

# D3: What We Need to Know

- **HTML structure**
  - the DOM tree (Document Object Model): the true structure of a webpage
  - The Event “Bubble”: how events (clicks, mouse movements, etc.) happen and where they go
- **Scalable Vector Graphics (SVG)** — shapes
- **Cascading Style Sheets (CSS)** — the Box Model, stylizing shapes (stroke and fill)
- **Javascript Basics**
  - containers for data (metaphors: buckets, filing cabinets, objects)
  - decisions (if/else)
  - chaining — subsequent operations performed consecutively on one object
  - functions — chunks of code that embody behaviours; we can “apply” a function to an object
- **D3**
  - a “style” of doing data visualization written in a language called Javascript
  - it employs a theatre metaphor: data enters the stage, is on stage, exits the stage