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Record Nr.	UNINA9910967936003321
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Titolo	ActionScript graphing cookbook : learn how to create appealing and interactive visual presentations of your data in ActionScript / / Peter Backz, Dominic Gellineaux
Pubbl/distr/stampa	Birminghan, UK, : Packt Pub., 2012
ISBN	9781283960922
	1283960923
	9781849693219
	1849693218
Edizione	[1st ed.]
Descrizione fisica	1 online resource (288 p.)
Collana	Quick answers to common problems
Altri autori (Persone)	GellineauxDominic
Disciplina	006.663
Soggetti	ActionScript (Computer program language)
	Object-oriented programming (Computer science)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Authors; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Started with Graph Drawing; Introduction; Drawing in two dimensions; Building point charts; Creating a line graph based on a function; Adding labels and axes; Graphing a spreadsheet; Area charts; Multiple area charts; Styling a graph; Adding legends; Using Flex for charts; Chapter 2: Working with Data; Introduction; Preparing your data; Embedding CSV files; Loading a data file from the Internet; Loading a file from the local hard drive; Loading data with XML
	Loading data from Excel files Consuming the REST services; Exporting data as CSV to import in Excel; Exporting data to a PDF file; Chapter 3: Creating Bar Charts; Introduction; Drawing a bar chart with Flex; Building vertical bar charts; Creating comparison bar charts; Drawing histograms; Creating sparklines to enrich text content; Making 3D bar charts; Chapter 4: Drawing Different Types of Graphs; Introduction; Drawing a pie chart with Flex; Creating donut charts; Drawing meters and gauges; Making Venn diagrams; Building pyramid charts; Drawing bubble charts; Creating tag clouds

Creating a treemap Chapter 5: Adding Interaction; Introduction; Zooming and panning around a graph; Sending data updates to the graph; Making the points interactive: Hovering; Selecting data points in the graph; A dynamic graph based on an editable table; Dragging data points to new values; Linking graphs; Chapter 6: Mapping Geographical and Spatial Data; Introduction; Showing a map using the OpenScales API; Adding points of interest to a map; Parsing data to use as region fill; Coloring a map; Adding multiple layers to a map; Overlaying a heat map; Chapter 7: Animating a Graph; Introduction
Animating between two data sets Animating a meter; Automatic updates; Zooming in on a specific data set; Animating subway locations; Chapter 8: Creating a Relational Network; Introduction; Preparing the data; Creating the visual for a node; Arranging and linking the nodes; Navigating through the relational network; Animating the transitions; Adding sounds; Chapter 9: Creating Three-Dimensional Graphs; Introduction; Drawing in 3D: a 3D starter project; Creating a 3D column chart; Moving around the chart; Beyond the cube, drawing different shapes; Graphing tabular data in 3D
Styling the graph with different materials Graphing a function in three dimensions; Chapter 10: Working with Various 3D Graph Types; Introduction; Mapping keyboard usage in 3D, part 1: the model; Mapping keyboard usage in 3D, part 2: the data; 3D world population chart, part 1: the globe; 3D world population chart, part 2: Dressing up; 3D world population chart, part 3: The data; Index

| Sommario/riassunto | Step-by-step instructions guide you from your very first graphical program to highly complex 3D presentations. Although a few recipes explain charts in Flex, this book is firmly focused on using ActionScript code and data to draw graphs. The ""ActionScript Graphing Cookbook"" is aimed at any ActionScript developer who wants to add data visualization to their skill set. The reader should be familiar with ActionScript basics, but no deep knowledge of any graphical functions is required. |