

## MetacatUI - Story #6314

### Choose graphing JS library for statistics graphs

12/18/2013 04:08 PM - Lauren Walker

<b>Status:</b>	Resolved	<b>Start date:</b>	12/18/2013
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Lauren Walker	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	1.5.0	<b>Spent time:</b>	0.00 hour
<b>Description</b>			
<p>I'm leaning towards either the Google Visualization API, which is very complete but this puts our project in a place where we are depending on external resources for such a simple function (unlike google Maps which is almost unavoidable).</p> <p>There is also Chart.js which creates HTML5 canvases. Well documented, simple, but has little interactivity because it is a canvas.</p> <p>And also NVD3.js, based off D3.js, which is interactive and more complex than Canvas.js and not documented as well.</p>			

### History

#### #1 - 12/18/2013 04:24 PM - ben leinfelder

Is d3 (as used in the dataone dashboard) not sufficient? There's been quite a bit of graphing implemented there and we should reuse as much as possible.

#### #2 - 01/23/2014 09:30 AM - Lauren Walker

- Status changed from New to Resolved

I've decided to go with d3.js since it is very flexible and interactive.