Introduction to SVG

SVG (Scalable Vector Graphics) is an XML-based image format for describing vector graphics for the web. Unlike raster images (such as PNG or JPEG), SVG graphics are scalable, meaning they can be resized without losing quality.

Basic SVG Example

Here is a basic SVG code example:

```
<svg width="500" height="300">
    <rect x="10" y="10" width="150" height="100"
style="fill:rgb(0,0,255);stroke-width:2;stroke:rgb(0,0,0)" />
    <circle cx="300" cy="150" r="50" stroke="black" stroke-width="3"
fill="red" />
    <line x1="250" y1="70" x2="400" y2="70"
style="stroke:rgb(233,115,4);stroke-width:2" />
    <text x="250" y="50" font-family="Verdana" font-size="35"
fill="blue">Hello Web4U</text>
    <path d="M150 150 L75 250 L225 250 Z" stroke="green" stroke-width="3"
fill="yellow" />
</svg>
```
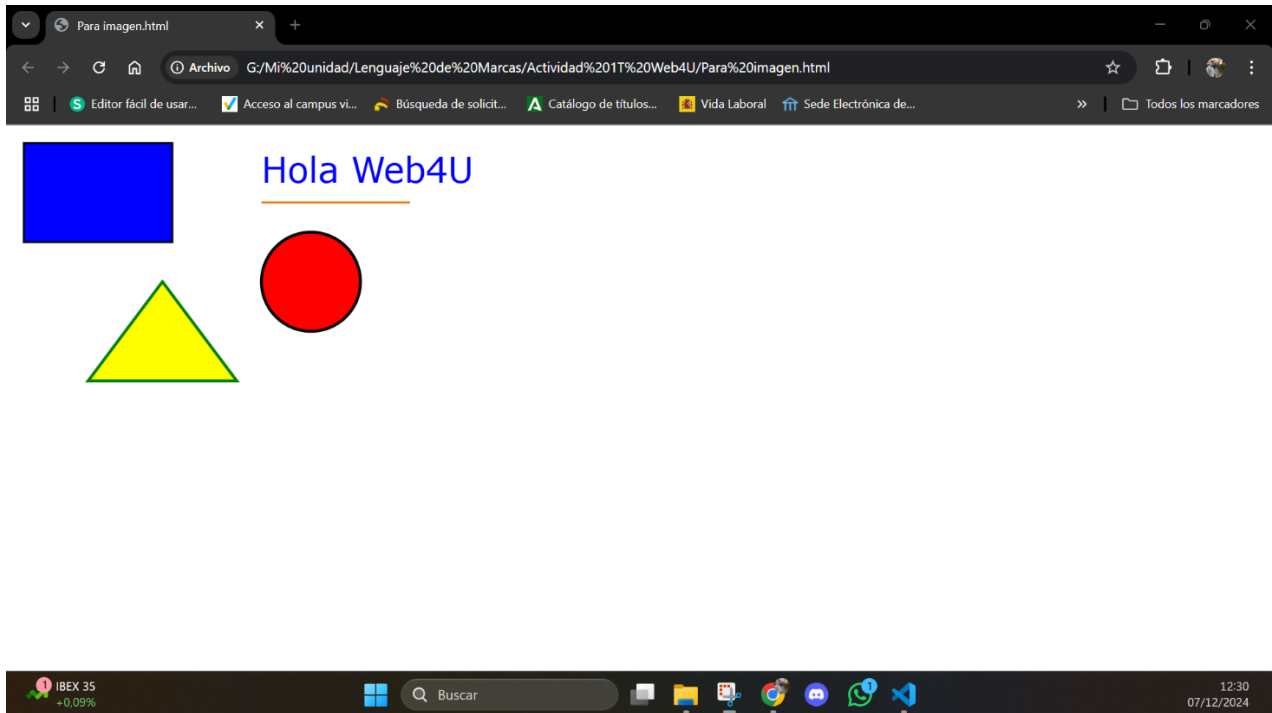
Code Explanation:

This is a basic SVG code with various tags to draw geometric shapes and text:

- **<svg>**: Defines the SVG graphic area. Attributes like *width* and *height* set the size of the canvas area.
- **<rect>**: Draws a rectangle. The *width* and *height* attributes define the size, and the *style* attribute is used for colors and borders.
- **<circle>**: Draws a circle. The *cx* and *cy* attributes set the center position, *r* sets the radius, *stroke* sets the border color, *stroke-width* sets the border thickness, and *fill* sets the fill color.
- **<line>**: Draws a straight line between two points defined by *x1, y1* and *x2, y2* attributes.
- **<text>**: Draws text in the SVG area. The *x* and *y* attributes set the position of the text, and the *font-family, font-size, fill* attributes define the style of the text.
- **<path>**: Draws a custom shape using the *d* attribute, which contains a sequence of commands to draw lines and curves.

Result in Browser

When this code is displayed in a browser, the result will look like this:

Useful Links

For more details about SVG features, visit the [W3C Official Page](#).
You may also find the [W3Schools SVG Tutorial](#) helpful.