**Report On Ckub Svg File**

Ckub SVG file is Scalable vector graphics. Now coming to the project perspective, suppose we are starting the project then it will show a particular JPG file for each and every SVG file.

Let’s understand the internal working of this functionality:-

Every product has some JPG and it’s corresponding SVG, the SVG file is responsible to contain all of the properties for the respective product.

For example: Product\_1.SVG file will contain the properties like product color etc.

So, when we select any product jpg from the UI, then there is a method handler named “loadDesign” is called and this method will load the corresponding SVG file bind the values to product, afterthat product property will be reflected on UI.

* **LoadSvg**
* **LoadGarmentSVG** -> Every garment has it’s specific properties which can be found in it’s SVG file, this method is responsible to load that specific configuration for product.
* **LoadProduct** -> This method has a parameter which contains the product function and with the help of unique identifier the specific product function will be load via this method call.
* **LoadDesign** -> This method is responsible for load all designs like custome uniform kits, custom simulated singlets, competition gear etc.
* **DisplayProductColor** -> This method is responsible to generate response by which the product color will be reflected to the UI. The properties has been defined in product specific svg.js file.
* **Customization**
* **ColorFilling**
* **SetSvgColor ->** It will populate the selected color to the product in Specific Panel in Svg .which is selected by the user in Their Panel Color.
* **Add Text**
* **MakeNewText** -**>** This method has a parameter which contains The Text Input By User and Push The Text On Current View Of Svg With Combined Layou, Opacity, Spacing ,FontFamiliy,Rotation ,Radius Features.
* **PlaceTextCentered -**> This method is responsible For Place Text In Center In svg.
* **Add Logo**
* **RotationSlider ->** This Method Rotate Logo On Svg.
* **layerComponents ->** Every garment has it’s specific properties which can be found in it’s SVG file, this method is responsible to load Svg File in Specific Layer for product.
* **Validation**
* **ValidateStep ->** This Method Validate All Panels Define In Products

**3.EndPoints**

* GetProducts
* GetUser
* SaveDesign
* GetOderStatus

**4.Product Pricing**

Product which are listed on theUBsite, their pricing is coming based on the productname and productsize frome-commerce site by using webservice.

**Service URL:**

For Staging environment: We are using the below pricing URL- http://ckstore.ckatesting.com/ItemPricing.asmx?wsdl/InitializePrices

For Production environment : Weare using the below pricing

**URL-** <https://www.cliffkeen.com/ItemPricing.asmx?wsdl/InitializePricesuiu>

**Example:**

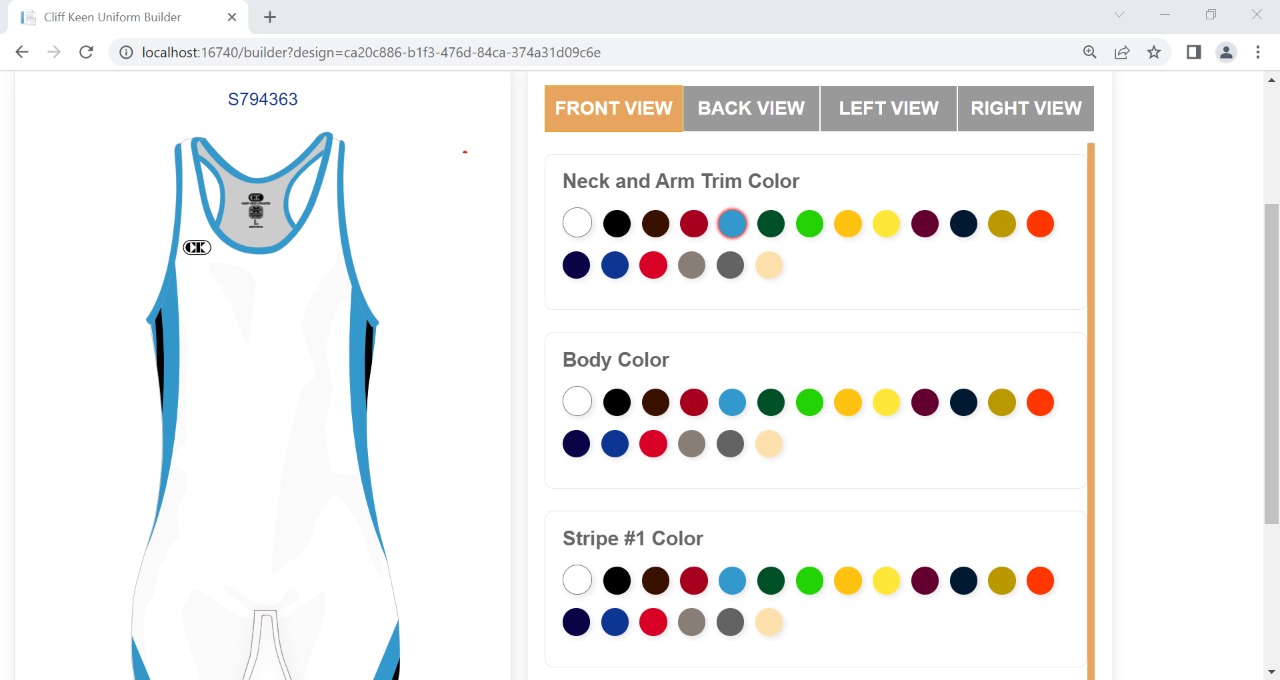
<https://www.cliffkeen.com/Itempricing.asmx/InitializePrices?Item> Code=SBDUS43-XXXS&CustomerId=138942&StoreId=1

**5.Add To Cart**

“Add to cart” is the final step, this option will be shown at the end or after product customization, product pricing and sizing.

We must have login before going to “Addtocartandsendtodealer” options,otherwisealert message will be displayed to the user to login first.

**6. ScreenShot**

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