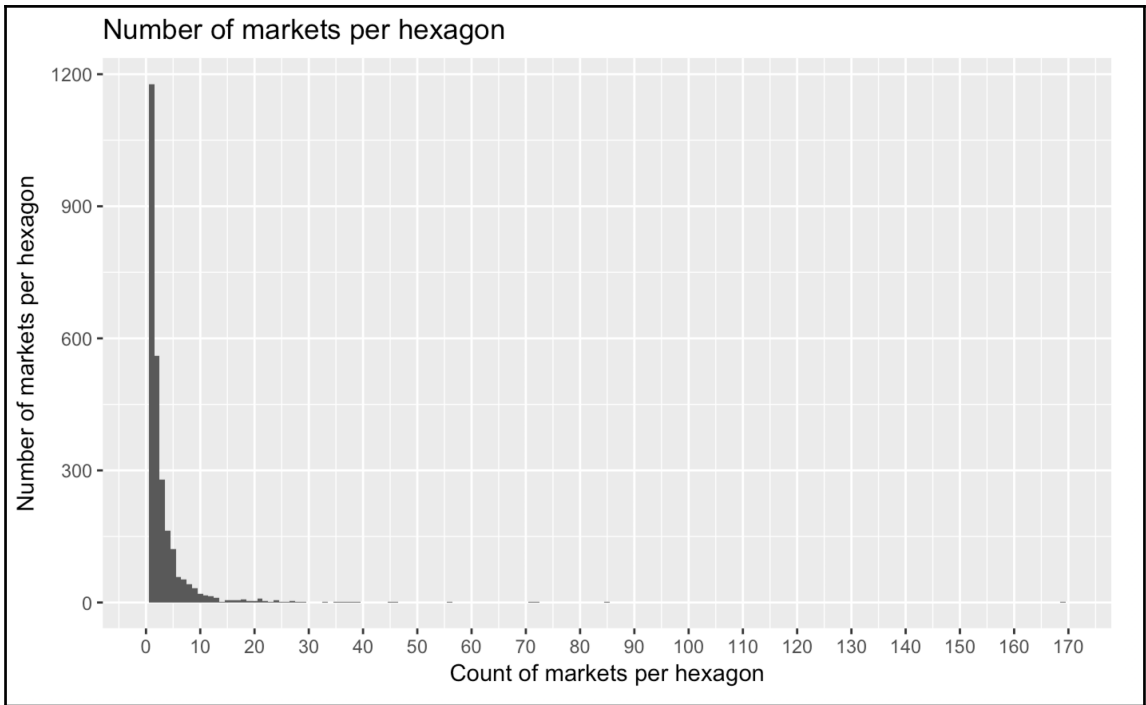
```
▼ 5: Array(3)  
▶ 0: {x: 120.75, y: 57.75, datapoint: 0}  
▶ 1: {x: 118.97082442287109, y: 59.64961213823119, datapoint: 1, name: "Coupeville Farmers Market", state: "Washington", ...}  
▶ 2: {x: 119.83850931589228, y: 58.4007101165264, datapoint: 1, name: "Oak Harbor Farmers Market", state: "Washington", ...}  
  x: 118.21246761657588  
  y: 57.75
```

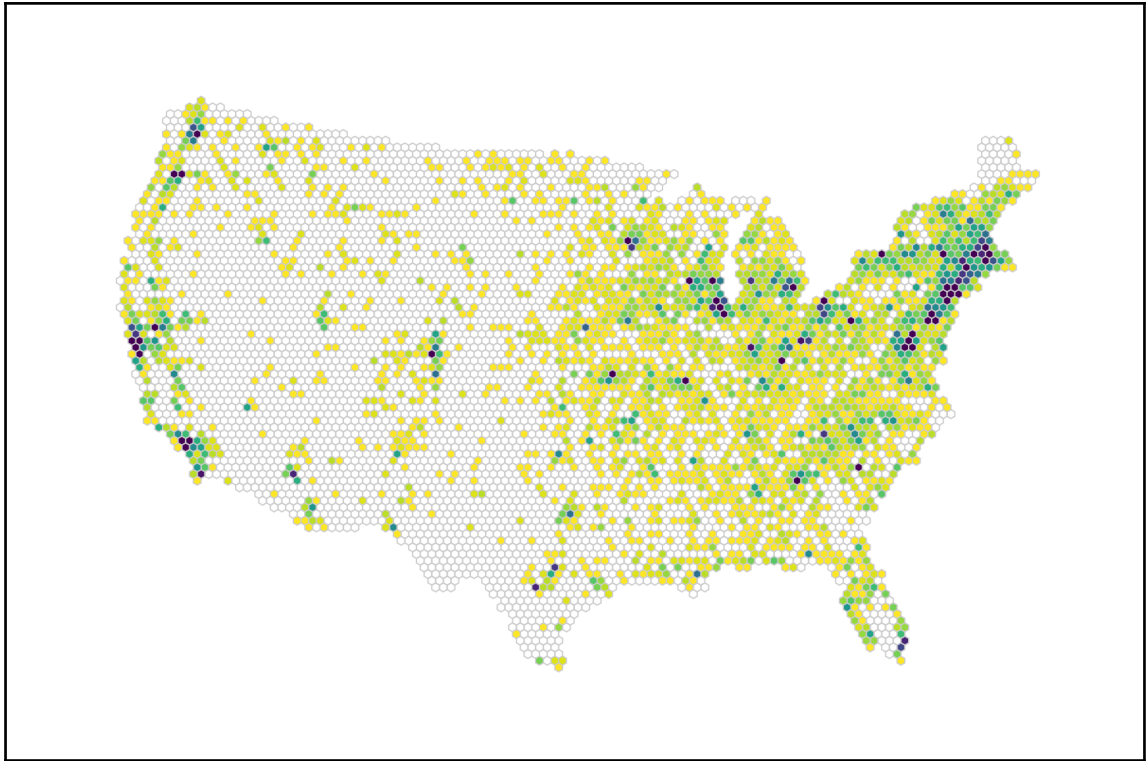
hexPoints post roll-up

```
▼ 5: Array(2)  
▶ 0: {x: 118.97082442287109, y: 59.64961213823119, datapoint: 1, name: "Coupeville Farmers Market", state: "Washington", ...}  
▶ 1: {x: 119.83850931589228, y: 58.4007101165264, datapoint: 1, name: "Oak Harbor Farmers Market", state: "Washington", ...}  
  datapoints: 2  
  ▼ markets: Array(2)  
    ▶ 0: {name: "Coupeville Farmers Market", state: "Washington", city: "Coupeville", url: undefined}  
    ▶ 1: {name: "Oak Harbor Farmers Market", state: "Washington", city: "Oak Harbor", url: undefined}  
    length: 2  
  ▶ __proto__: Array(0)  
  x: 118.21246761657588  
  y: 57.75
```

Annotations: "this will go" points to the first object in the pre-roll-up array. "this is new" points to the 'markets' property in the post-roll-up object.

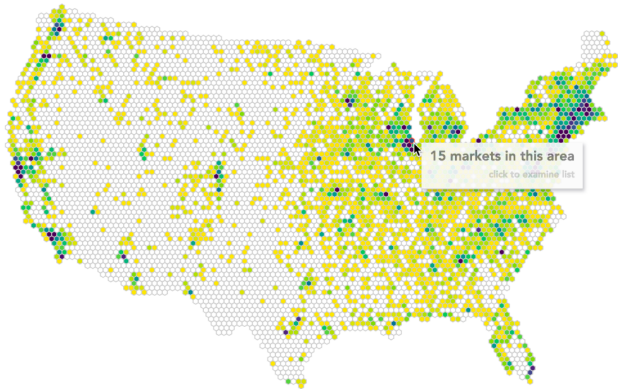






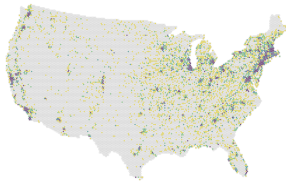
Farmers Markets in the US - all markets

Hover over the map to see more detail. Click on a hexagon to browse its markets.



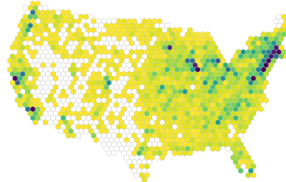
- Devon Community Market, Chicago, Illinois
- Downtown Evanston Farmers' Market, Evanston, Illinois
- Edgewater Farmers Market, Chicago, Illinois
- Farmer Fridays at Uncommon Ground, Chicago, Illinois
- Glencoe French Market, Glencoe, Illinois
- Glenview Farmers Market, Glenview, Illinois
- Glenwood Sunday Market, Chicago, Illinois
- Immanuel Indoor Farmers Market, Evanston, Illinois
- Loyola University Chicago Farmers Market, Chicago, Illinois
- Morton Grove Farmers' Market, Morton Grove, Illinois
- Ravinia Farmers Market, Highland Park, Illinois
- Ridgeville Park District Farmers Market, Evanston, Illinois
- Village of Skokie Farmer's Market, Skokie, Illinois
- West End Market, Evanston, Illinois
- Wilmette French Market, Wilmette, Illinois

hex radius 2
max color scale 5



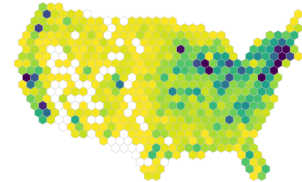
Change the size of the hexagons: 2 5
Change the maximum value for the color scale: 5

hex radius 7.5
max color scale 80

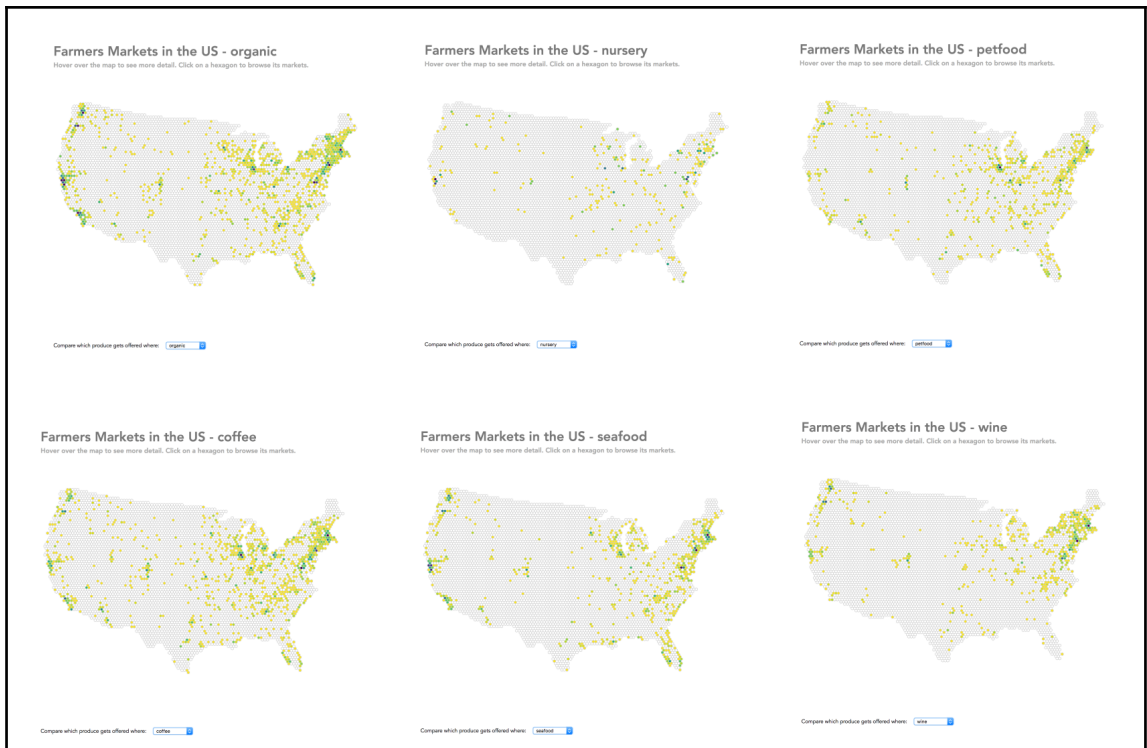
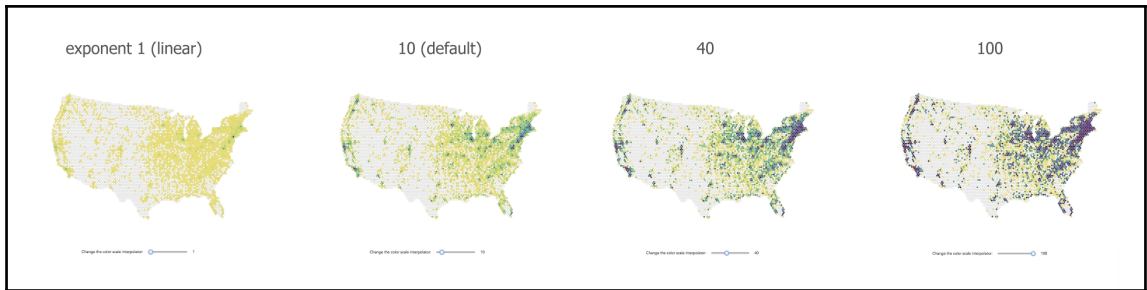


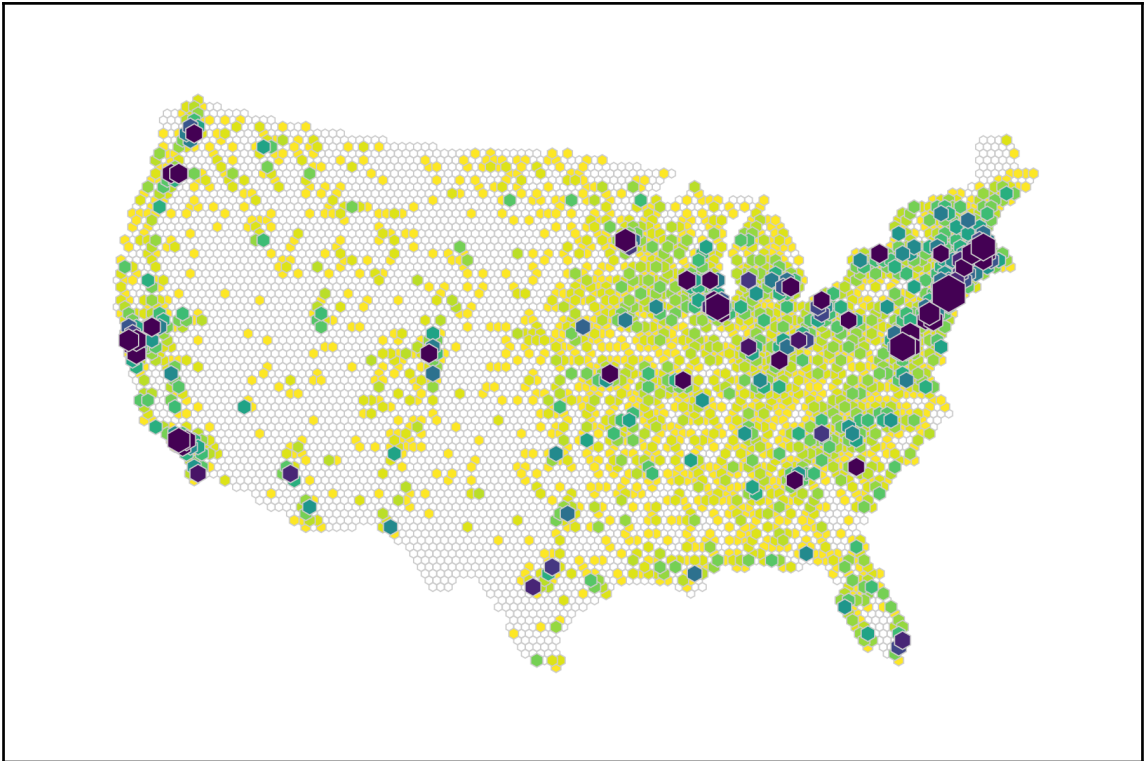
Change the size of the hexagons: 7.5 80
Change the maximum value for the color scale: 80

hex radius 12
max color scale 100

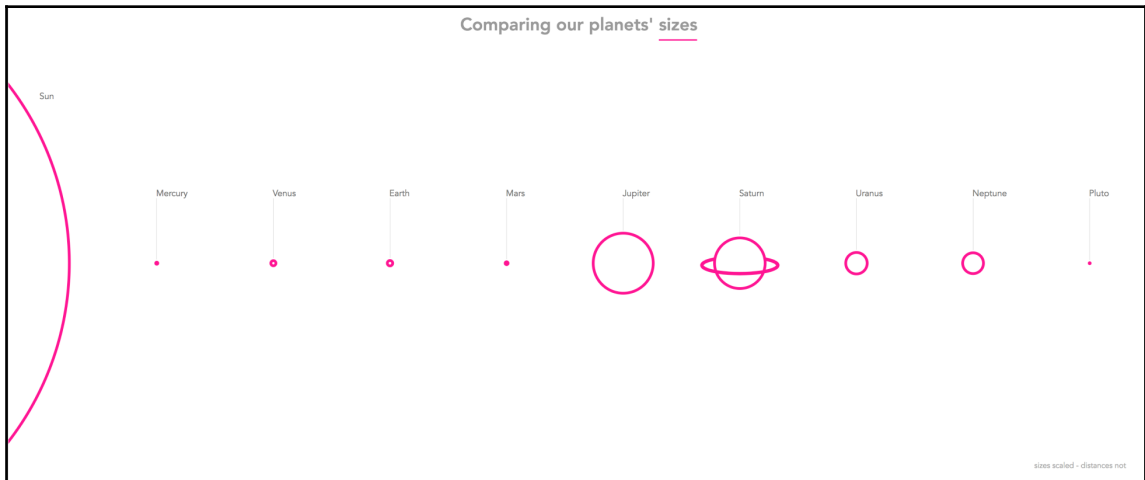


Change the size of the hexagons: 12 100
Change the maximum value for the color scale: 100

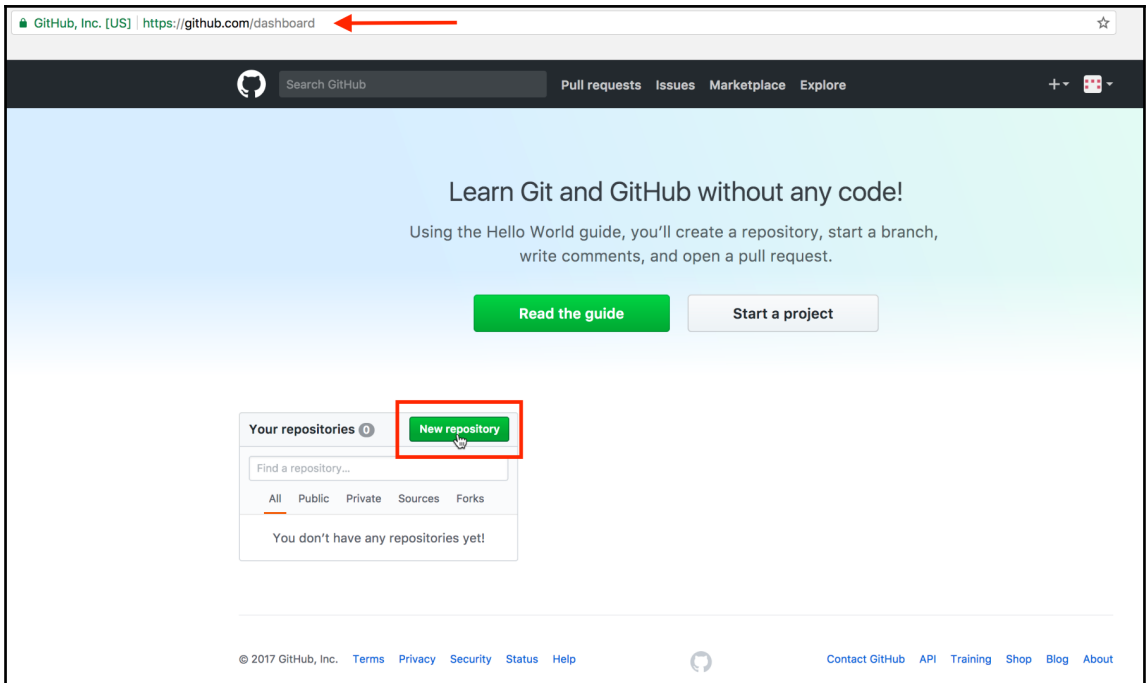


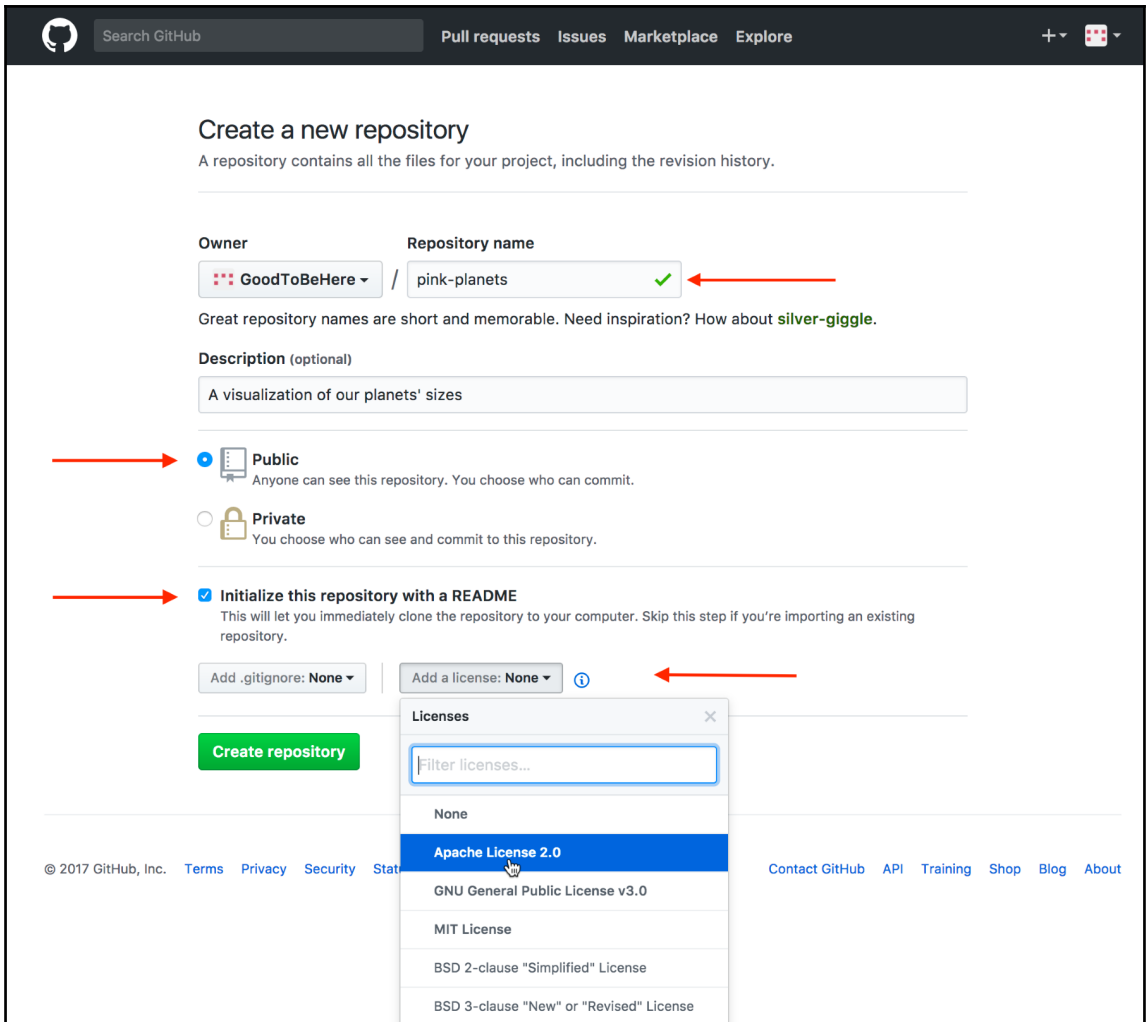


Chapter 12: Publishing Your Visualization with Github Pages

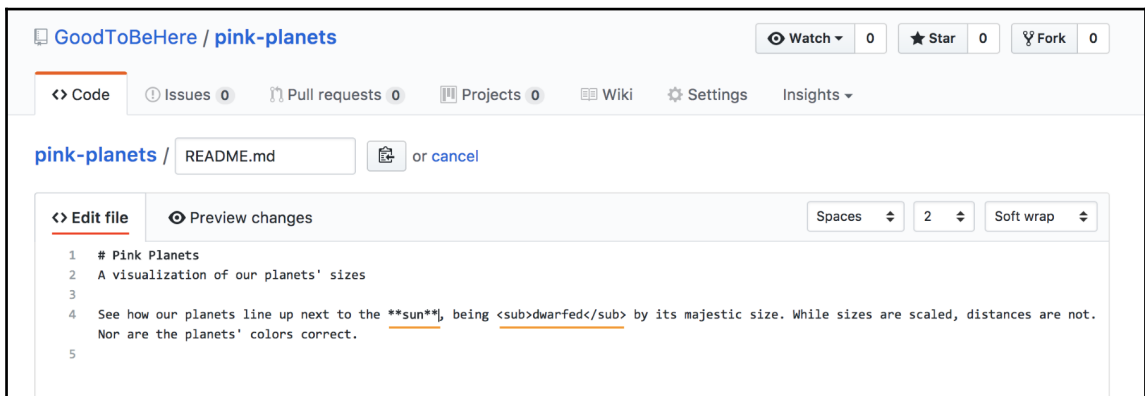
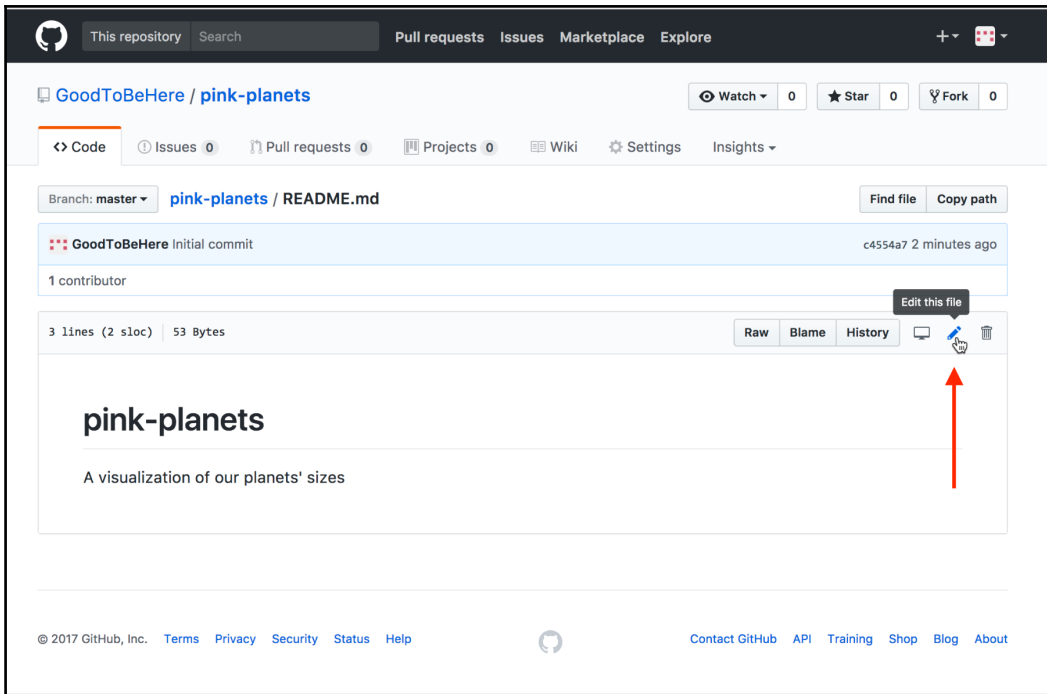


-
-
-





The screenshot shows a GitHub repository page for 'GoodToBeHere / pink-planets'. The browser's address bar at the top contains the URL 'https://github.com/GoodToBeHere/pink-planets', with a red arrow pointing to it. The repository page includes a navigation bar with 'This repository', 'Search', 'Pull requests', 'Issues', 'Marketplace', and 'Explore'. Below the navigation bar, the repository name 'GoodToBeHere / pink-planets' is displayed, along with 'Watch' (0), 'Star' (0), and 'Fork' (0) buttons. A secondary navigation bar contains 'Code', 'Issues' (0), 'Pull requests' (0), 'Projects' (0), 'Wiki', 'Settings', and 'Insights'. The main content area features a description: 'A visualization of our planets' sizes', followed by 'Add topics'. A summary bar shows '1 commit', '1 branch', '0 releases', and '1 contributor'. Below this, there are buttons for 'New pull request', 'Create new file', 'Upload files', 'Find file', and 'Clone or download'. A commit history table lists 'GoodToBeHere Initial commit' as the latest commit (c4554a7) from 'just now'. Below the table, the 'README.md' file is previewed, showing the title 'pink-planets' and the subtitle 'A visualization of our planets' sizes'. The footer contains copyright information for 2017 GitHub, Inc., and links for 'Terms', 'Privacy', 'Security', 'Status', 'Help', 'Contact GitHub', 'API', 'Training', 'Shop', 'Blog', and 'About'.



The screenshot shows the GitHub web interface for a repository named 'GoodToBeHere / pink-planets'. The top navigation bar includes 'Pull requests', 'Issues', 'Marketplace', and 'Explore'. Below the repository name, there are buttons for 'Watch', 'Star', and 'Fork', each with a count of 0. The main content area shows the file 'README.md' in 'Preview changes' mode. The preview displays the text 'pink-planets Pink Planets' with 'pink-planets' in red and 'Pink Planets' in green. Below this is a paragraph: 'A visualization of our planets' sizes. See how our planets line up next to the sun, being dwarfed by its majestic size. While sizes are scaled, distances are not. Nor are the planets' colors correct.' The 'Commit changes' section is visible below the preview, with a red arrow pointing to the 'Commit changes' button. The button is green and has a red box around it. The 'Cancel' button is grey. The commit message field contains 'Update README.md' and there is an option to 'Commit directly to the master branch' which is selected.

The screenshot shows the GitHub interface for the repository 'GoodToBeHere / pink-planets'. At the top, there are navigation links for 'Pull requests', 'Issues', 'Marketplace', and 'Explore'. Below the repository name, there are statistics for 'Watch', 'Star', and 'Fork', each with a count of 0. A navigation bar includes 'Code', 'Issues', 'Pull requests', 'Projects', 'Wiki', 'Settings', and 'Insights'. The main content area features a title 'A visualization of our planets' sizes' and an 'Edit' button. Below this, there are statistics for '2 commits', '1 branch', '0 releases', '1 contributor', and 'Apache-2.0' license. A row of buttons includes 'Branch: master', 'New pull request', 'Create new file', 'Upload files' (highlighted with a red box), 'Find file', and 'Clone or download'. A commit history table shows the latest commit by 'GoodToBeHere' updating the README.md file. Below the commit history, the README.md content is displayed, featuring the title 'Pink Planets' and a paragraph describing a visualization of planet sizes relative to the sun.

This repository Search Pull requests Issues Marketplace Explore

GoodToBeHere / pink-planets Watch 0 Star 0 Fork 0

Code Issues 0 Pull requests 0 Projects 0 Wiki Settings Insights

A visualization of our planets' sizes Edit

Add topics

2 commits 1 branch 0 releases 1 contributor Apache-2.0

Branch: master New pull request Create new file Upload files Find file Clone or download

GoodToBeHere committed on GitHub Update README.md Latest commit 3d61c8a 5 minutes ago

File	Commit	Time
LICENSE	Initial commit	16 minutes ago
README.md	Update README.md	5 minutes ago

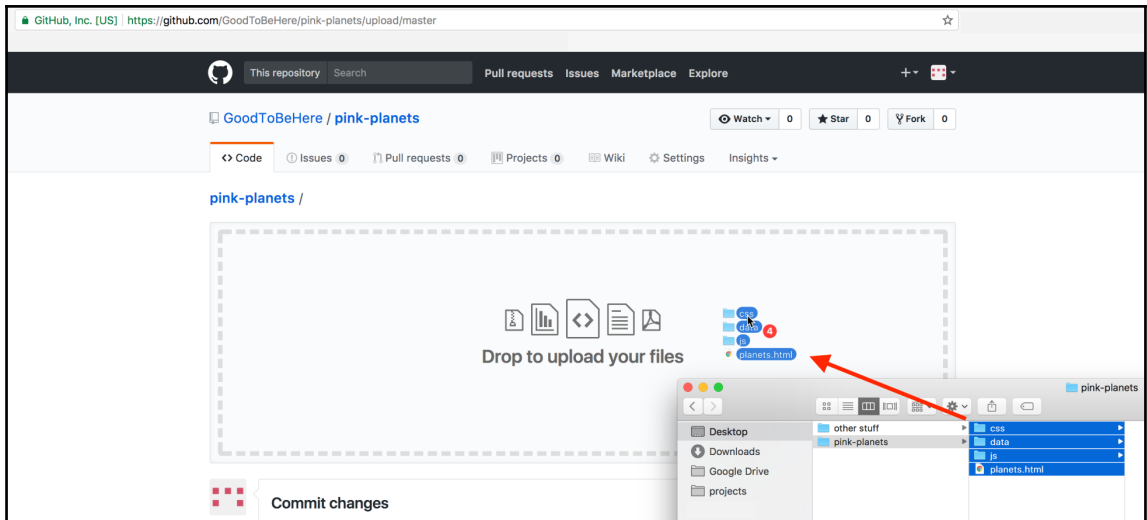
README.md

Pink Planets

A visualization of our planets' sizes

See how our planets line up next to the sun, being dwarfed by its majestic size. While sizes are scaled, distances are not. Nor are the planets' colors correct.

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The screenshot shows the GitHub web interface for a repository named 'pink-planets'. At the top, there are navigation tabs: '<> Code', 'Issues 0', 'Pull requests 0', 'Projects 0', 'Wiki', 'Settings', and 'Insights'. Below the repository name, there is a large area with icons for adding files and the text 'Drag additional files here to add them to your repository' and 'Or choose your files'. A list of files is shown below: '/css/planets.css', '/js/planets.js', '/data/planets.csv', and 'planets.html'. A 'Commit changes' dialog box is open, with a red arrow pointing to its title. The dialog has a text input field containing 'Add all project files', a larger text area for an optional description, and two radio button options: 'Commit directly to the master branch.' (selected) and 'Create a new branch for this commit and start a pull request. Learn more about pull requests.'. At the bottom of the dialog, the 'Commit changes' button is highlighted with a red box, and a 'Cancel' button is visible to its right.

The screenshot shows the GitHub interface for the repository 'GoodToBeHere / pink-planets'. At the top, there are navigation links for 'Pull requests', 'Issues', 'Marketplace', and 'Explore'. The repository name and owner are displayed, along with 'Watch', 'Star', and 'Fork' buttons, all showing a count of 0. Below this, there are tabs for 'Code', 'Issues', 'Pull requests', 'Projects', 'Wiki', 'Settings', and 'Insights'. The main content area features a visualization of the repository's activity, including a bar chart showing 3 commits, 1 branch, 0 releases, 1 contributor, and Apache-2.0 license. A table lists recent commits, such as 'Add all project files' for 'css', 'data', and 'js' files, and 'Update README.md'. Below the commit list, the 'README.md' file is expanded, showing the title 'Pink Planets' and a description: 'A visualization of our planets' sizes. See how our planets line up next to the sun, being dwarfed by its majestic size. While sizes are scaled, distances are not. Nor are the planets' colors correct.'

This repository / pink-planets

Watch 0 Star 0 Fork 0

Code Issues 0 Pull requests 0 Projects 0 Wiki Settings Insights

A visualization of our planets' sizes Edit

Add topics

3 commits 1 branch 0 releases 1 contributor Apache-2.0

Branch: master New pull request Create new file Upload files Find file Clone or download

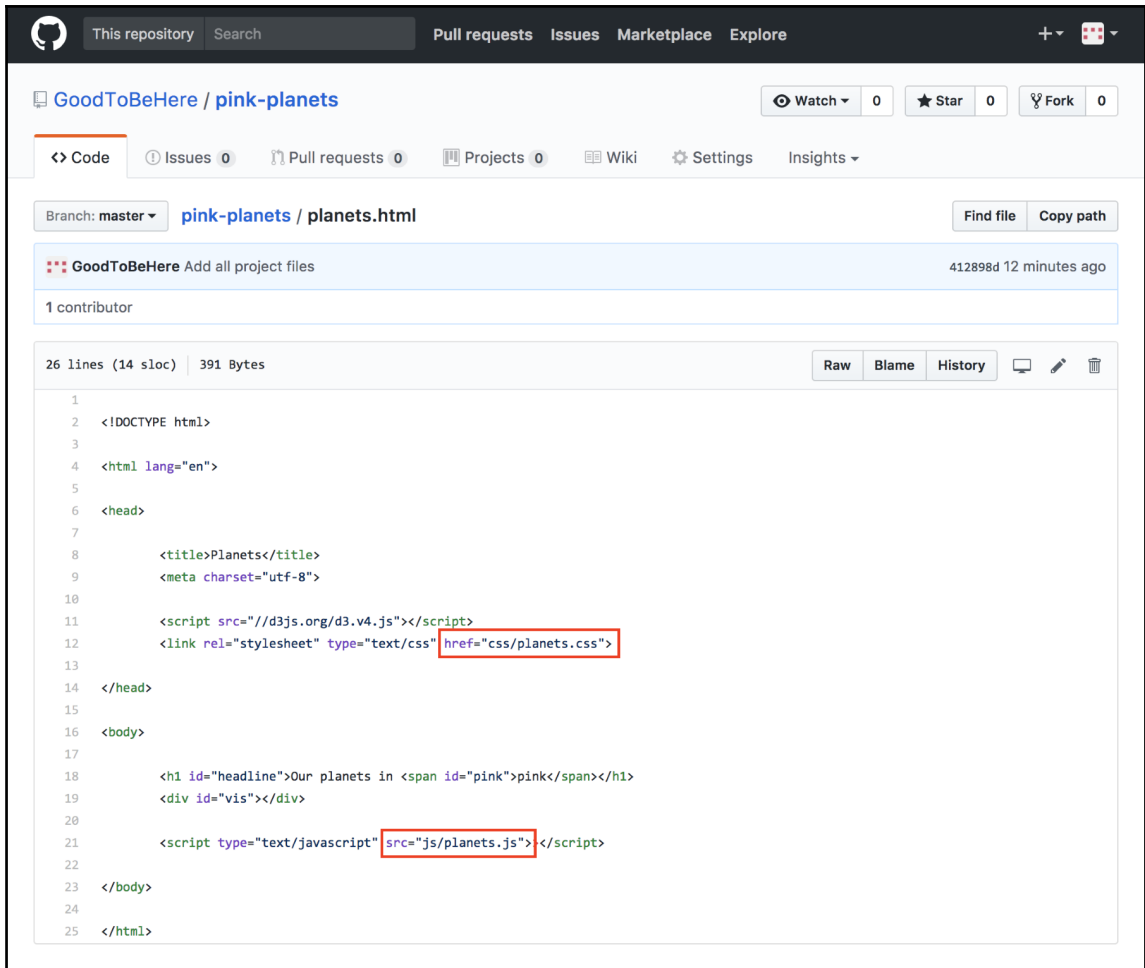
File	Commit Message	Time Ago
css	Add all project files	14 seconds ago
data	Add all project files	14 seconds ago
js	Add all project files	14 seconds ago
LICENSE	Initial commit	36 minutes ago
README.md	Update README.md	24 minutes ago
planets.html	Add all project files	14 seconds ago

README.md

Pink Planets

A visualization of our planets' sizes

See how our planets line up next to the sun, being dwarfed by its majestic size. While sizes are scaled, distances are not. Nor are the planets' colors correct.



The screenshot shows the GitHub interface for the repository 'GoodToBeHere / pink-planets'. The file 'planets.html' is selected, showing its code. The code is an HTML document with the following structure:

```
1 <!DOCTYPE html>
2
3
4 <html lang="en">
5
6 <head>
7
8   <title>Planets</title>
9   <meta charset="utf-8">
10
11   <script src="//d3js.org/d3.v4.js"></script>
12   <link rel="stylesheet" type="text/css" href="css/planets.css">
13
14 </head>
15
16 <body>
17
18   <h1 id="headline">Our planets in <span id="pink">pink</span></h1>
19   <div id="vis"></div>
20
21   <script type="text/javascript" src="js/planets.js"></script>
22
23 </body>
24
25 </html>
```

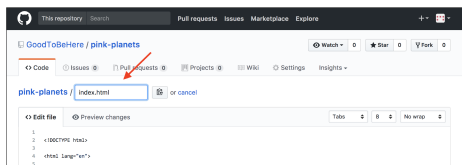
The code is displayed in a dark-themed editor with line numbers on the left. Two elements are highlighted with red boxes: the `href="css/planets.css"` attribute in the `<link>` tag on line 12, and the `src="js/planets.js"` attribute in the `<script>` tag on line 21. The repository header shows 0 Watchers, 0 Stars, and 0 Forks. The commit history shows a single commit by 'GoodToBeHere' titled 'Add all project files' from 412898d, 12 minutes ago.

The screenshot shows the GitHub interface for the repository 'GoodToBeHere / pink-planets'. The file 'planets.js' is open, showing JavaScript code. A red box highlights the filename 'data/planets.csv' in the code on line 14. The code includes a function 'row(d)' and a data load function that uses 'd3.csv' to load data from 'data/planets.csv' and append it to an SVG element.

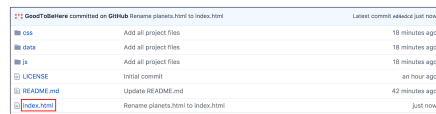
```

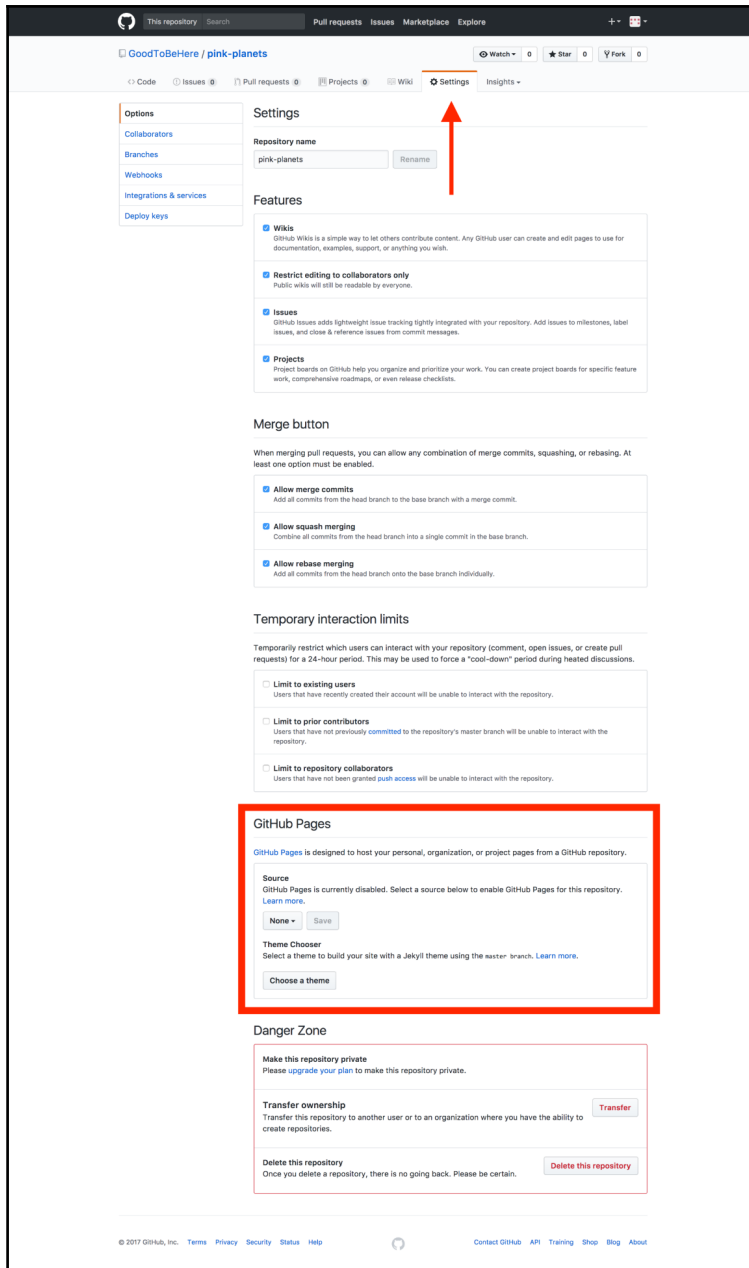
1
2 function row(d) {
3   return {
4     planet: d.planet,
5     distance: +d.distance,
6     radius: +d.radius
7   };
8 } // row()
9
10
11 /* Data load and visual */
12 /* ===== */
13
14 d3.csv('data/planets.csv', row, function(error, data) {
15   if (error) throw error;
16   console.log(data);
17
18   /* Set up */
19   /* ===== */
20
21   var margin = { top: 30, right: 50, bottom: 30, left: 0 },
22     // width = 900 - margin.left - margin.right,
23     // height = 600 - margin.top - margin.bottom;
24     width = window.innerWidth - margin.left - margin.right,
25     height = 600 - margin.top - margin.bottom;
26
27   var svg = d3.select('#vis')
28     .append('svg')
29     .attr('width', width + margin.left + margin.top)
  
```

1. Change filename



2. Check





GitHub, Inc. [US] | <https://github.com/GoodToBeHere/pink-planets/settings>

Users that have not been granted [push access](#) will be unable to interact with the repository.

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Source
GitHub Pages is currently disabled. Select a source below to enable GitHub Pages for this repository. [Learn more.](#)

None Save

Select source

- master branch
Use the master branch for GitHub Pages.
- master branch /docs folder
Use only the /docs folder for GitHub Pages.
- None (checked)
Disable GitHub Pages.

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Transfer this repository to another user or to an organization where you have the ability to create repositories.

Delete this repository Delete this repository
Once you delete a repository, there is no going back. Please be certain.

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GitHub Pages

GitHub Pages is designed to host your personal, organization, or project pages from a GitHub repository.

Your site is ready to be published at <https://goodtobehere.github.io/pink-planets/>.

Source
Your GitHub Pages site is currently being built from the master branch. [Learn more.](#)

master branch Save

