

Кросс-платформенная разработка

Lecture 8

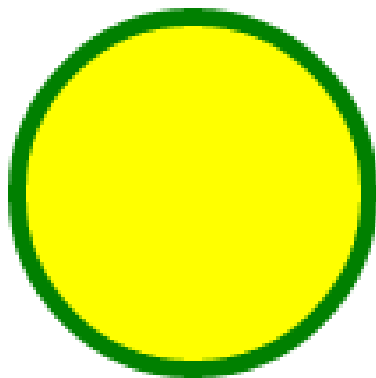
Topics

- SVG
- D3.js

SVG

- Scalable Vector Graphics
- Можно создавать и редактировать в текстовых редакторах
- Можно генерировать на лету
- Можно искать по изображению как по тексту
- Zoom и Scale без потери качества
- XML

Пример



```
<svg width="100" height="100">  
  <circle cx="50" cy="50" r="40" stroke="green" stroke-width="4" fill="yellow" />  
</svg>
```

Доступные примитивы

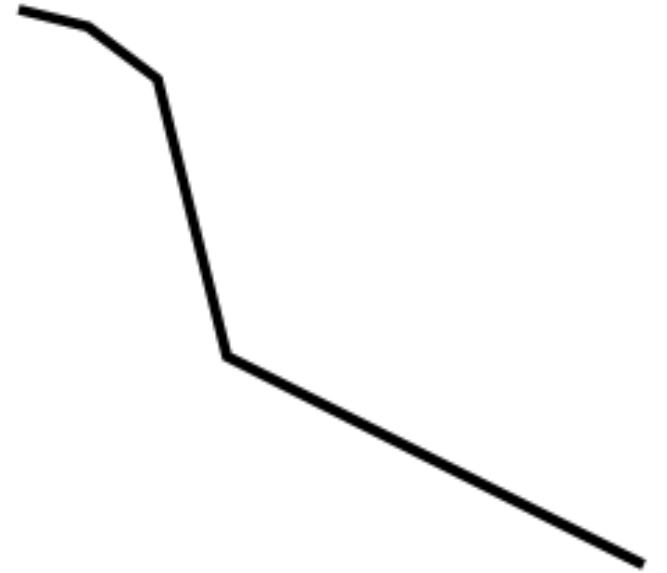
- Rectangle <rect>
- Circle <circle>
- Ellipse <ellipse>
- Line <line>
- Polyline <polyline>
- Polygon <polygon>
- Path <path>

Используя style

```
<svg width="400" height="110">  
  <rect width="300" height="100"  
    style="fill:rgb(0,0,255);stroke-width:3;stroke:rgb(0,0,0)" />  
</svg>
```



Polyline



```
<svg height="200" width="500">  
  <polyline points="20,20 40,25 60,40 80,120 120,140 200,180"  
  style="fill:none;stroke:black;stroke-width:3" />  
</svg>
```

Text

```
<svg height="30" width="200">  
  <text x="0" y="15" fill="red">I love SVG!</text>  
</svg>
```

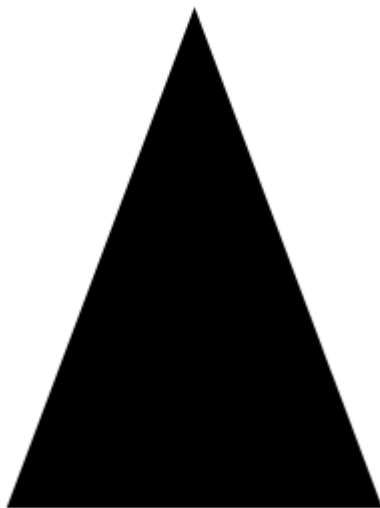
```
<svg height="60" width="200">  
  <text x="0" y="15" fill="red" transform="rotate(30 20,40)">I love  
SVG</text>  
</svg>
```

I love SVG

Path

- M = move to
- L = line to
- H = horizontal line to
- V = vertical line to
- C = curve to
- S = smooth curve to
- Q = quadratic Bézier curve
- T = smooth quadratic Bézier curve to
- A = elliptical Arc
- Z = close path

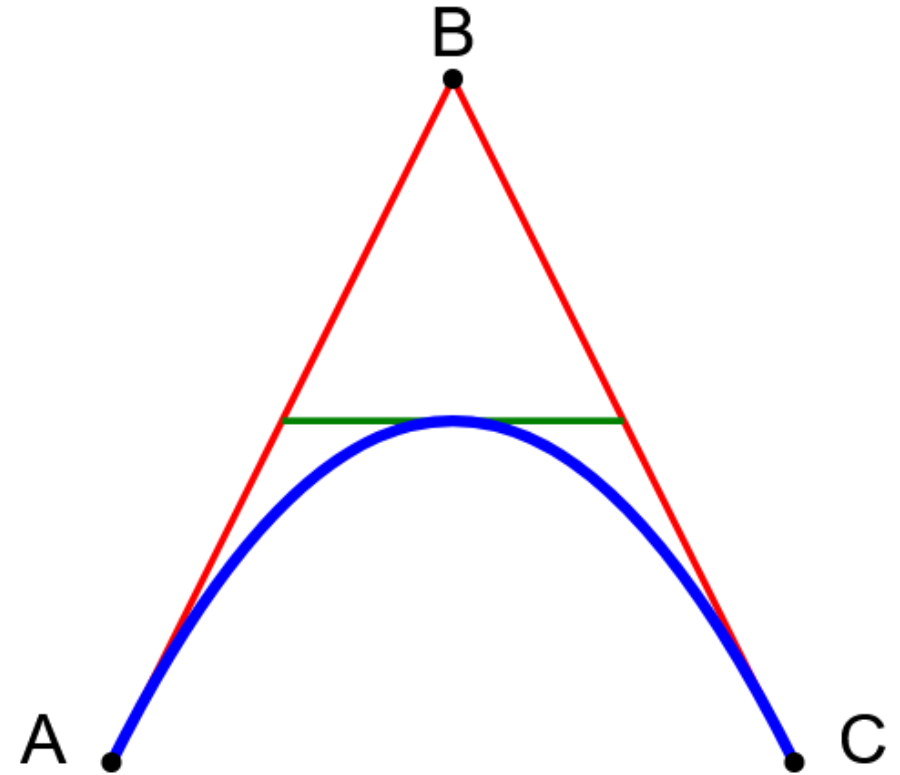
Треугольник



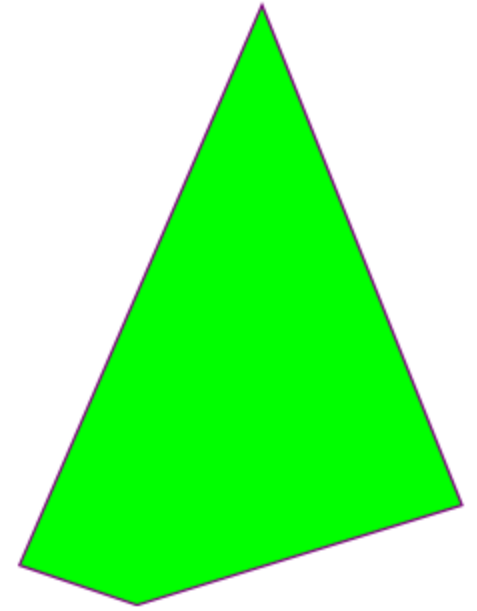
- ```
<svg height="210" width="400">
 <path d="M150 0 L75 200 L225 200 Z" />
</svg>
```

# Кривые

```
<svg height="400" width="450">
 <path id="lineAB" d="M 100 350 l 150 -300" stroke="red"
 stroke-width="3" fill="none" />
 <path id="lineBC" d="M 250 50 l 150 300" stroke="red"
 stroke-width="3" fill="none" />
 <path d="M 175 200 l 150 0" stroke="green" stroke-width="3"
 fill="none" />
 <path d="M 100 350 q 150 -300 300 0" stroke="blue"
 stroke-width="5" fill="none" />
 <!-- Mark relevant points -->
 <g stroke="black" stroke-width="3" fill="black">
 <circle id="pointA" cx="100" cy="350" r="3" />
 <circle id="pointB" cx="250" cy="50" r="3" />
 <circle id="pointC" cx="400" cy="350" r="3" />
 </g>
 <!-- Label the points -->
</svg>
```

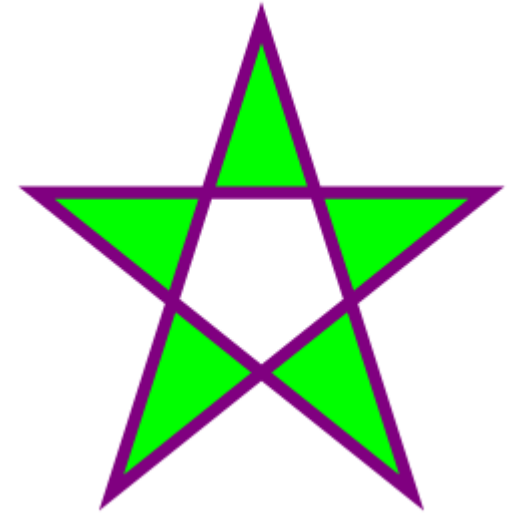


# Polygon



```
<svg height="250" width="500">
 <polygon points="220,10 300,210 170,250 123,234"
 style="fill:lime;stroke:purple;stroke-width:1" />
</svg>
```

# Модификаторы

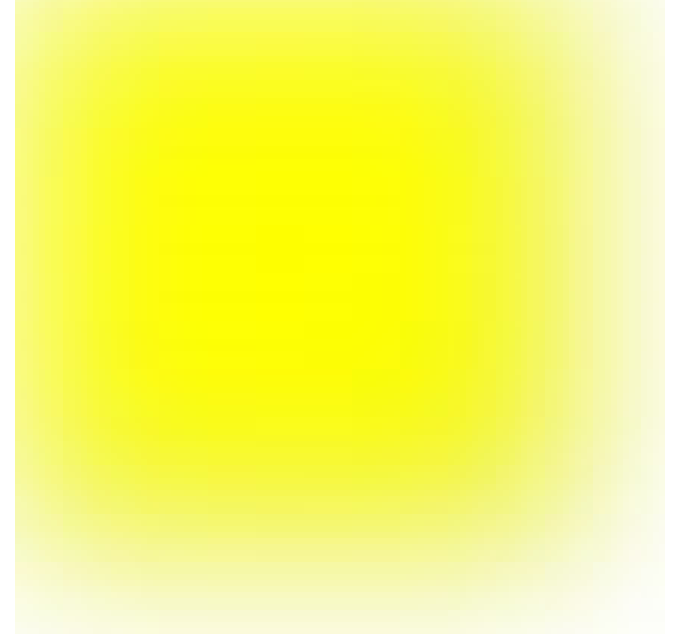


```
<svg height="210" width="500">
 <polygon points="100,10 40,198 190,78 10,78 160,198"
 style="fill:lime;stroke:purple;stroke-width:5;fill-rule:evenodd;" />
</svg>
```

# SVG Filter Elements

- <feBlend> - filter for combining images
- <feColorMatrix> - filter for color transforms
- <feComponentTransfer>
- <feComposite>
- <feConvolveMatrix>
- <feDiffuseLighting>
- <feDisplacementMap>
- <feFlood>
- <feGaussianBlur>
- <feImage>
- <feMerge>
- <feMorphology>
- <feOffset> - filter for drop shadows
- <feSpecularLighting>
- <feTile>
- <feTurbulence>
- <feDistantLight> - filter for lighting
- <fePointLight> - filter for lighting
- <feSpotLight> - filter for lighting

# Пример фильтра



- ```
<svg height="110" width="110">  
  <defs>  
    <filter id="f1" x="0" y="0">  
      <feGaussianBlur in="SourceGraphic" stdDeviation="15" />  
    </filter>  
  </defs>  
  <rect width="90" height="90" stroke="green" stroke-width="3"  
    fill="yellow" filter="url(#f1)" />  
</svg>
```

Градиенты



- ```
<svg height="150" width="400">
 <defs>
 <linearGradient id="grad1" x1="0%" y1="0%" x2="100%" y2="0%">
 <stop offset="0%" style="stop-color:rgb(255,255,0);stop-
opacity:1" />
 <stop offset="100%" style="stop-color:rgb(255,0,0);stop-
opacity:1" />
 </linearGradient>
 </defs>
 <ellipse cx="200" cy="70" rx="85" ry="55" fill="url(#grad1)" />
</svg>
```



# Анимации

```
<rect id="cool_shape" ...="">
 <animate xlink:href="#cool_shape" ...=""></animate>
</rect>
```

```
<rect id="cool_shape" ...="">
 <animate ...=""></animate>
</rect>
```

# Анимация через CSS

```
<rect>
```

```
 <animate
```

```
 attributetype="CSS"
```

```
 attributename="opacity"
```

```
 from="1"
```

```
 to="0"
```

```
 dur="5s"
```

```
 repeatcount="indefinite">
```

```
 </animate>
```

```
</rect>
```

# Анимация через атрибуты элементов

```
<circle id="my-circle" r="30" cx="50" cy="50" fill="orange">
 <animate xlink:href="#my-circle"
 attributename="cx"
 from="50"
 to="450"
 dur="1s"
 begin="click"
 fill="freeze">
 </animate>
</circle>
```

# Анимация через атрибуты элементов + 1

```
<circle id="my-circle" r="30" cx="50" cy="50" fill="orange">
 <animate xlink:href="#my-circle"
 attributename="cx"
 from="50"
 to="450"
 dur="1s"
 begin="click + 1s"
 fill="freeze">
 </animate>
</circle>
```

# Последовательные анимации

```
<animate
 xlink:href="#orange-circle"
 attributename="cx"
 from="50"
 to="450"
 dur="5s"
 begin="click"
 fill="freeze"
 id="circ-anim">
</animate>
```

```
<animate
 xlink:href="#blue-rectangle"
 attributename="x"
 from="50"
 to="425"
 dur="5s"
 begin="circ-anim.begin + 1s"
 fill="freeze"
 id="rect-anim">
</animate>
```

# D3.js

- Модульная библиотека для визуализации данных
- Работает с SVG и Canvas
- Поддерживает базовые визуализации

# Селекторы

```
const paragraphs = document.getElementsByTagName("p");
for (let i = 0; i < paragraphs.length; i++) {
 var paragraph = paragraphs.item(i);
 paragraph.style.setProperty("color", "blue", null);
}
```

```
d3.selectAll("p").style("color", "blue");
```

## Динамические свойства

```
d3.selectAll("p").style("color", function() {
 return "hsl(" + Math.random() * 360 + ",100%,50%)";
});
```



## Связь с данными

```
d3.selectAll("p")
 .data([4, 8, 15, 16, 23, 42])
 .style("font-size", function(d) { return d + "px"; });
```

# Enter

```
d3.select("body")
 .selectAll("p")
 .data([4, 8, 15, 16, 23, 42])
 .enter().append("p")
 .text(function(d) { return "I'm number " + d + "!"; });
```

# Exit

*// Update...*

```
var p = d3.select("body")
 .selectAll("p")
 .data([4, 8, 15, 16, 23, 42])
 .text(function(d) { return d; });
```

*// Enter...*

```
p.enter().append("p")
 .text(function(d) { return d; });
```

*// Exit...*

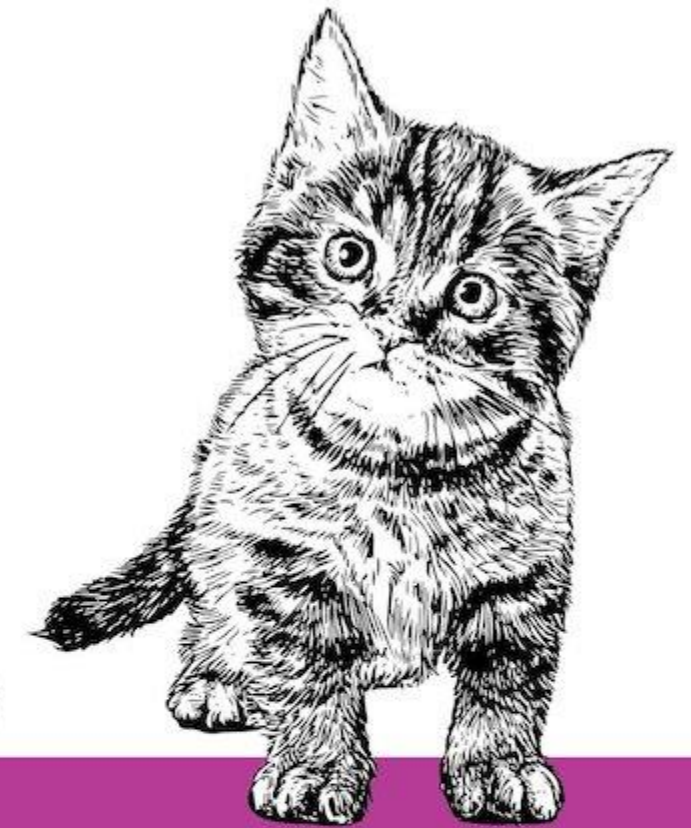
```
p.exit().remove();
```

# Transition

```
d3.select("body").transition()
 .style("background-color", "black");
```

```
d3.selectAll("circle").transition()
 .duration(750)
 .delay(function(d, i) { return i * 10; })
 .attr("r", function(d) { return Math.sqrt(d * scale); });
```

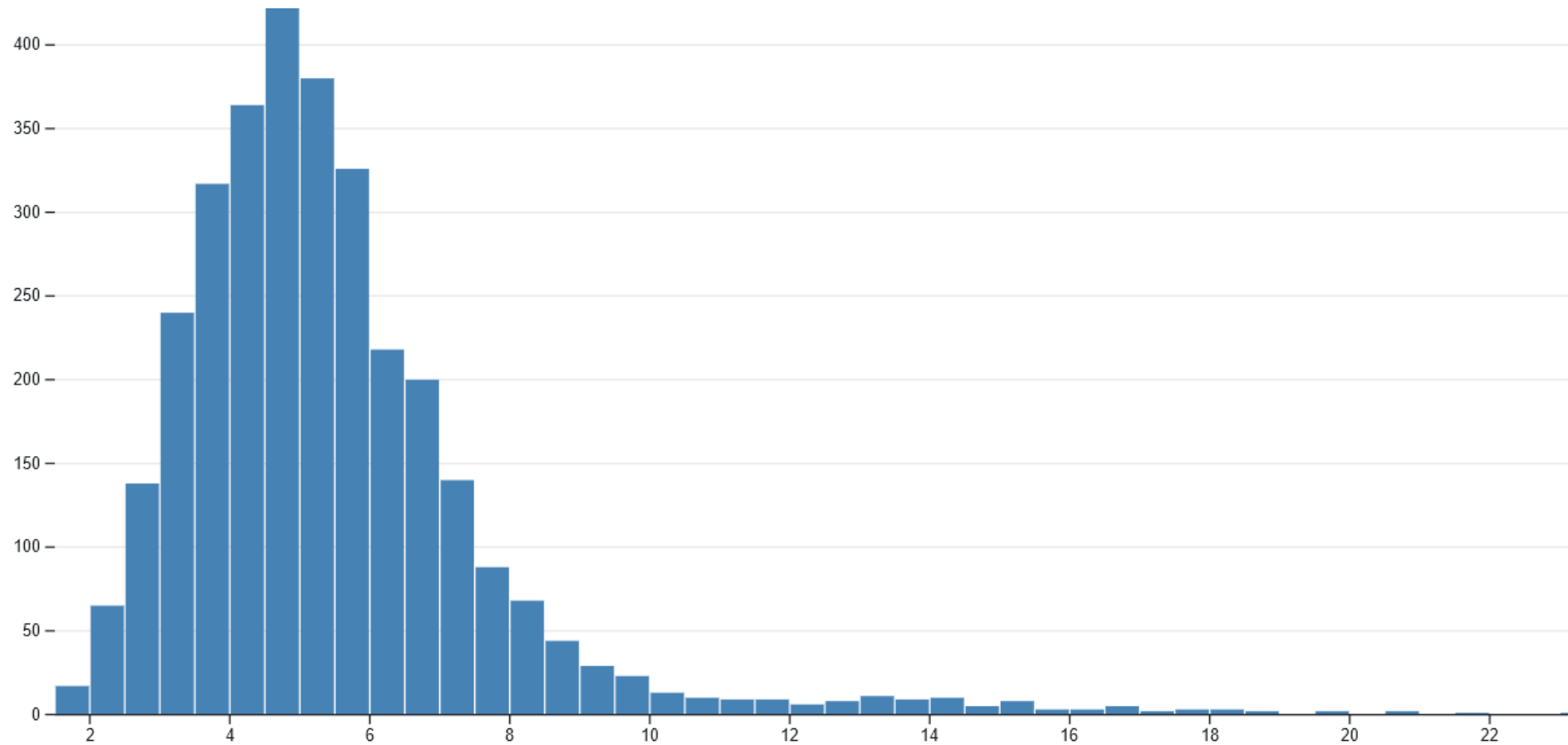
# Как научиться?



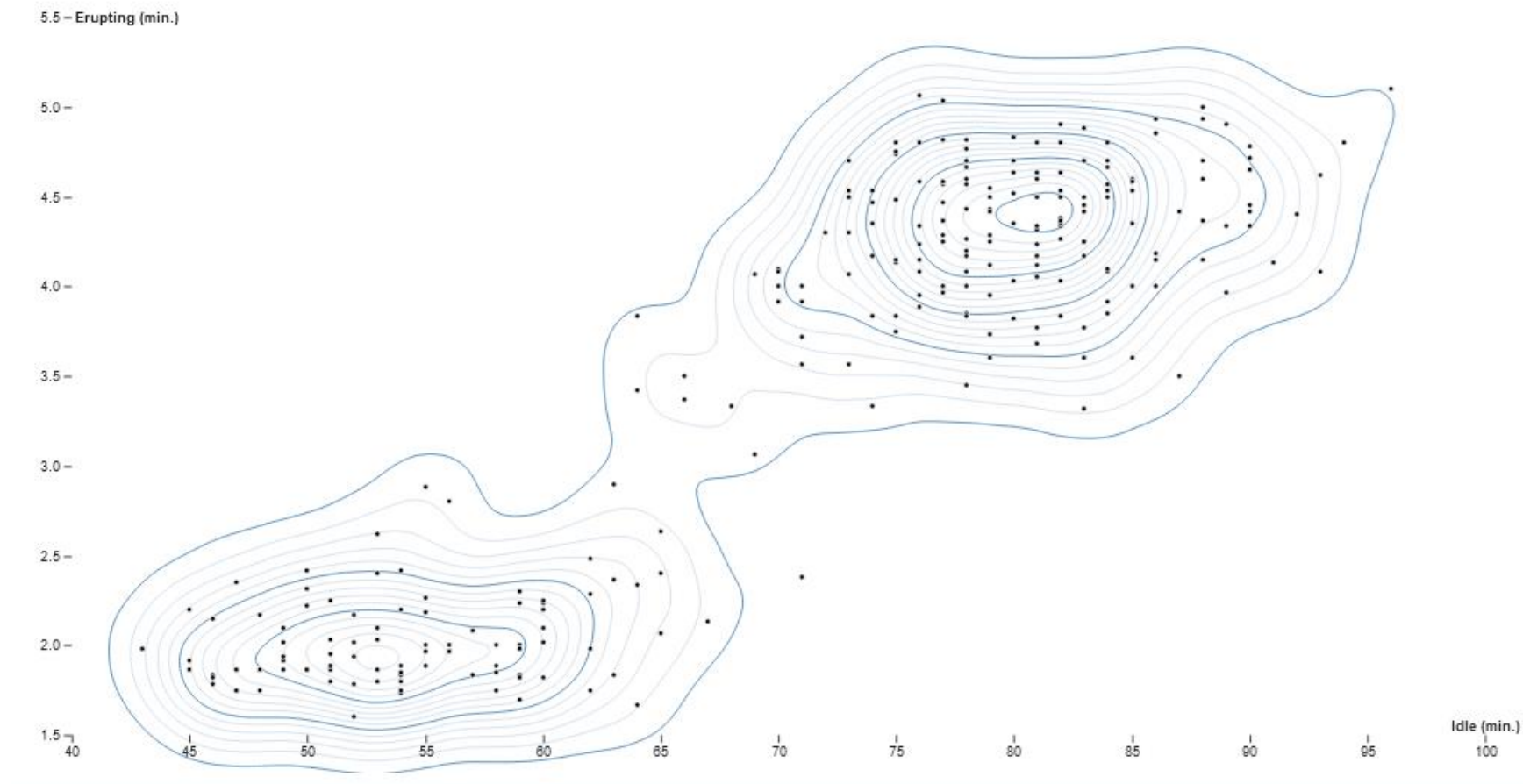
*Essential*

Changing Stuff and  
Seeing What Happens

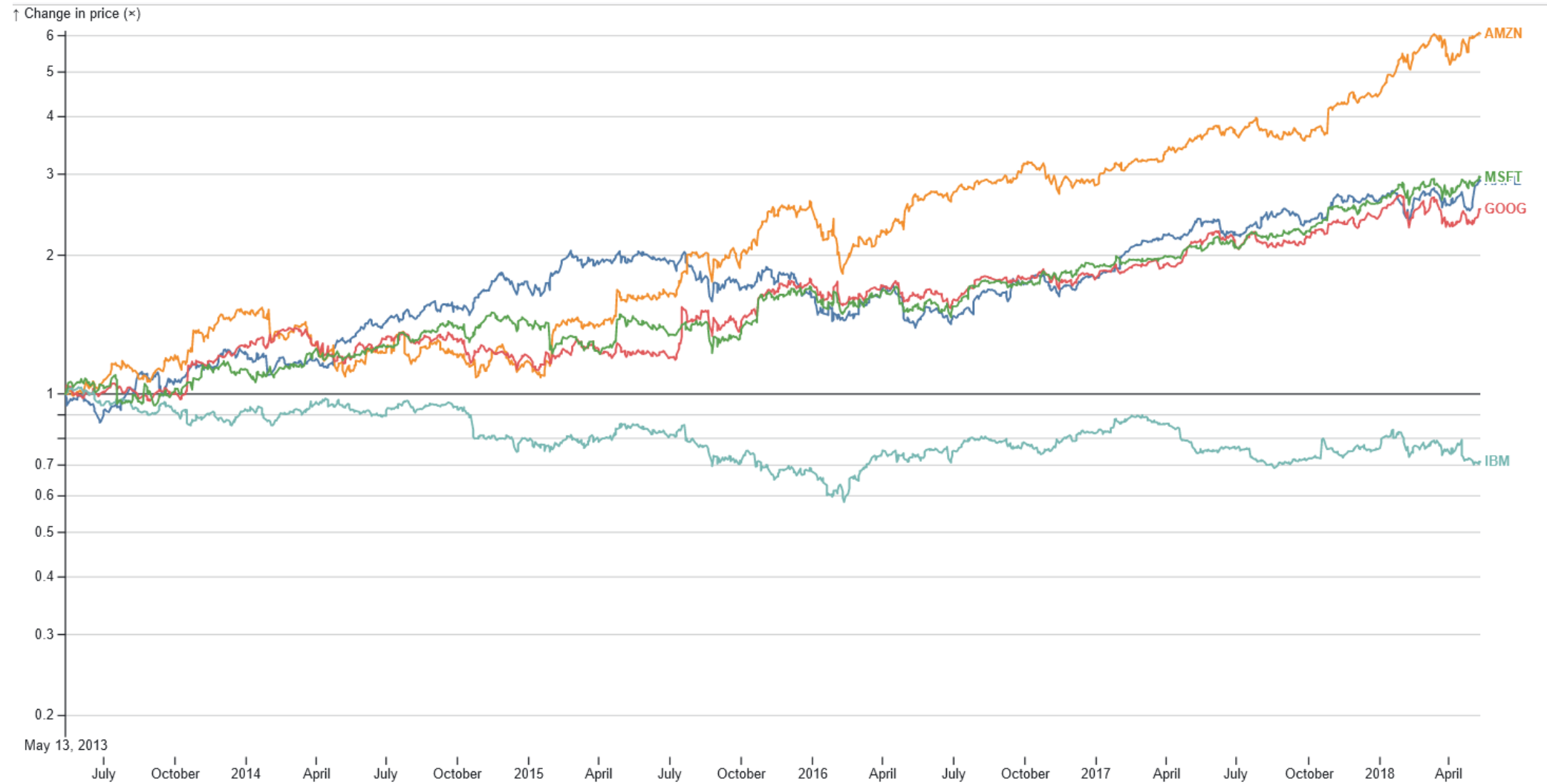
# Элементы: Анализ: Гисторграммы



# Контуры + Плотность

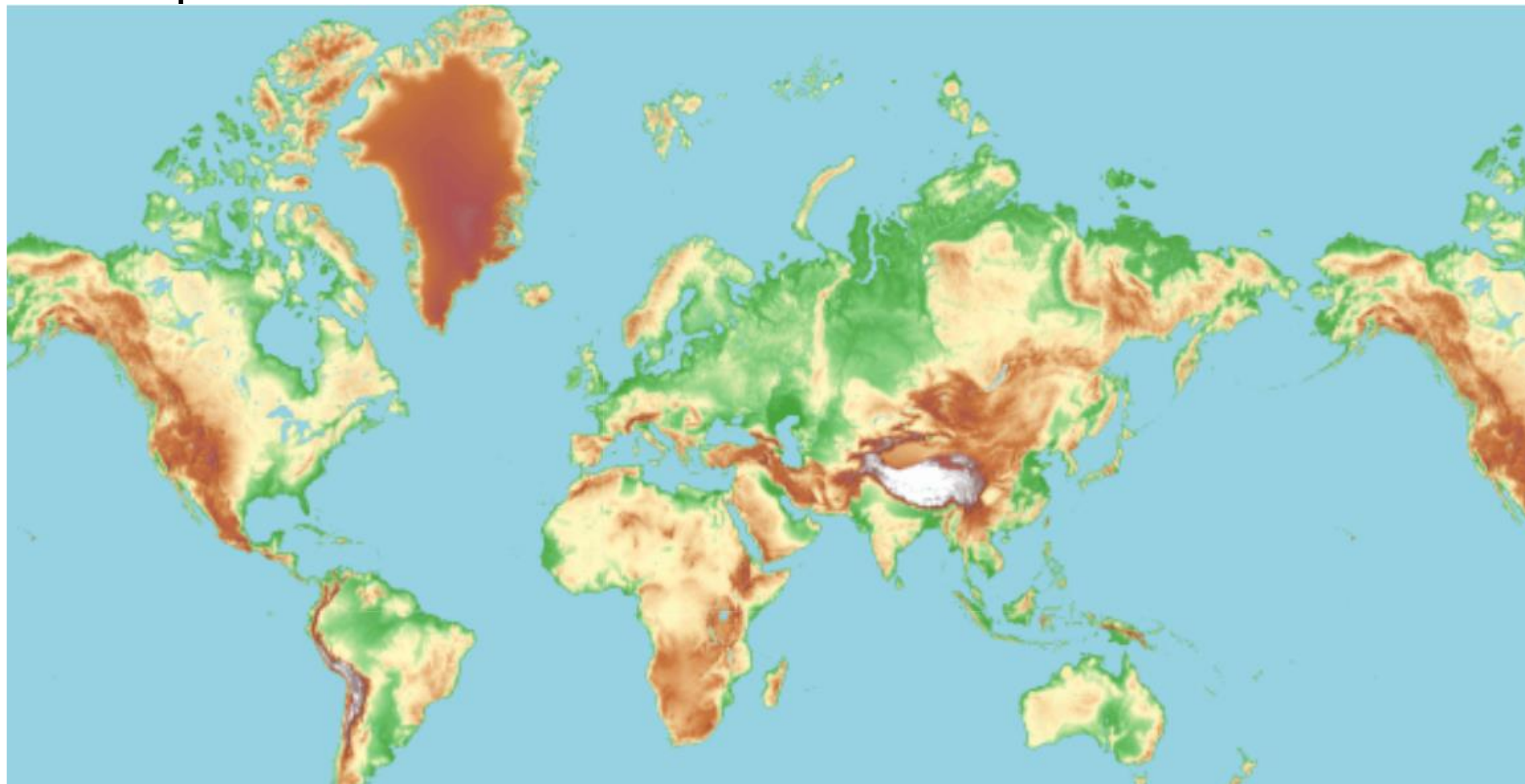


# Графики





# Карты





# References

- <https://javascript.info/>
- <https://developer.mozilla.org/>
- <https://www.w3schools.com>