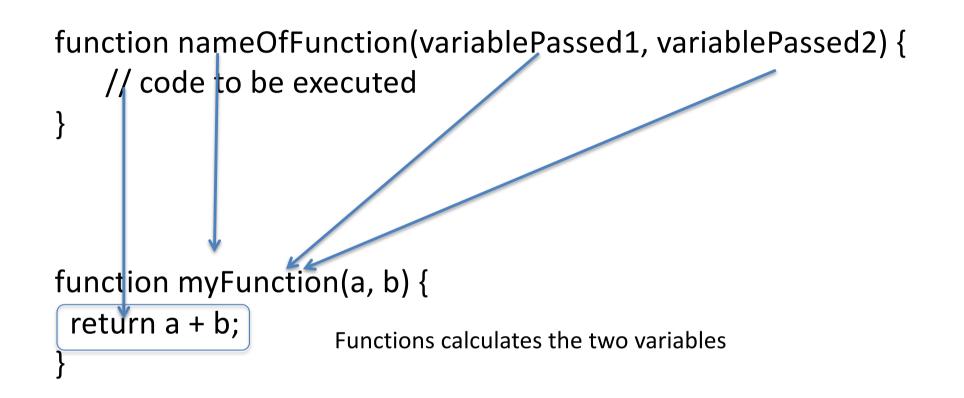
## Function



```
var globalVar = 5;
function myFunction() {
  return globalVar + 19;
}
```

It doesn't need to have variables passed it can also take declared elsewhere

```
function myFunction() {
  return 5+ 19;
}
```

It doesn't need to have any variables inside

## Buttons

## **Mouse event**

.on("click", , "PLACE FOR FUNCTION") .on("mouseover", "PLACE FOR FUNCTION") .on("mouseout", "PLACE FOR FUNCTION")

```
.append("circle")
```

...

.on("click", function(){
 console.log("Just something on the screen");
})

We can add function to attr .on("click"

When circle is clicke some text appeared in the console

```
.append("circle")
...
.on("click", function(d){
    console.log(d);
  })
```

This function will return element value when circle is clicked

## Homework 4

- Check JS functions <u>https://www.w3schools.com/js/js\_functions.asp</u>
- Check d3 array resources and use some functions to replace possible elements in your code <u>https://github.com/d3/d3-array</u>

A scatter plot with the Alcohol data (initial file is uploaded "data\_for\_homework.html"):

- Should have lines and circles on intersections for each point of the data array
- Draw it with selectAll.data().enter()
- Upload any result by the end of Jan 14th