

Workshop: Writing Modular Plugins

Goal of the Workshop

Review some key concepts

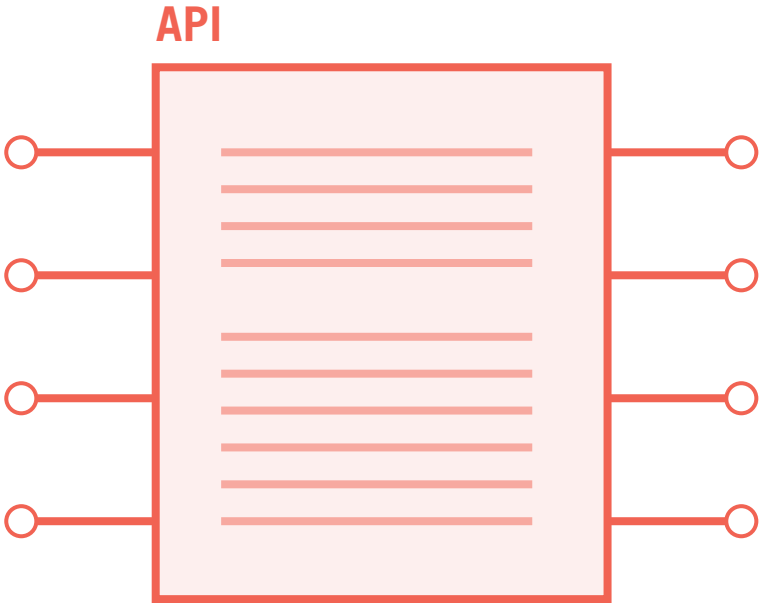
- Generators
- Axis
- Tooltip interaction

Goal of the Workshop

Review some key concepts

- Generators
- Axis
- Tooltip interaction
- Develop understanding of the how and why of writing modular code

Implementation



Application Programming Interface (API)

Defines a software component in terms of its

- Operations i.e. what does it do
- Inputs
- Outputs
- Underlying type

These are independent of the component's underlying implementation (you don't need to know it!)

How does the D3 library reflect these ideas?

Planning a Reusable Visualization Module

Basic principles

- Repeatable
- Modifiable
- Configurable
- Extensible