Bioinformatics Resources
Exercise Sheet 10
discussed on July 6th and July 9th

In this exercise sheet you will learn more about the integration of visualizations and interactivity. We will have a closer look at two way discussed in the last exercise: The canvas object and SVG.

In both cases you are asked to create a bar char and input fields which you can use to modify the bars. Missing parts maybe indicated with xxx or //TODO

1. Download the template files from the website. Have a look how the pages work. Fill in the missing parts where they are indicated in the code or described here.
2. Working with Canvas:
   a. Set the title color to white and the background to lightblue
   b. Use the identifier of the canvas element to complete the showChart() function.
   c. In the function draw() we use fillRect to paint 4 bars (rectangles) where the input fields give the relative height in %. Consult the documentation for fillRect. Complete the missing parts.
   d. The function redraw gets the new value and the id which bar should be modified. After the modification the whole figure is redrawn.
   e. Complete the initialize method to initialize the remaining two input fields.

3. Working with SVG
   a. Complete the svg element, i.e. adjust the x and y parameters according to the manuals (go out and read), so that all bars are on the same baseline. The horizontal space between the bars should be 3 px.
   b. Complete the callbacks of the input fields to modify the correct svg element (bar).
   c. Complete the initialize method to correctly initialize the input field values to the rectangle heights.

Good luck,
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