# 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.

## 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.