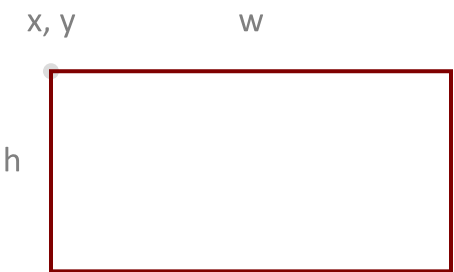
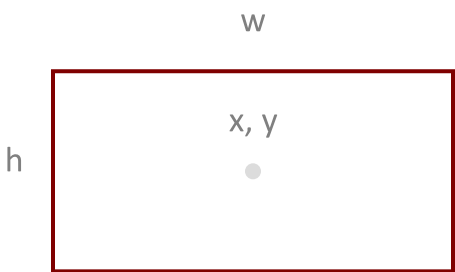


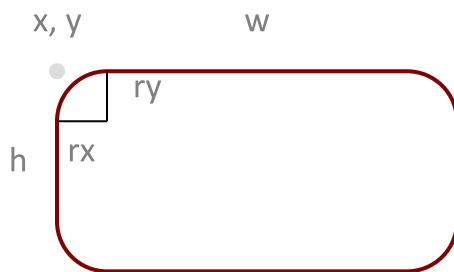
SVG Go Library



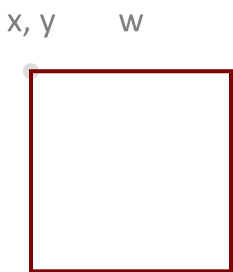
Rect(x, y, w, h,...style)



CenterRect(x, y, w, h,...style)



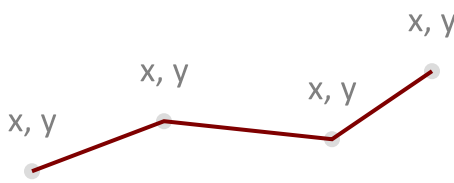
Roundrect(x, y, w, h, rx, ry, ...style)



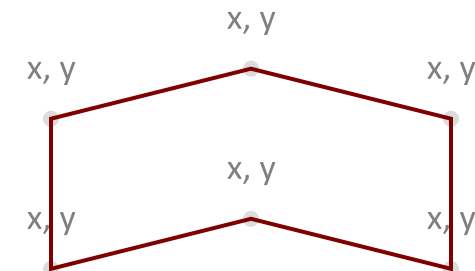
Square(x, y, w,...style)



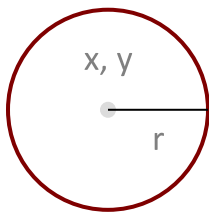
Line(x1, y1, x2, y2, ...style)



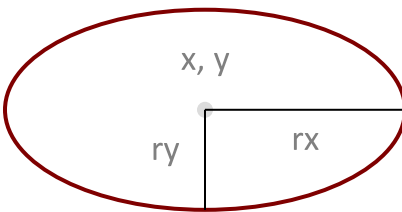
Polyline(x, y, ...style)



Polygon(x, y, ...style)



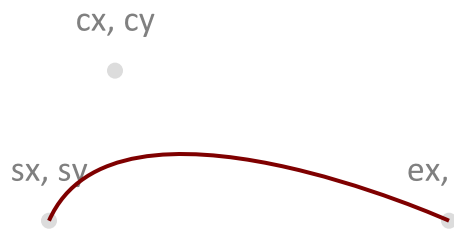
Circle(x, y, r, ...style)



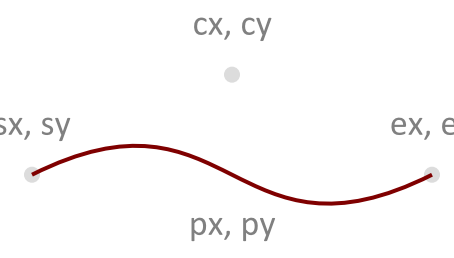
Ellipse(x, y, rx, ry, ...style)



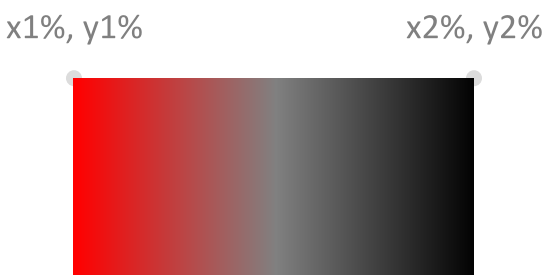
Arc(sx, sy, ax, ay, r, lflag, sflag, ex, ey, ...style)



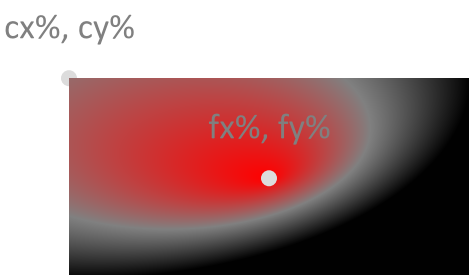
Qbez(sx, sy, cx, cy, ex, ey, ...style)



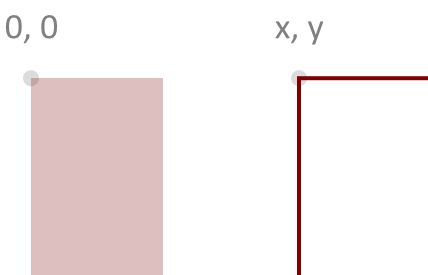
Bezier(sx, sy, cx, cy, px, py, ex, ey, ...style)



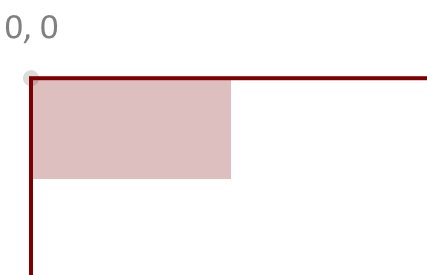
LinearGradient(id, x1, y1, x2, y2, oc)



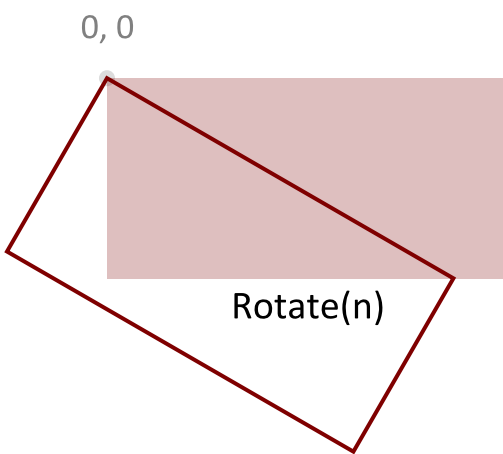
RadialGradient(id, cx, cy, r, fx, fy, oc)



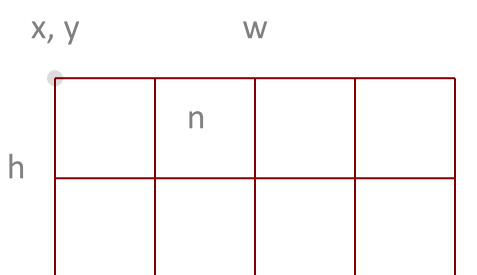
Translate(x, y)



Scale(n)



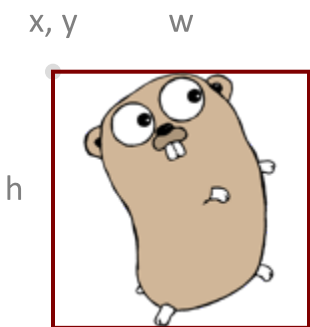
Rotate(n)



Grid(x, y, w, h, n, ...style)

hello, SVG

Text(x, y, s, ...style)



Image(x, y, w, h, path, ...style)



Path(s, ...style)