SVG Go Library W х, у x, y х, у Rect(x, y, w, h,...style) Square(x, y, w,...style) Roundrect(x,y,w,h,rx,ry,...style) Polygon(x, y, ...style) x1, y1 Polyline(x, y, ...style) Line(x1, y1, x2, y2, ...style) Circle(x, y, r,...style) Ellipse(x, y, rx ,ry,...style) сх, су sx, sy ex, ey tx, ty Arc(sx, sy, ax, ay, r, Iflag, sflag, ex, ey, ...style) сх, су Path(s, ...style) Qbez(sx, sy, cx, cy, ex, ey, ...style) Qbezier(sx, sy, cx, cy, ex, ey, tx, ty, ...style) cx, cy x1%, y1% x2%, y2% cx%, cy% рх, ру h Bezier(sx, sy, cx, cy, px, py, ex, ey, ...style) LinearGradient(id, x1, y1, x2, y2, Offcolor) RadialGradient(id, cx, cy, r, fx, fy, Offcolor) Image(x, y, w, h, path,...style)