

CROSS-BROWSER SVG METERS

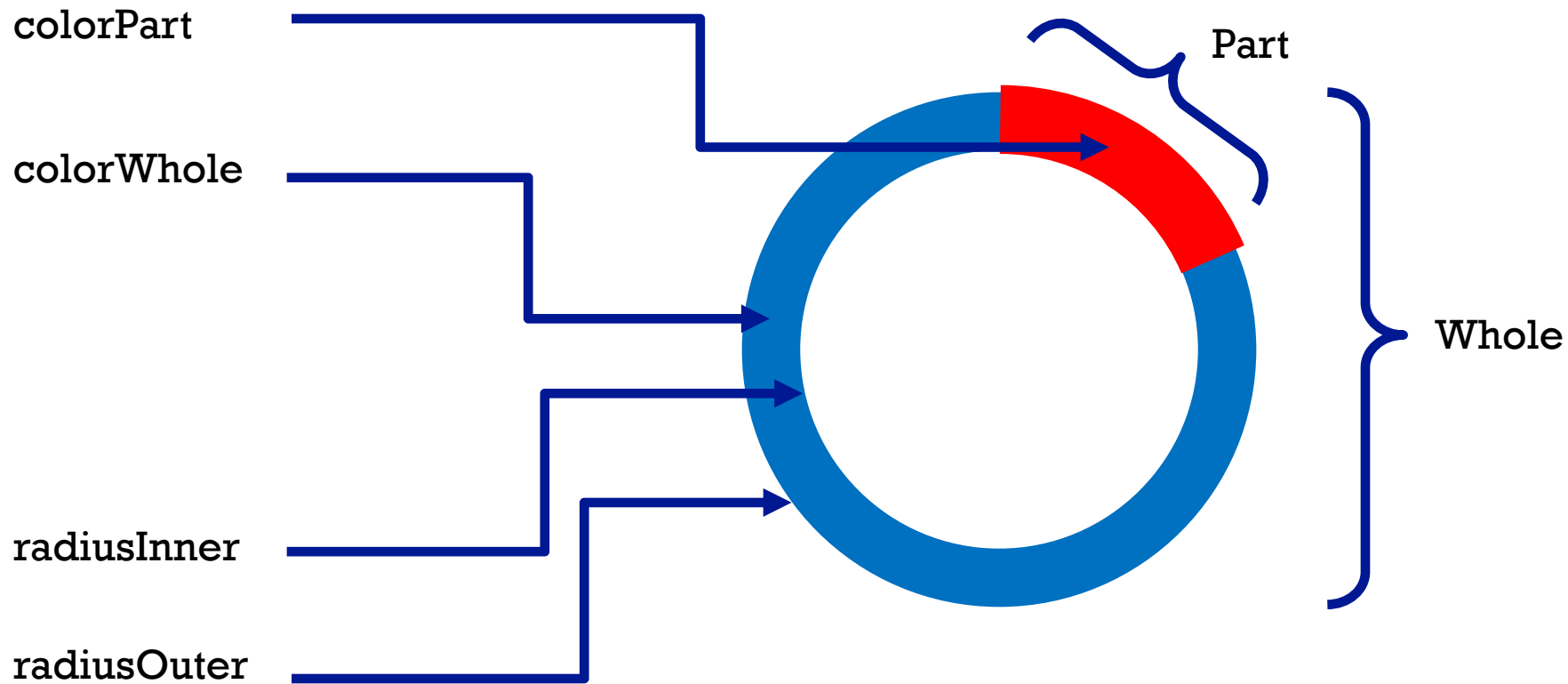
twitter: @aorinevo

email: aorinevo@gmail.com



DEFINITION

A **meter** is a colored annular region consisting of a radiusOuter, radiusInner, part, whole, colorWhole, and colorPart.



OPTIONS FOR CREATING METERS

Write your “own”

- `<canvas>`
- D3
- SVG + jQuery
- ...

Libraries

- [Charts.js](#)
- [Google Charts](#)
- [Chartist](#)
- ...



EVERYONE HAS A SAY

- Security
 - Libraries need to be vetted
- Architects
 - Make sure code is performant
- Business
 - Dev quickly
- Developer
 - Use the latest and greatest



OPTION 1: <CANVAS>

- Pros:
 - Rich drawing APIs: arcs, paths, text, gradients, etc.
 - Cross browser support on all modern browsers.
 - HTML5 – no external libraries.
- Cons:
 - Creates rasterized images
 - Animation uses setInterval
- Demo: <https://jsfiddle.net/aorinevo/u8zeosps/>



OPTION 2: D3

- Pros:
 - Rich drawing and animation APIs
 - Maintain crisp and high image quality while scaling
- Cons:
 - Library size – version 4.9.1 - 219KB (minified)
- Demo: <https://jsfiddle.net/aorinevo/670ktrow/>



OPTION 3: SVG + JQUERY

- Points Counter Demo: <https://jsfiddle.net/aorinevo/rzd4g98j/>
- Countdown Demo: <https://jsfiddle.net/aorinevo/pg8Lse25/>
- Pros:
 - Light weight
 - Npm module (<https://www.npmjs.com/package/js-meters>)
 - UMD
- Cons:
 - APIs can be improved
- Github: <https://github.com/aorinevo/js-meters/blob/master/src/jquery/jquery-meter.js>



THANK YOU!



APPENDIX

- Canvas vs. SVG:
 - <https://www.sitepoint.com/canvas-vs-svg-choosing-the-right-tool-for-the-job/>
- Canvas + Video:
 - <http://html5doctor.com/video-canvas-magic/>
- NPM module js-meters
 - <https://www.npmjs.com/package/js-meters>
- D3
 - <https://d3js.org/>

