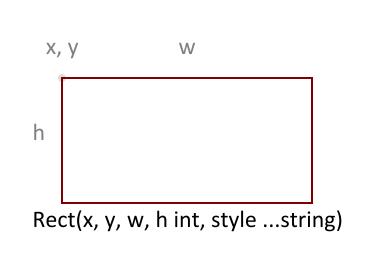
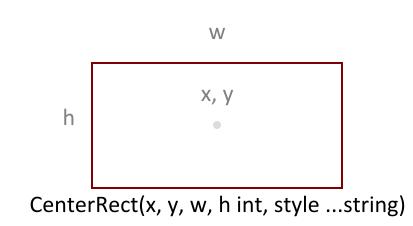
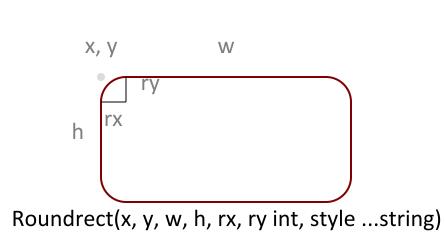
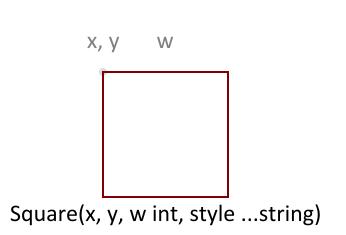
## SVG Go Library github.com/ajstarks/svgo

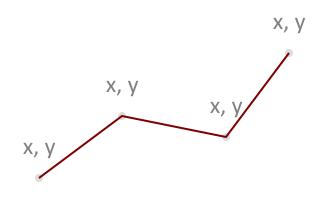






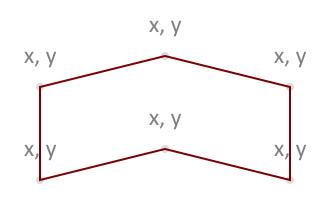




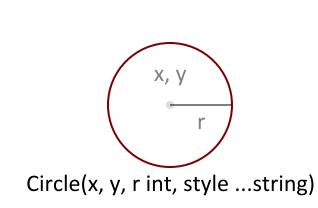


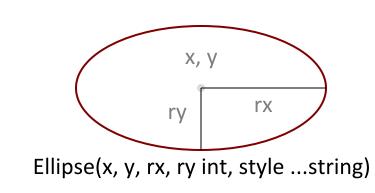
Line(x1, y1, x2, y2 int, style ...string)

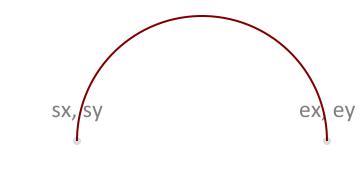
Polyline(x, y []int, style ...string)

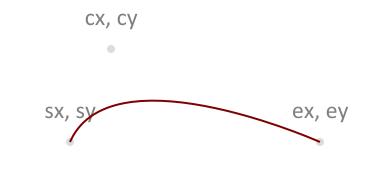


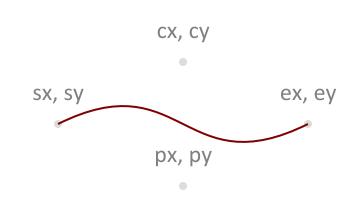
Polygon(x, y []int, style ...string)





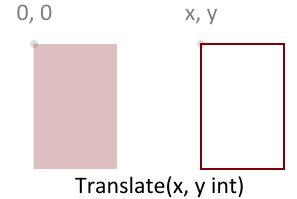






Arc(sx, sy, ax, ay, r, Iflag, sflag, ex, ey int, style ...string) Qbez(sx, sy, cx, cy, ex, ey int, style ...string)

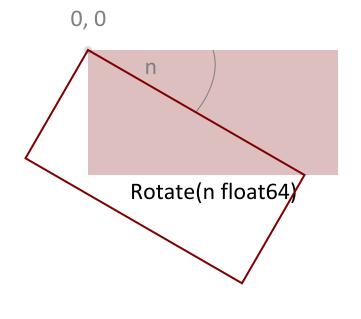
Bezier(sx, sy, cx, cy, px, py, ex, ey int, style ...string)

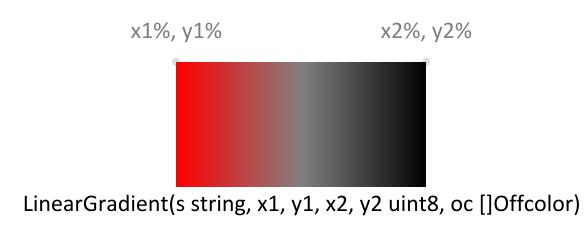


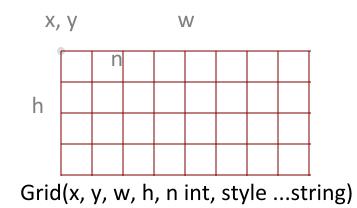
hello, this is SVG

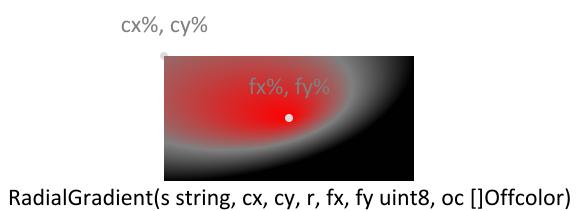
Scale(n float64)

0, 0



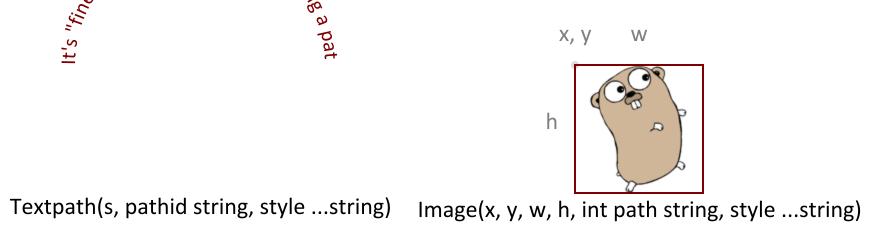








Text(x, y int, s string, style ...string)





New(w io Writer) Start(w, h int)/End() Startview(w, h, minx, miny, vw, vh int) Gstyle(s string)/Gend() Gtransform(s string)/Gend() Gid(id string)/Gend() Def()/DefEnd() Desc(s string) Title(s string) Link(href string, title string)/LinkEnd() Use(x int, y int, link string, style ...string) RGB(r, g, b int) RGBA(r, g, b int, opacity float64)

specify destination specify destination begin/end the document with viewport begin/end group style begin/end group transform begin/end group id begin/end a defintion block set the description element set the title element begin/end link to href, with a title use defined objects fill color using (r,g,b) triples fill color using (r,g,b) with opacity (0.0-1.0)