D3 Scatterplot Project

1: Design and Data Loading with Promises

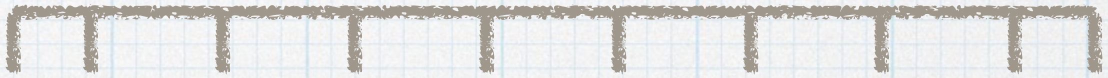
2: Scales

3. Axes

4: Drawing SVG and Interactivity

AXES

axisTop



axisBottom

axisLeft

axisRight

1) Choose an axis.

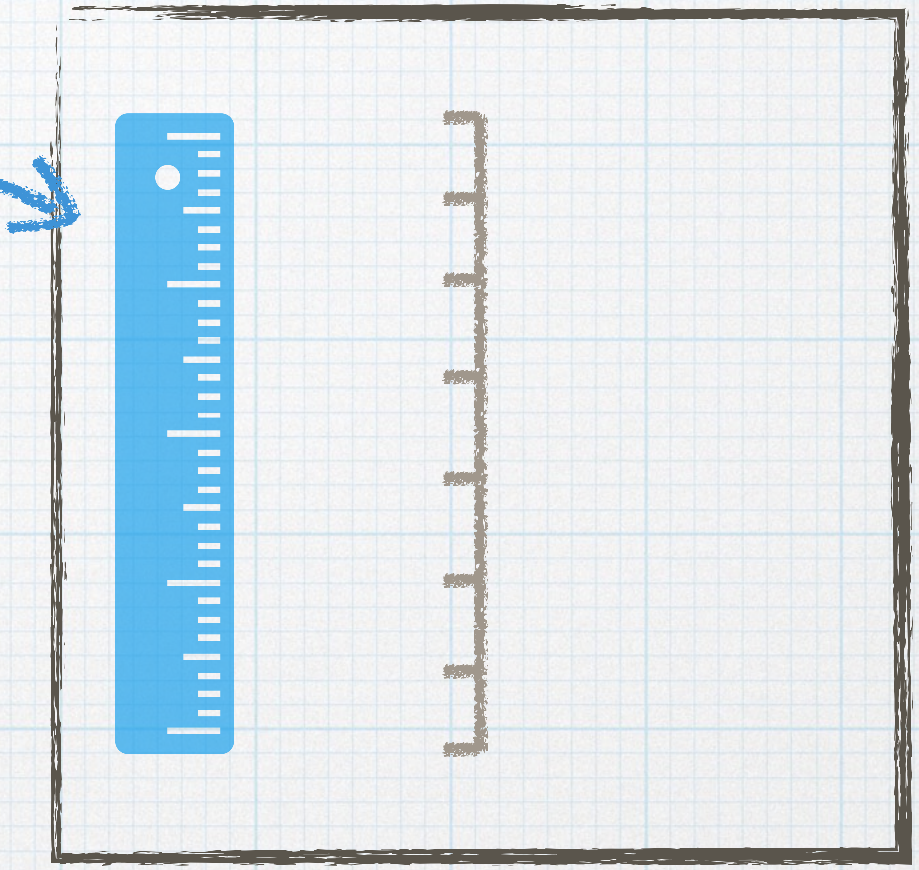
2) Tell it which scale to use.

3) Append it to SVG.

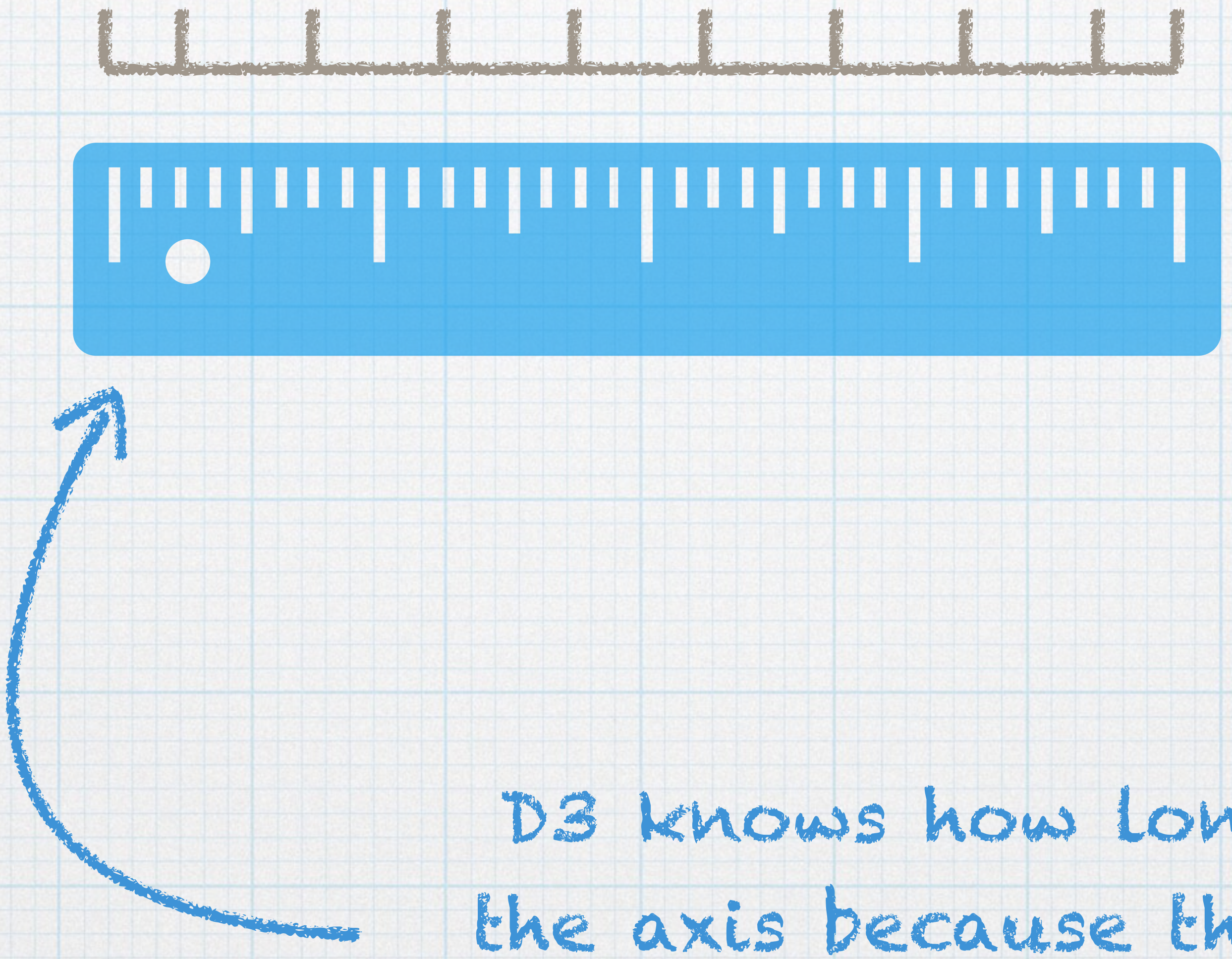
4) Position it.

PLOTTING AXES

```
yAxis = d3.axisLeft()
          .scale(yScale);
```

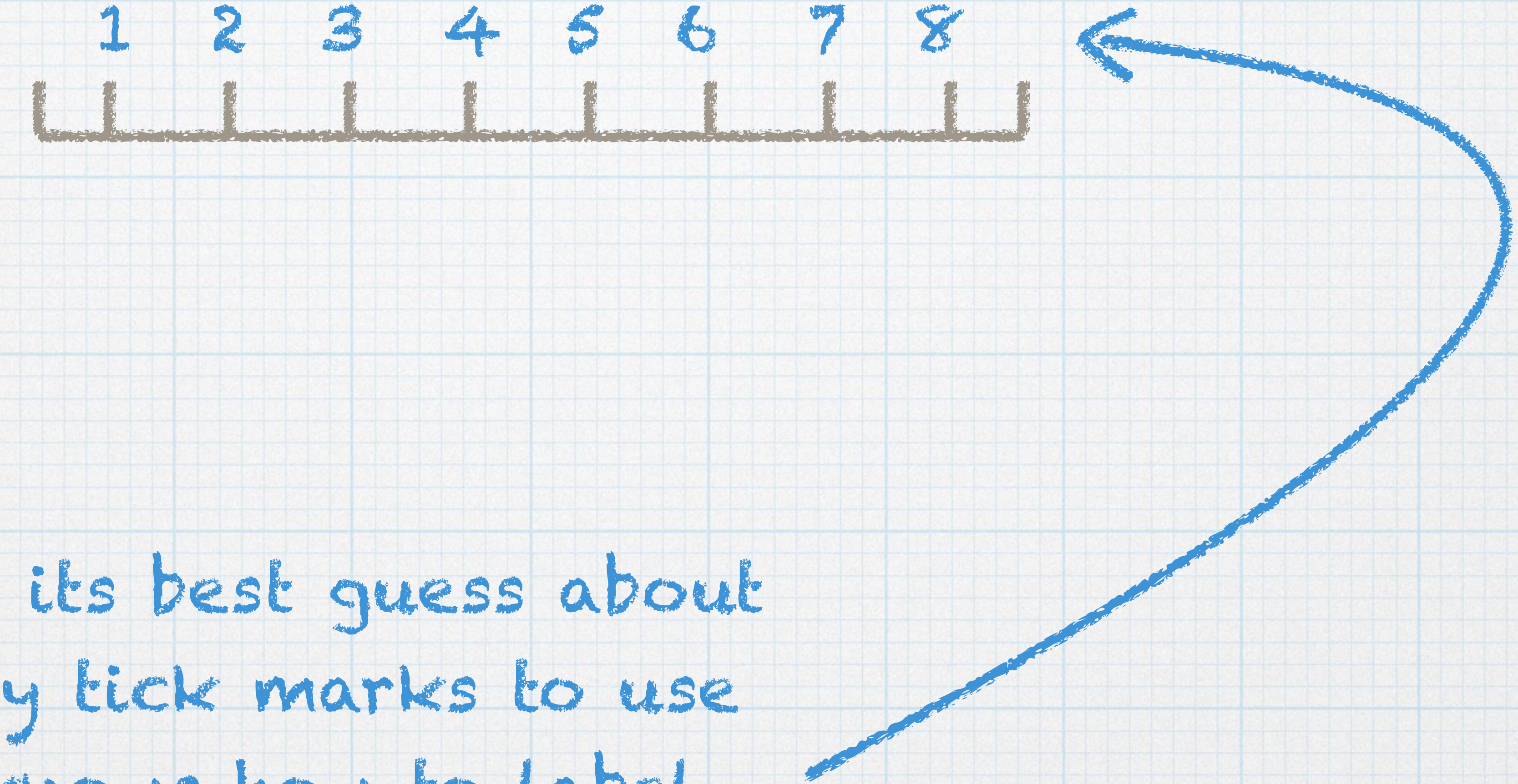


PLOTTING AXES



D3 knows how long to make the axis because the scale has a range() that measures pixels

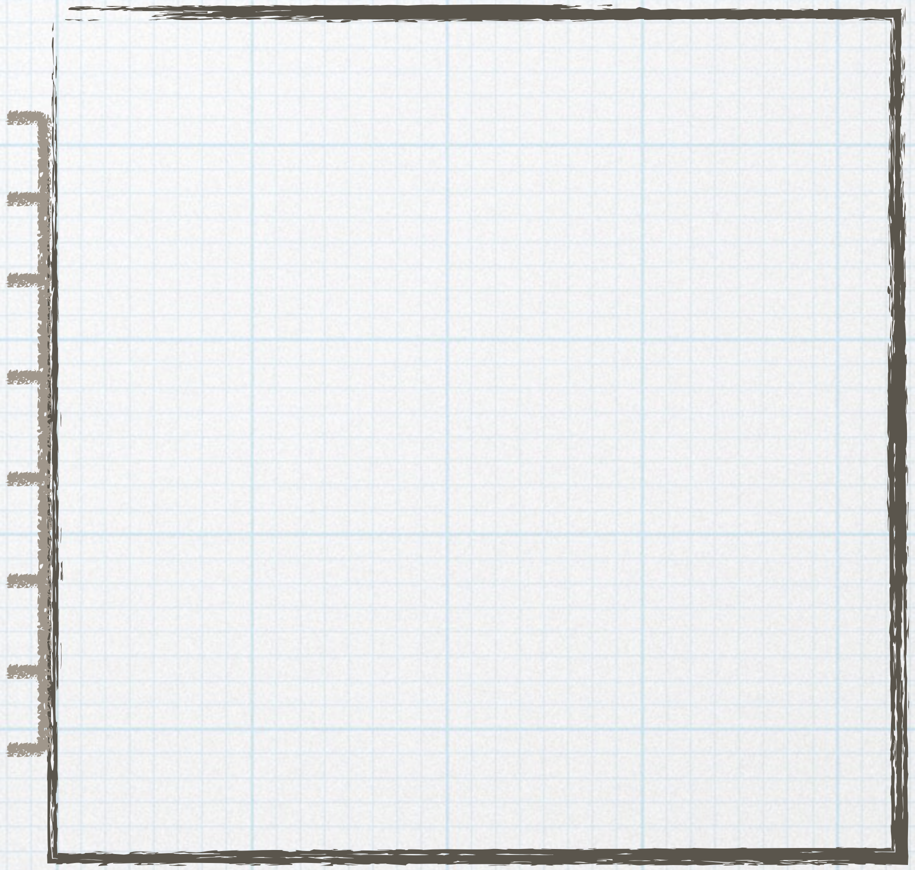
PLOTTING AXES



D3 makes its best guess about how many tick marks to use and it knows how to label them because we gave the scale a domain().

PLOTTING AXES

```
yAxis = d3.axisLeft()
          .scale(yScale);
```

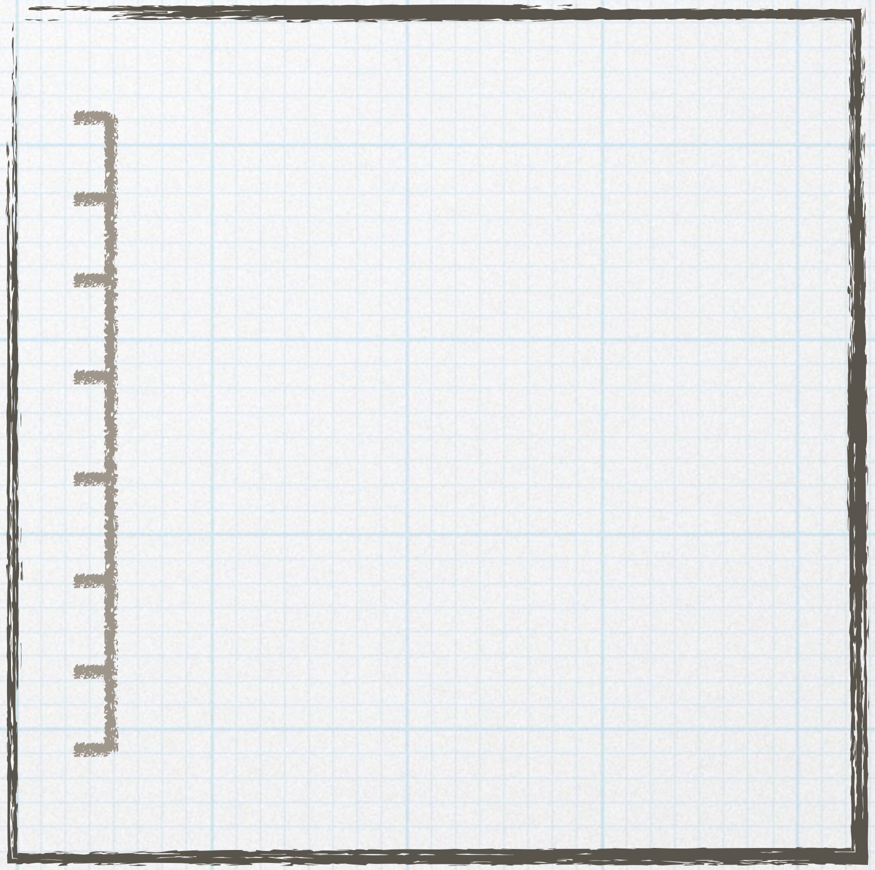


```
d3.select('svg')
    .append('g')

    .attr('id', 'yaxis')
    .call(yAxis);
```

PLOTTING AXES

```
yAxis = d3.axisLeft()
          .scale(yScale);
```

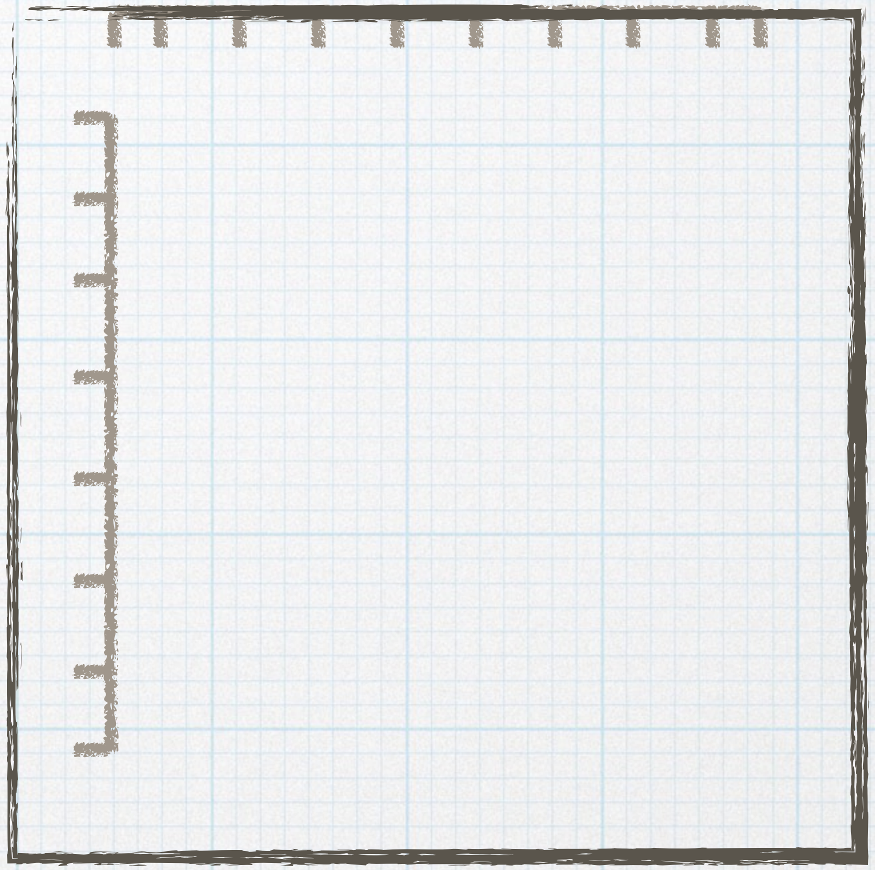


```
d3.select('svg')
    .append('g')
    .attr('transform', 'translate(75, 0)')
    .attr('id', 'yaxis')
    .call(yAxis);
```

this is gonna be a constant or a variable

PLOTTING AXES

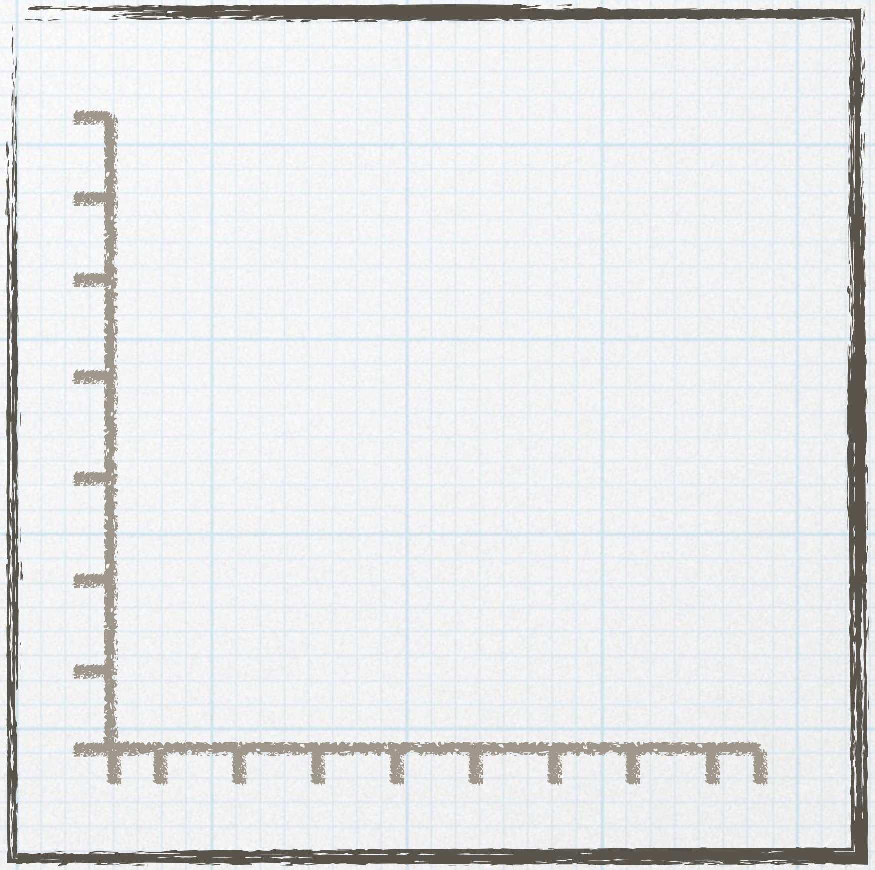
```
xAxis = d3.axisBottom()
          .scale(xScale);
```



```
d3.select('svg')
    .append('g')

    .attr('id', 'xaxis')
    .call(xAxis);
```

PLOTTING AXES



```
xAxis = d3.axisBottom()
            .scale(xScale);
```

```
d3.select('svg')
    .append('g')
    .attr('transform', 'translate(0, 525)')
    .attr('id', 'xaxis')
    .call(xAxis);
```

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