Tutorial 6:

In this tutorial we will be looking in depth of how to transform simple shapes with respect to click events, how we can use the script element along with onclick attribute to accomplish this, and finally exploring the possible applications that can be made with these svg features.

```
<h1> Tutorial 6 transforming complex shapes with respect to click events</h1>
       <svg onclick=test() width="500" height="500">
          <polyline id= "temp2" points="0,40 20,0 40,40 20,80"/>
             <animateTransform id="temp"/>
13
      =<script>
14
15
      function test() {
           document.getElementById("temp2").setAttribute('fill','red');
          document.getElementById("temp").setAttribute('attributeName','transform');
document.getElementById("temp").setAttribute('type','rotate');
document.getElementById("temp").setAttribute('type','rotate');
document.getElementById("temp").setAttribute('from','20 50 90');
document.getElementById("temp").setAttribute('to','1800 20 20');
document.getElementById("temp").setAttribute('dur','10s');
16
18
19
          document.getElementById("temp").setAttribute('repeatCount','indefinite');
23
        -</script>
         -</body>
        </html>
```

The following code uses the code segment from tutorial 2 for creating a complex shape. We are now adding an attribute to the complex shape called id="temp2" along with adding for the animate Transform element id="temp". These ids will allow us to reference these elements when transforming their specified attributes.

Next we add an onclick attribute to the svg element which will allow for the svg elements inside to respond to the click event.

Finally we retrieve the id from the specified element by using document.getElementByld() and set its attribute to its desired effect by using setAttribute(attribute,value).

Figure 1:

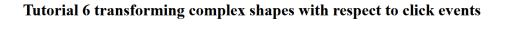




Figure 1 shows a snapshot of the code in action

Possible applications of these would be using svg as a means to assist in UI for instance ordering from a menu or playing an interactive game that uses svg elements