# Summary Report

## Dropped Features

The main difficulties I had with the initial plan came from my desire to have “tabs”, similar to the notepad app. Doing this required me to make my UI programmatically and frankly I spent quite a bit of time on this before realising it was impacting my ability to implement the required functionality. In the end, this feature had to be shelved. This was disappointing, but I do believe that creating a simpler, more reliable application was the best choice. The applict

In addition to this, I had to drop selection capabilities from my app. I spent time trying to give the user the ability to enter a “remove” mode and click on the object they wanted removed, but it was breaking the rest of my functionality and so had to be dropped for the final version. Perhaps there is a lesson there about decoupling my code.

## What I learned

One of the main things I learned was how difficult it could be to figure out how to use a library with lacking documentation and code samples. In the end, it was only by looking through the svg editor you created that I was able to figure out how to create svg files with svg.net. I found the code examples on the website to be frustrating and unclear and so this was another time sink for the project.

This being said, once I had figured out how to use the library, using it was fairly simple. With a few exceptions, it was mostly intuitive to turn my “shape” objects into svg. One notable issue I had was when trying to turn “triangle” shapes into svg objects. While I was only able to learn this from a closed bug report on the svg.net github, apparently svgpolygon expects the series of points to be given in the form of a list of svg units each of which has only a single value. Outside of the bug report, I could find this written nowhere.

## Bugs

The applications has no bugs that I am aware of at the moment. I did encounter a bug recently however where if the user did not select a thickness, the app would display a thickness of one but export with a thickness of 0. This was difficult to catch but is now fixed.

## What I would do better next time

If I were to do this again, I would certainly find a better way to have the user select the stroke thickness of their shape. The combobox was easy to implement but does restrict the user’s choices. I believe it would be better to have the user be able to type in their own value, but I imagine there would be potential difficulties if the user then typed characters other than numbers into that box. In the end, I decided to discard this idea rather than deal with potential parsing issues.