

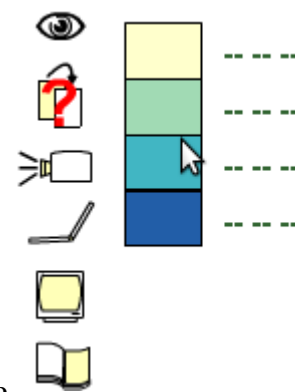
Lab 6 design protocol

Layout

The selection elements are placed on the upper part of the map, where people are used to find navigation elements. On the upper right part further information about the hovered canton are displayed. The dynamic legend is placed to complete the canvas by taking advantage to the peculiar form of Switzerland. The toggle for the water layer is placed aligned with the religion selector but below the map to semantically separate it from the religion selector.

Colour scheme and fonts

Since the data are a sequential I decided to use a continuous saturation scale with lighter colours for lower and darker colours for values. These kinds of scales are very well suited for progressively ordered data. The chosen colour scheme was generated on colorbrewer.com and it is recommended for LCDs and CRT as well as for colour blind people. A sans-serif font (Verdana) is consistently used throughout the map to allow an ideal rendering and easy readability on computer screens.



JavaScript

The central piece of code in the map is the map function. Every time one of the selectors is updated, the function gets called with the religion as a parameter. Map redraws the map and legend accordingly. The class and religions definitions are stored into arrays that can easily be expanded providing a very efficient way to insert further classifications or religions to the map. Another very important function is the showData function which shows the details of a canton. A css pseudo selector (:hover) is used to highlight the canton being observed.