D3 Js In Action

This full-color text shows readers how to transform data into something meaningful - information. It is meant for anyone interested in the art and science of communicating data to others. Drawing on the author's years of practice and teaching, it bridges the two worlds in ways everyone can participate in and appreciate the beautiful in information.
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You've got data to communicate. But what kind of visualization do you choose, how do you build your visualizations, and how do you ensure that they're up to the demands of the Web? In Data Visualization with JavaScript, you'll learn how to use JavaScript, HTML, and CSS to build practical visualizations for your data. Step-by-step examples walk you through creating, integrating, and debugging different types of visualizations and you'll be building basic visualizations (like bar, line, and scatter graphs) in no time. You'll also learn 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. You'll soon be well on your way to creating simple, powerful data visualizations.

Within the growing world of social media and computer technology, it is important to facilitate collaborative knowledge building through the utilization of visual literacy, decision-making, abstract thinking, and creativity in the application of scientific teaching. Visual Approaches to Cognitive Education With Technology Integration is a critical scholarly resource that presents discussions on cognitive education pertaining to particular scientific fields, music, digital art, programming, computer graphics, and new media. Highlighting relevant topics such as educational visualization, art and technology integration, online learning, and multimedia technology, this book is geared towards educators, students, and researchers seeking current research on the integration of new visual education methods and technologies.

D3. Js in ActionManning Publications

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.js 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

Addressing a broad range of big data analytics in cross-disciplinary applications, this essential handbook focuses on the statistical prospects offered by recent developments in this field. To do so, it covers statistical methods for high-dimensional problems, algorithmic designs, computation tools, analysis flows and the software-hardware co-designs that are needed to support insightful discoveries from big data. The book is primarily intended for statisticians, computer experts, engineers and application developers interested in using big data analytics with statistics. Readers should have a solid background in statistics and computer science.
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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.
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Unchain your data from the desktop with responsive visualizations Building Responsive Data Visualization for the Web is a handbook for any front-end development team needing a framework for integrating responsive web design into the current workflow. Written by a leading industry expert and design lead at Starbase Go, this book provides a wealth of information and practical guidance from the perspective of a real-world designer. You'll walk through the process of building data visualizations responsively as you learn best practices that build upon responsive web design principles, and get the hands-on practice you need with exercises, examples, and source code provided in every chapter. These strategies are designed to be implemented by teams large and small, with varying skill sets, so you can apply these concepts and skills to your project right away. Responsive web design is the practice of building a website to suit base browser capability, then adding features that enhance the experience based on the user's device's capabilities. Applying these ideas to data produces visualizations that always look as if they were designed specifically for the device through which they are viewed. This book shows you how to incorporate these principles into your current practices, with highly practical hands-on training. Examine the hard data surrounding responsive design Master best practices with hands-on exercises Learn data-based document manipulation using D3.js Adapt your current strategies to responsive workflows Data is growing exponentially, and the need to visualize it in any context has become crucial. Traditional visualizations allow important data to become lost when viewed on a small screen, and the web traffic speaks for itself – viewers repeatedly demonstrate their preference for responsive design. If you're ready to create more accessible, take-anywhere visualizations, Building Responsive Data Visualization for the Web is your tailor-made solution.

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

This book constitutes revised selected papers from the 5th International Workshop on Graphical Models for Security, GraMSec 2018, held in Oxford, UK, in July 2018. The 7 full papers presented in this volume were carefully reviewed and selected from 21 submissions. The book also contains one invited talk. The contributions deal with the latest research and developments on graphical models for security.

The objective of this study is to provide insights into potentialities, steps, and best practices in applying blockchain technology (BCT) to use cases in agriculture in the context of climate change, to explore the opportunities and challenges in applying the BCT in agricultural sectors with the aims of reducing greenhouse gas emission, increasing carbon sequestration, as well as supporting farmers' adaptation to climate change. Furthermore, this study also aims to shed light on policy options and propose policy guidance adapted to developing countries on blockchain applications.

Crisp and concise guide on building impressive maps as well as visualizations with D3 a JavaScript library About This Book Dive into D3.js and apply its powerful data binding ability in order to create stunning visualizations Learn the key concepts of SVG, JavaScript, CSS and the DOM to bring data and shapes to live in the browser Solve common problems faced while building interactive maps Acquire key web development skills from the creating your interactive to testing and finally publishing it. Who This Book Is For

This book is for people with at least a basic knowledge of of web development (basic HTML/CSS/JavaScript). You don't need to have worked with D3.js before. What You Will Learn Work with SVG geometric shapes Learn to manage map data and plot it with D3.js Add interactivity and points of interest to your maps Compress and manipulate geoJSON files with the use of topoJSON Learn how to write testable D3.js visualizations Build a globe with D3.js and Canvas and add interactivity to it. Create a hexbin map with D3.js In Detail D3.js is a visualization library used for the creation and control of dynamic and interactive graphical forms. It is a library used to manipulate HTML and SVG documents as well as the Canvas element based on data. Using D3.js, developers can create interactive maps for the web, that look and feel beautiful. This book will show you how build and design maps with D3.js and gives you great insight into projections, colors, and the most appropriate types of map. The book begins by helping you set up all the tools necessary to build visualizations and maps. Then it covers obtaining geographic data, modifying it to your specific needs, visualizing it with augmented data using D3.js. It will further show you how to draw and map with the Canvas API and how to publish your visualization. By the end of this book, you'll be creating maps like the election maps and the kind of infographics you'll find on sites like the New York Times. Style and approach This step by step guide with pragmatic examples will help you create maps and amazing visualizations.

Unleash the power of data by creating interactive, engaging, and compelling visualizations for the web About This Book Get a portable, versatile, and flexible data visualization design approach that will help you navigate the complex path towards success Get thorough explanation of the many visual variables and visualization taxonomy to provide you with a menu of creative options A comprehensive and contemporary introduction to data-driven visualization design and the most effective approaches to designing impact-maximizing and cognition-amplifying visualizations Who This Book Is For This course is for developers who are excited about data and who want to share that excitement with others and it will be handy for the web developers or data scientists who want to create interactive visualizations for the web. Prior knowledge of developing web applications is required. You should have a working knowledge of both JavaScript and HTML. What You Will Learn Harness the power of D3 by building interactive and real-time data-driven web visualizations Find out how to use JavaScript to create compelling visualizations of social data Identify the purpose of your visualization and your project's parameters to determine overriding design considerations across your project's execution Apply critical thinking to visualization design and get intimate with your dataset to identify its potential visual characteristics Explore the various features of HTML5 to design creative visualizations Discover what data is available on Stack Overflow, Facebook, Twitter, and Google+ Gain a solid understanding of the common D3 development idioms Find out how to write basic D3 code for server using Node.js In Detail Do you want to create more attractive charts? Or do you have huge data sets and need to unearth the key insights in a visual manner? Data visualization is the representation and presentation of data, using proven design techniques to bring alive the patterns, stories, and key insights that are locked away. This learning path is divided into three modules. The first module will equip you with the key techniques required to overcome contemporary data visualization challenges. After getting familiar with key concepts of data visualization, it's time to incorporate it with various technologies. In the second module, Social Data Visualization with HTML5 and JavaScript, it teaches you how to leverage HTML5 techniques through JavaScript to build visualizations. It also clears up how the often complicated OAuth protocol works to help you unlock a universe of social media data from sites such as Twitter, Facebook, and Google+. Once you are familiar with the concepts of incorporating data visualization with HTML5 and JavaScript, third module, Learning d3.js Data Visualization, will lead you to D3, which has emerged as one of the leading platforms to develop beautiful, interactive visualizations over the web. This module provides a strong foundation in designing compelling web visualizations with D3.js. By the end of this course, you will have unlocked the mystery behind successful data visualizations. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Data Visualization: a successful design process by Andy Kirk Social Data Visualization with HTML5 and JavaScript by Simon Timms Learning d3.js Data Visualization, Second Edition by ?drew Rininsland and Swizec Teller Style and approach This course includes all the resources that will help you jump into creating interactive and engaging visualizations for the web. Through this comprehensive course, you'll learn how to create engaging visualizations for the web to represent your data from start to finish!

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 Digital Humanities have arrived at a moment when digital Big Data is becoming more readily available, opening exciting new avenues of inquiry but also new challenges. This pioneering book describes and demonstrates the ways these data can be explored to construct cultural heritage knowledge, for research and in teaching and learning. It helps humanities scholars to grasp Big Data in order to do their work, whether that means understanding the underlying algorithms at work in search engines, or designing and using their own tools to process large amounts of information. Demonstrating what digital tools have to offer and also what 'digital' does to how we understand the past, the authors introduce the many different tools and developing approaches in Big Data for historical and humanistic scholarship, show how to use them, what to be wary of, and discuss the kinds of questions and new perspectives this new macroscopic perspective opens up. Authored 'live' online with ongoing feedback from the wider digital history community, Exploring Big Historical Data breaks new ground and sets the direction for the conversation into the future. It represents the current state-of-the-art thinking in the field and exemplifies the way that digital work can enhance public engagement in the humanities. Exploring Big Historical Data should be the go-to resource for undergraduate

and graduate students confronted by a vast corpus of data, and researchers encountering these methods for the first time. It will also offer a helping hand to the interested individual seeking to make sense of genealogical data or digitized newspapers, and even the local historical society who are trying to see the value in digitizing their holdings. The companion website to Exploring Big Historical Data can be found at http://www.themacroscope.org/. On this site you will find code, a discussion forum, essays, and datafiles that accompany this book.

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"If you are a web developer who is interested in starting out with D3.js, this course is for you. Knowledge of HTML, the DOM, and JavaScript is necessary. Some understanding of SVG is useful, but not required. This video course is a fast-paced action sequence where you'll learn loads about D3.js as you build a soccer fan website. The split-screen windows will enable you to see your code drive your display on the go. You'll also learn a lot of new stunts and improvisations while learning the basic functionality that D3 offers."--Resource description page.

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)

Vitamin D, a steroid hormone, has mainly been known for its effects on bone and osteoporosis. The current therapeutic practices expand into such markets as cancer research, pediatrics, nephrology, dermatology, immunology, and genetics. This 3e includes over 100 chapters covering everything from chemistry and metabolism to mechanisms of action, diagnosis and management, new analogs, and emerging therapies. This complete reference works is a must-have resource for anyone working in endocrinology, osteology, bone biology, or cancer research. *Most comprehensive, up-to-date two-volume set on Vitamin D *Initial chapters cover the chemistry and metabolism of vitamin D, role in mineralization, other target organs, and general physiological effects *Second volume is more clinically oriented addressing deficiency problems (including diagnosis, interactions in the endocrine system, and involvement in malignancies) *Further sections on emerging uses for treatments of auto-immune diseases and diabetes *New chapters on squamous cell cancer, brain cancer, thyroid cancer and many more *Over 600 illustrations and figures available on CD

This book illustrates how goal-oriented, automated measurement can be used to create Lean organizations and to facilitate the development of Lean software, while also demonstrating the practical implementation of Lean software development by combining tried and trusted tools. In order to be successful, a Lean orientation of software development has to go hand in hand with a company's overall business strategy. To achieve this, two interrelated aspects require special attention: measurement and experience management. In this book, Janes and Succi provide the necessary knowledge to establish "Lean software company thinking," while also exploiting the latest approaches to software measurement. A comprehensive, company-wide measurement approach is exactly what companies need in order to align their activities to the demands of their stakeholders, to their business strategy, etc. With the automatic, non-invasive measurement approach proposed in this book, even small and medium-sized enterprises that do not have the resources to introduce heavyweight processes will be able to make their software development processes considerably more Lean. The book is divided into three parts. Part I, "Motivation for Lean Software Development," explains just what "Lean Production" means, why it can be advantageous to apply Lean concepts to software engineering, and which existing approaches are best suited to achieving this. Part II, "The Pillars of Lean Software Development," presents the tools needed to achieve Lean software development: Non-invasive Measurement, the Goal Question Metric approach, and the Experience Factory. Finally, Part III, "Lean Software Development in Action," shows how different tools can be combined to enable Lean Thinking in software development. The book

primarily addresses the needs of all those working in the field of software engineering who want to understand how to establish an efficient and effective software development process. This group includes developers, managers, and students pursuing an M.Sc. degree in software engineering.

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

If you're a web developer interested in building scalable single-page applications—full-stack, browser-based apps that connect to a backend—this practical guide shows you how to use Ember.js, the popular JavaScript framework based on the model-view-controller (MVC) architectural pattern. Through the course of the book, you'll learn how to build a prototype Ember application (a musician index called Rock'n'Roll Call), using routers, templates, models, controllers, and views. You'll also understand how Ember's convention over configuration approach helps you persist data, build backend technologies, and create widgets for developing production-capable applications that behave like desktop software. Set up workflow management and boilerplate code creation Learn how Ember's "developer ergonomics" help you use less code Write templates for the book's prototype with Handlebars.js Use routers to manage application states without reloading the page Connect controllers and views with events, and sync data with data-binding Build an Ember backend with a RESTful API or Ruby on Rails Use the Ember-Data library to persist data and talk to the backend Write reusable encapsulated widgets to extend your applications

"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. 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."--Resource description page.

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Data Science Bookcamp is a comprehensive set of challenging projects carefully designed to grow your data science skills from novice to master. Learn data science with Python by building five real-world projects! In Data Science Bookcamp you'll test and build your knowledge of Python and learn to handle the kind of open-ended problems that professional data scientists work on daily. Data Science Bookcamp is a comprehensive set of challenging projects carefully designed to grow your data science skills from novice to master. Veteran data scientist Leonard Apeltsin sets five increasingly difficult exercises that test your abilities against the kind of problems you'd encounter in the real world. As you solve each challenge, you'll acquire and expand the data science and Python skills you'll use as a professional data scientist. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. This book contains an extensive set of practical examples and an easy-to-follow approach to creating 3D objects.This book is great for anyone who already knows JavaScript and who wants to start creating 3D graphics that run in any browser. You don't need to know anything about advanced math or WebGL; all that is needed is a general knowledge of JavaScript and HTML. The required materials and examples can be freely downloaded and all tools used in this book are open source.

If you are interested in creating maps for the web GIS data, this book is for you. Familiarity with D3.js will be helpful but is not necessary.

Turn your raw data into real knowledge by creating and deploying complex data visualizations with D3.js About This Book Understand how to best represent your data by developing the right kind of visualization 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 Learning Path will provide you with the skills you need to create web-based and interactive data visualizations. Some basic JavaScript knowledge is expected, but no prior experience with data visualization or D3 is required What You Will Learn Gain a solid understanding of the common D3 development idioms Find out how to write basic D3 code for servers using Node.js Install and use D3.js to create HTML elements within a document 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 Write, test, and distribute a D3-based charting package Make a real-time application with Node and D3 In Detail D3 has emerged as one of the leading platforms to develop beautiful, interactive visualizations over the web. We begin the course by setting up a strong foundation, then build on this foundation as we take you through the entire world of reimagining data using interactive, animated visualizations created in D3.js. In the first module, we cover the various features of D3.js to build a wide range of visualizations. We also focus on the entire process of representing data through visualizations. By the end of this module, you will be ready to use D3 to transform any data into a more engaging and sophisticated visualization. In the next module, you will learn to master the creation of graphical elements from data. 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. Over the last leg of this course, you will get acquainted with how to integrate D3 with mapping libraries to provide reverse geocoding and interactive maps among many other advanced features of D3. This module culminates by showing you how to create enterprise-level dashboards to display real-time data. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Learning D3.js Data Visualization, Second Edition by Andrew

H. Rininsland D3.js By Example by Michael Heydt Mastering D3.js by Pablo Navarro Castillo Style and approach This course provides a comprehensive explanation of how to leverage the power of D3.js to create powerful and creative visualizations through step-by-step instructions in the form of modules. Each module help you skill up a level in creating meaningful visualizations.

The dense packing of microscopic spheres (i.e. atoms) is the basic geometric arrangement in crystals of mono-atomic elements with weak covalent bonds, which achieves the optimal known density of p/OeU18. In 1611, Johannes Kepler had already conjectured that p/OeU18 should be the optimal density of sphere packings. Thus, the central problems in the study of sphere packings are the proof of Kepler''s conjecture that p/OeU18 is the optimal density, and the establishing of the least action principle that the hexagonal dense packings in crystals are the geometric consequence of optimization of density. This important book provides a self-contained proof of both, using vector algebra and spherical geometry as the main techniques and in the tradition of classical geometry."

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.

This book constitutes the thoroughly refereed proceedings of the 11th International Conference on Design Science Research in Information Systems and Technology, DESRIST 2016, held in St. John, Newfoundland, Canada, in May 2016. The 11 full papers, 2 short papers and 9 short papers describing prototypes and products were carefully reviewed and selected from 54 submissions. The papers are organized around the following topics: methodological aspects of design science; applications of design science research to real world design problems, for example in social media, health care systems, embedded technologies, climate, security.