BayesCamp

Interactive graphics in the browser using Stata2D3 & Stata SVG graphs

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deja vu

- Yes, this appeared at 2014 Stata Users Group.

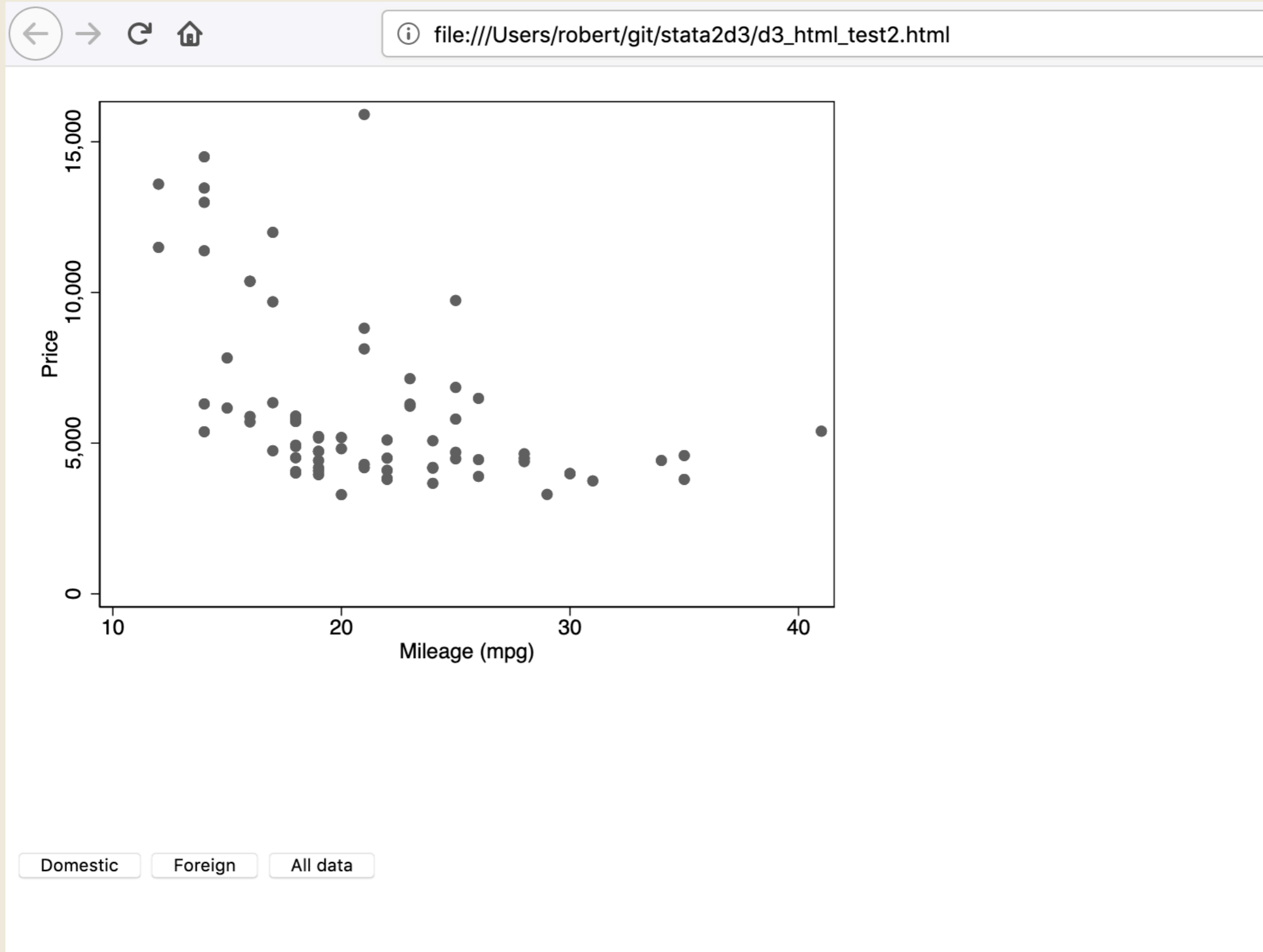- But now we can use Stata's SVG graph export.

what does it do?

- Take a standard graph command, plus interaction

- Make the graph and export to SVG

- Edit the SVG to identify objects such as markers as axes

- Wrap the SVG code inside HTML, and add JavaScript to do basic interaction
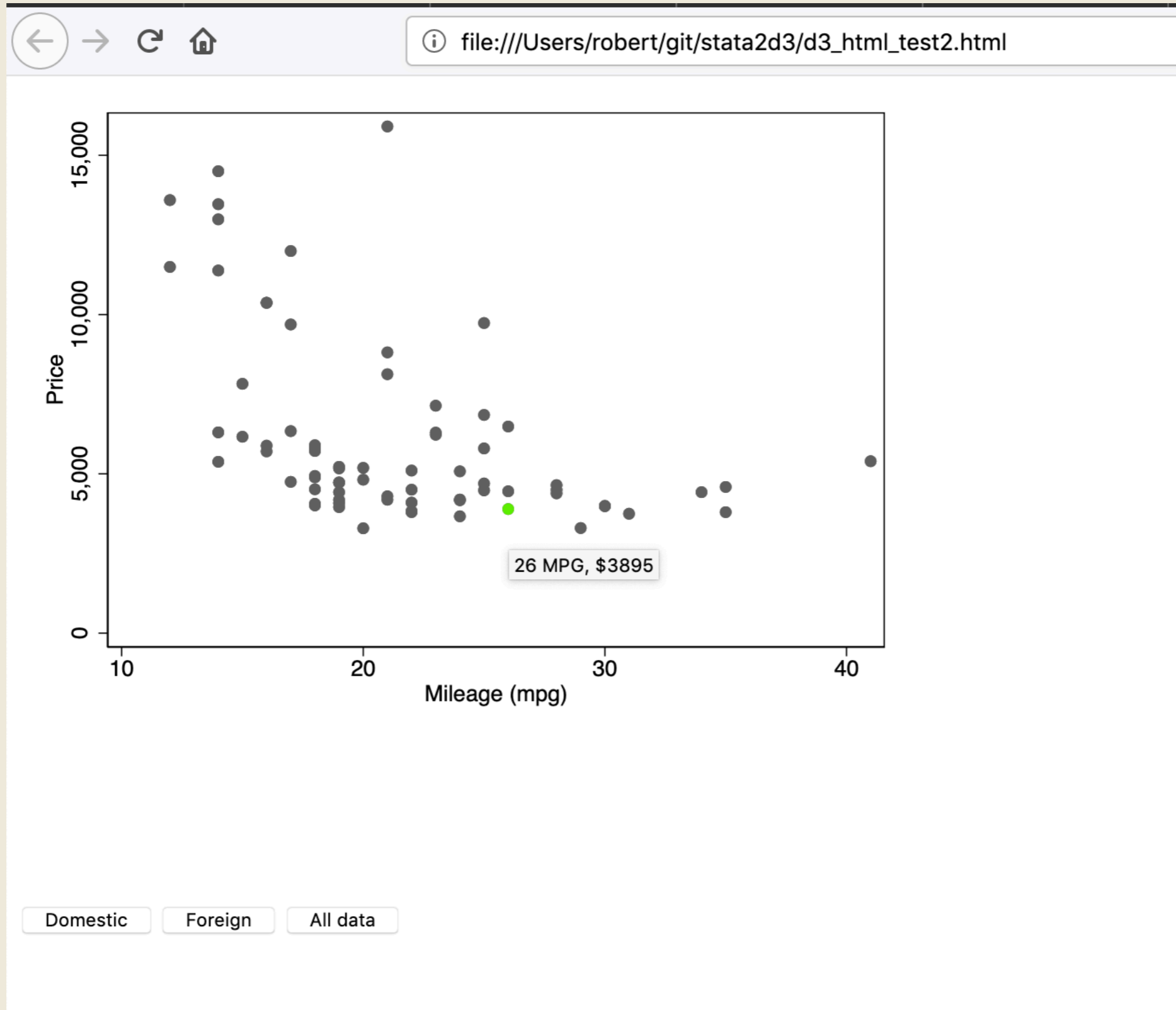
example

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gen hoverfacts = strofreal(mpg) + " MPG, $" + strofreal(price)


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    hovertip(hoverfacts) mgroups(foreign) replace: ///
    scatter price mpg, scheme(s1mono)
```
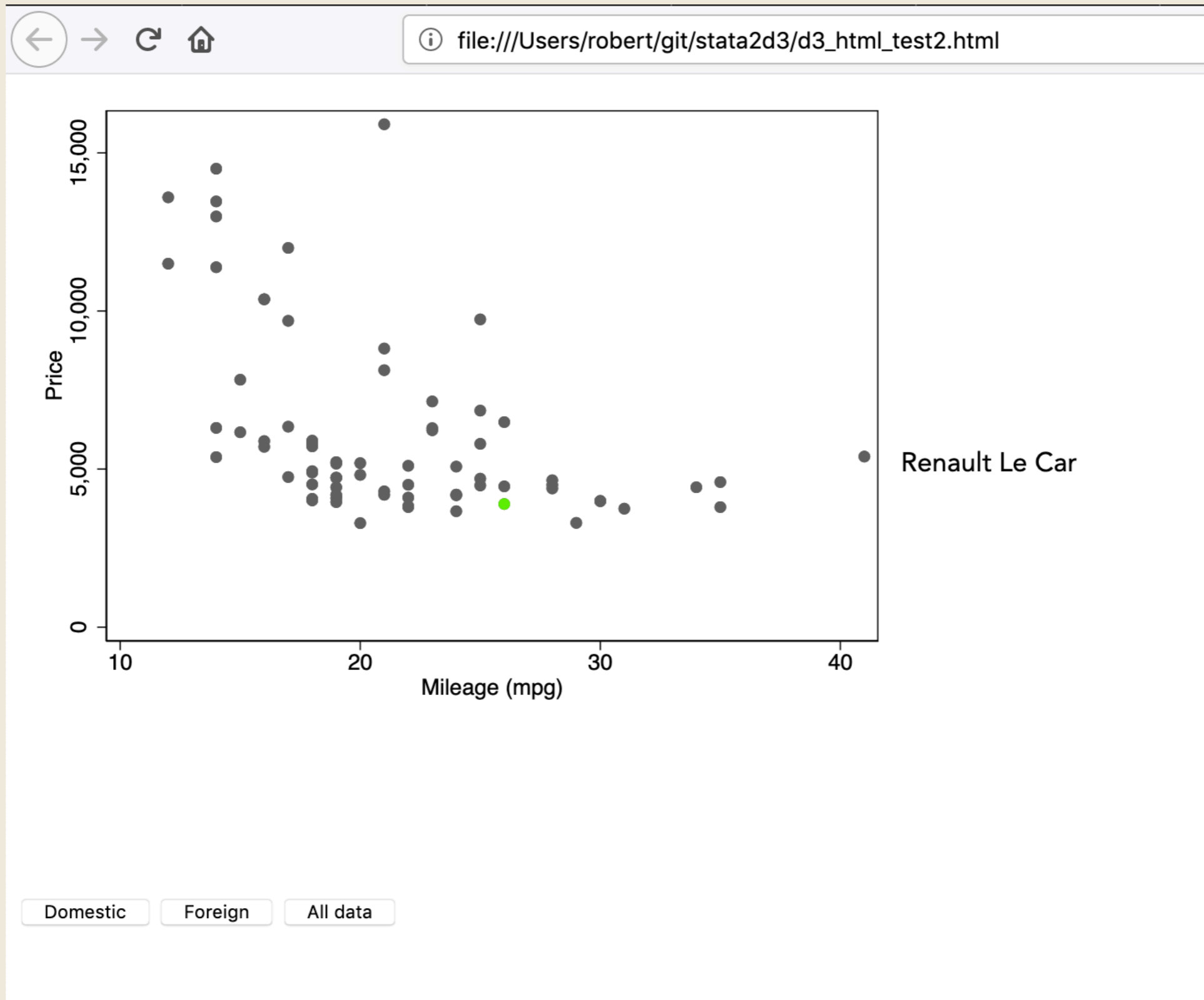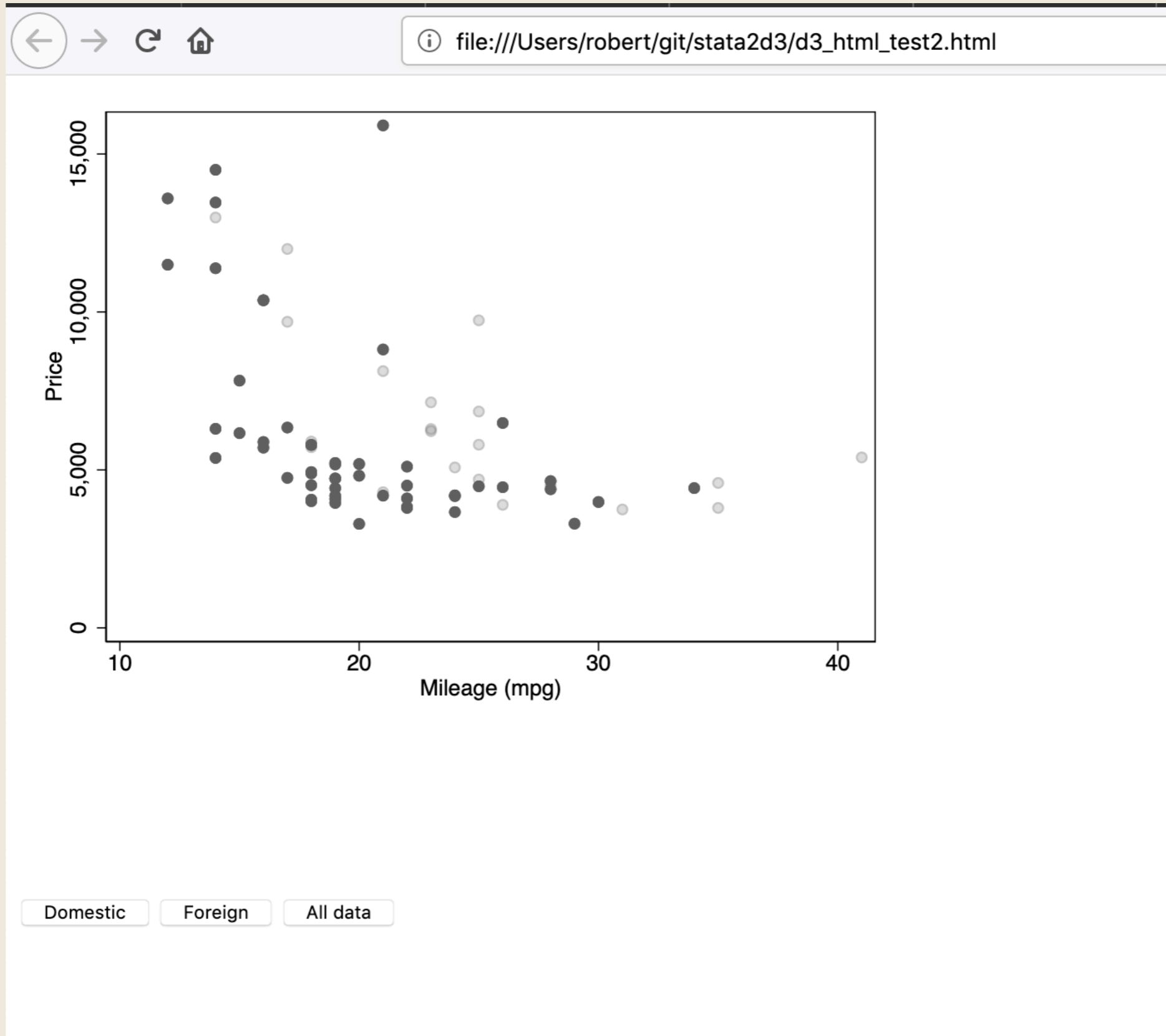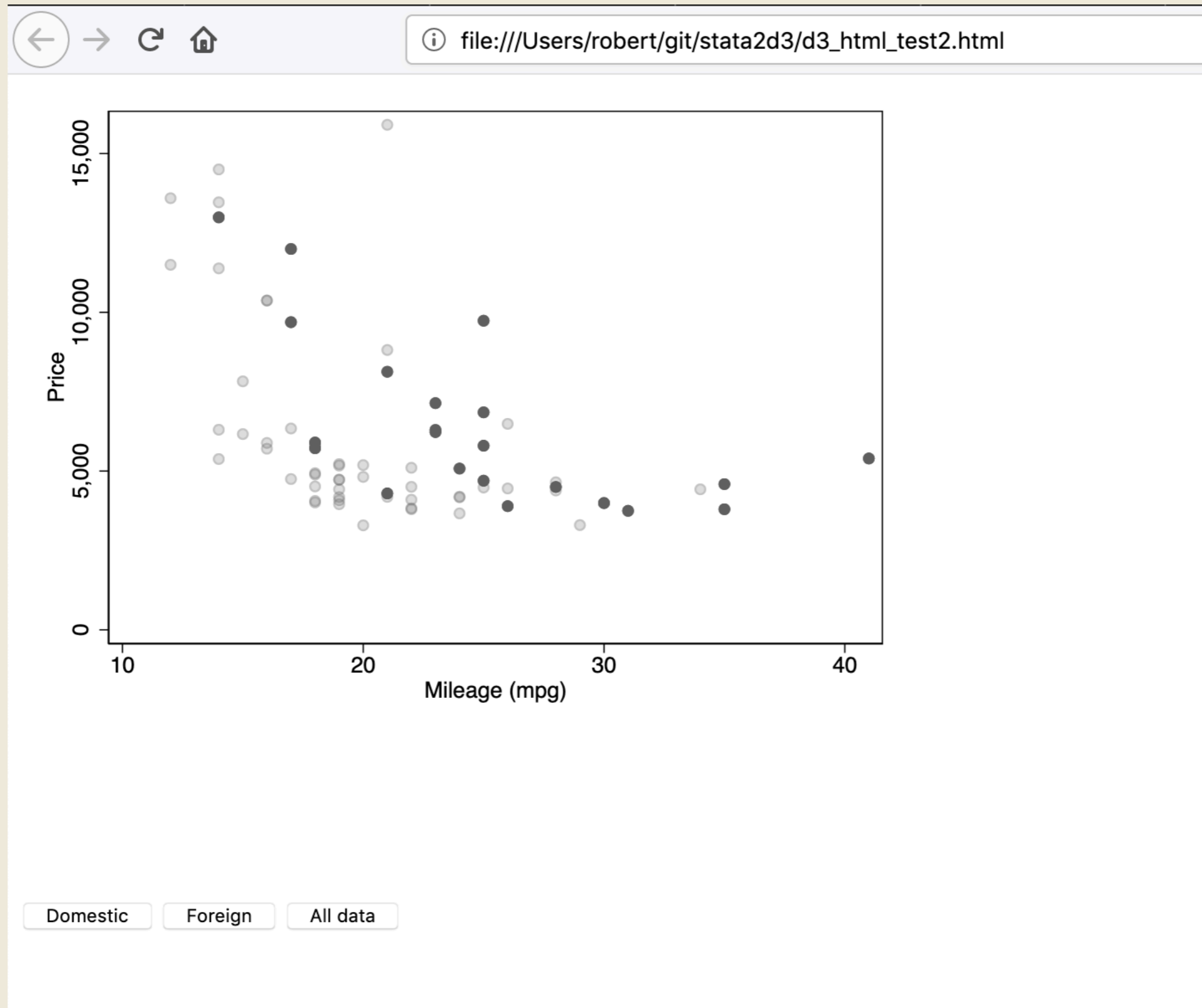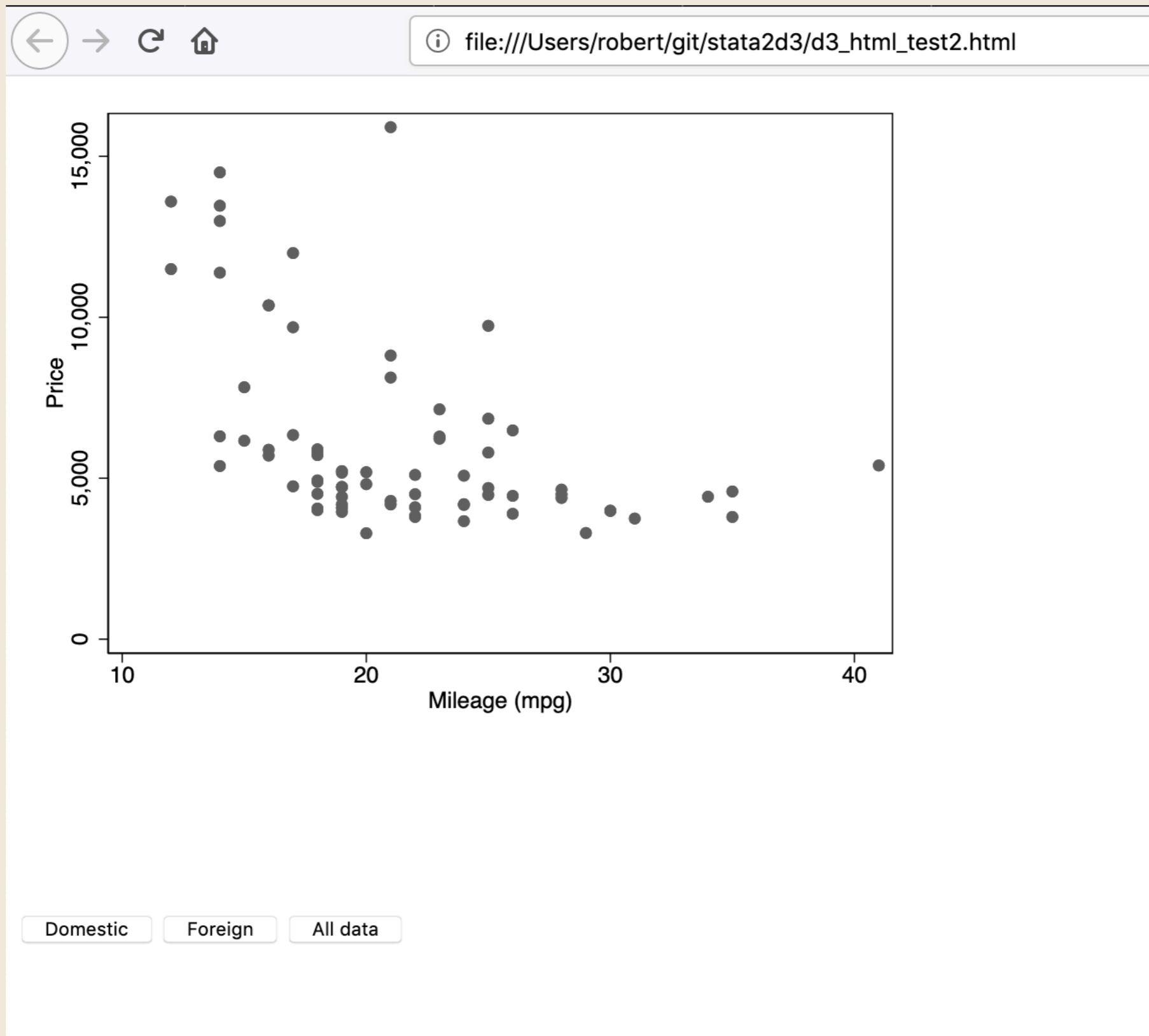
example

example

example

example

example

example

principles

- Keep the styling simple, so you can elaborate in CSS.

- Keep interaction simple, so you can elaborate in JavaScript

- "It's educational"

work in progress

- circles now, paths next

- click -> text below or right

- hover -> text below or right

- hover -> tooltip

- buttons to highlight groups of markers

- you can contribute at github.com/robertgrant/stata2d3