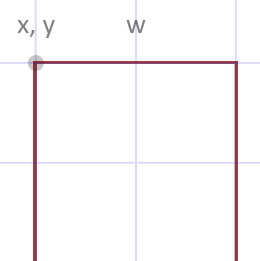
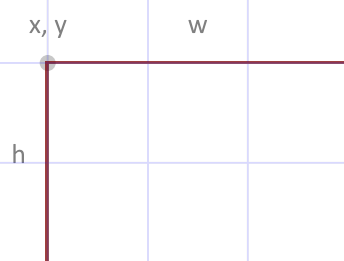


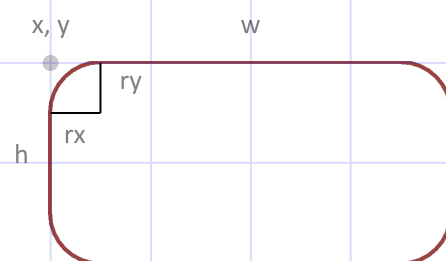
SVG Go Library



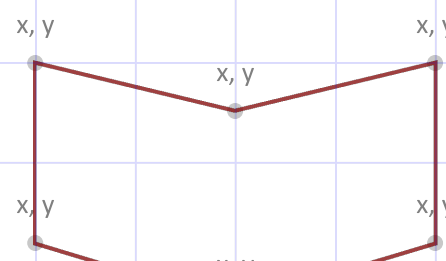
Square($x, y, w, \dots \text{style}$)



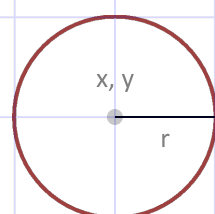
Rect($x, y, w, h, \dots \text{style}$)



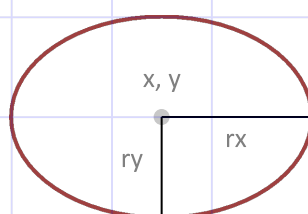
Roundrect($x, y, w, h, rx, ry, \dots \text{style}$)



Polygon($x, y, \dots \text{style}$)



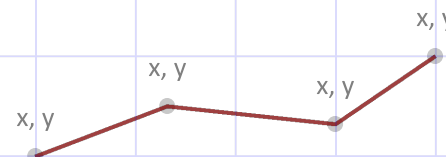
Circle($x, y, r, \dots \text{style}$)



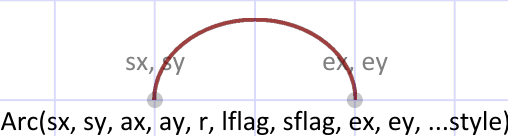
Ellipse($x, y, rx, ry, \dots \text{style}$)



Line($x1, y1, x2, y2, \dots \text{style}$)



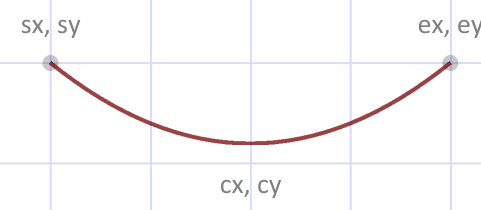
Polyline($x, y, \dots \text{style}$)



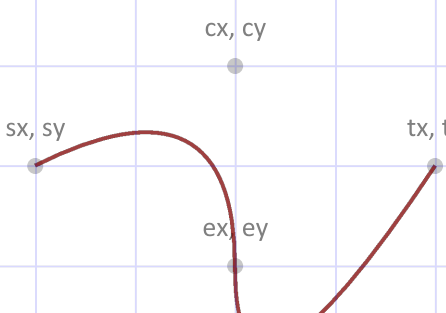
Arc($sx, sy, ax, ay, r, lflag, sflag, ex, ey, \dots \text{style}$)



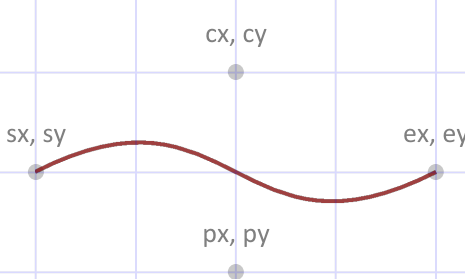
Path($s, \dots \text{style}$)



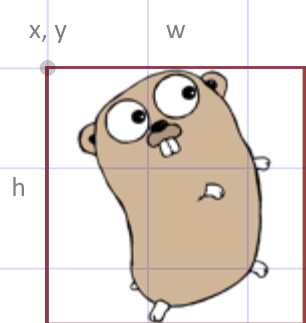
Qbez($sx, sy, cx, cy, ex, ey, \dots \text{style}$)



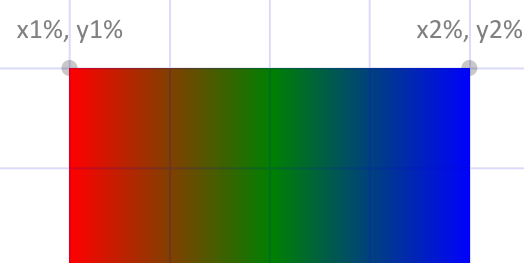
Qbezier($sx, sy, cx, cy, ex, ey, tx, ty, \dots \text{style}$)



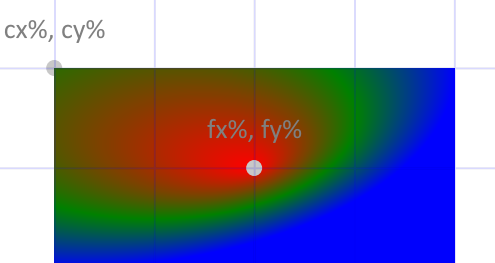
Bezier($sx, sy, cx, cy, px, py, ex, ey, \dots \text{style}$)



Image($x, y, w, h, path, \dots \text{style}$)



LinearGradient($id, x1, y1, x2, y2, \text{Offcolor}$)



RadialGradient($id, cx, cy, r, fx, fy, \text{Offcolor}$)