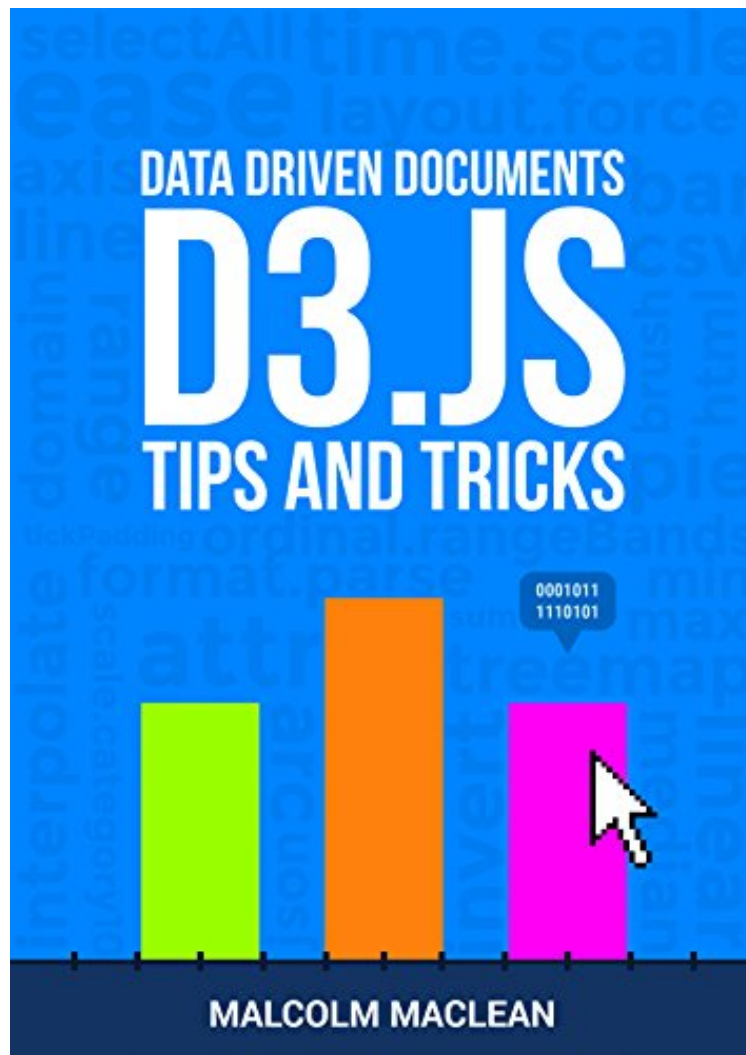


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D3 Tips and Tricks v 3.x: Interactive Data Visualization in a Web Browser (English Edition)

Von Malcolm Maclean
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Von Malcolm Maclean : D3 Tips and Tricks v 3.x: Interactive Data Visualization in a Web Browser (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised D3 Tips and Tricks v 3.x: Interactive Data Visualization in a Web Browser (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Fr diesen Preis eine Super-LeistungVon Alexander HuberD3.js ist ein sehr mchtiges Javascript-Framework, das das flexible Erstellen interaktiver Infografiken ermoglicht. Das Framework ist sehr gut durchdacht, so ganz trivial zu nutzen

ist es aber nicht. Anleitung tut also not. Es gibt (leider zumeist auf englisch) schon eine ganze Reihe von Bchern zu d3.js - dieses hier besticht auf den ersten Blick vor allem durch den gnstigen Preis in der Kindle-Version. Wer nun glaubt, dafr eher minderwertige Ware zu erhalten, wird beraus positiv berrascht. Das Buch ist sehr ausfhrlich, praxisorientiert, angenehm zu lesen und ordentlich layoutet. Auch die Idee, gleich mit einem etwas greren Beispiel in die Materie einzusteigen und sich damit Schritt fr Schritt in die Grundlagen einzuarbeiten gefllt mir gut. Die programmiertechnischen Grundlagen werden vielleicht nicht berall bis in die Tiefe ausgelotet, aber das lsst sich verschmerzen. Immerhin bezeichnet sich der Autor als "simple user". Dafr hat er eine klasse Leistung abgeliefert, die auch fr ein paar Euro mehr noch als Schnppchen durchgehen wrde. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Versucht alles zu erklren... Von B. Jenrichaber nichts richtig. Wer ernsthaft glaubt, nach der Lektre dieses Buches mehr zu knnen als ein paar D3 Scripte abzutippen und rudimentr duch herumspielen anzupassen leidet unter aller heftigstem Dunning Kruger. Fr mein dafr halten sind selbst 3 Euro 3 Euro zuviel.

Kurzbeschreibung D3.js can help you make data beautiful. D3 Tips and Tricks is a book written to help those who may be unfamiliar with JavaScript or web page creation get started turning information into visualization. Data is the new medium of choice for telling a story or presenting compelling information on the Internet and d3.js is an extraordinary framework for presentation of data on a web page. What version of d3.js is this written for? Version 3.x If you're looking for the latest edition of this book that was written for version 4.x you can currently find it on Leanpub.com Is this book for you? It's not written for experts. It's put together as a guide to get you started if you're unsure what d3.js can do. It reads more like a story as it leads the reader through the basics of line graphs and on to discover animation, tooltips, tables, interfacing with MySQL databases via PHP, sankey diagrams, force diagrams, maps and more... Why was D3 Tips and Tricks written? Because in the process of learning things, it's a great way to remember them if you write them down :-). As a result, learning how to do cool stuff with D3 meant that I accumulated a sizeable number ways to help me out when the going got tricky. Then I realised that these could be useful for others who were trying out d3.js and who were at a similar knowledge level. So here we are! A collection of tips and tricks for d3.js written by a noob for people who might consider that they're in the same situation :-). What's in the book? I've captured the appropriate code (in cool looking coloured text) and added in heaps of illustrations of what's going on so that you will get more traction at the start of your learning process than I did. The awesome that is Open Source. Please consider this an opportunity for you to contribute back to the Open Source community that makes products like d3.js possible. If you find something that can be improved about the book or think there's something that can be added, just let me know! The book has a lot of information in it. Currently it counts up to over 600 pages, so it's not a short read but I've tried to pitch it in sections so that if you find something interesting, you can read parts in isolation. There's a sizable amount of content on the d3noob.org blog site from the book and hopefully between the two, people will find a way that will help them improve. So I hope you get something out of the book, please excuse the sometimes light-hearted conversational manner in which I approach the topic and enjoy D3! Kudos for D3 Tips and Tricks from d3noob.org; "Thanks, super helpful!" - Davo "Thanks for the help (reading through your book now, and it's awesome!)" - Jared "Thank you for doing this. I've been looking for something like this for a while." - Marla "You have just inspired me to give Sankey a fresh new face in Dex" - Patrick "Thank you - exactly what I was looking for explained clearly and succinctly" - Anon "Much appreciated. Excellent tutorial" - Anon "Thanks!! This help rocks" - greencracker "Thx for book. It's awesome." - Michael Guimet "Thank you !! :) very very thank you." - Nuri Lee "Thanks for your work man, it inspired me to use in my research!" - napicool Used as a teaching resource at the Dublin Institute of Technology for Data Visualization and the University of Nebraska. Kurzbeschreibung D3.js can help you make data beautiful. D3 Tips and Tricks is a book written to help those who may be unfamiliar with JavaScript or web page creation get started turning information into visualization. Data is the new medium of choice for telling a story or presenting compelling information on the Internet and d3.js is an extraordinary framework for presentation of data on a web page. What version of d3.js is this written for? Version 3.x If you're looking for the latest edition of this book that was written for version 4.x you can currently find it on Leanpub.com Is this book for you? It's not written for experts. It's put together as a guide to get you started if you're unsure what d3.js can do. It reads more like a story as it leads the reader through the basics of line graphs and on to discover animation, tooltips, tables, interfacing with MySQL databases via PHP, sankey diagrams, force diagrams, maps and more... Why was D3 Tips and Tricks written? Because in the process of learning things, it's a great way to remember them if you write them down :-). 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to contribute back to the Open Source community that makes products like d3.js possible. If you find something that can be improved about the book or think there's something that can be added, just let me know!The book has a lot of information in it. Currently it counts up to over 600 pages, so it's not a short read but I've tried to pitch it in sections so that if you find something interesting, you can read parts in isolation. There's a sizable amount of content on the d3noob.org blog site from the book and hopefully between the two, people will find a way that will help them improve. So I hope you get something out of the book, please excuse the sometimes light-hearted conversational manner in which I approach the topic and enjoy D3!Kudos for D3 Tips and Tricks from d3noob.org;"Thanks, super helpful!" - Davo"Thanks for the help (reading through your book now, and it's awesome!)" - Jared"Thank you for doing this. I've been looking for something like this for a while." - Marla"You have just inspired me to give Sankey a fresh new face in Dex" - Patrick"Thank you - exactly what I was looking for explained clearly and succinctly" - Anon"Much appreciated. Excellent tutorial" - Anon"Thanks!! This help rocks" - greencracker"Thx for book. It's awesome." - Michael Guimet"Thank you !! :) very very thank you." - Nuri Lee"Thanks for your work man, it inspired me to use in my research!" - napicoolUsed as a teaching resource at the Dublin Institute of Technology for Data Visualization and the University of Nebraska.