**Project Proposal: Graphnet - JavaScript Graph Library with WebSocket Connections**

**Organization Overview**

The organization, Semantic UI, is a user interface (UI) framework that provides a comprehensive set of UI components for web development. It has gained a reputation for its ease of use and flexibility, making it a popular choice for developers.

**Project Description**

The Graphnet project is a JavaScript graph library that is intended to be used as a module within the Semantic UI framework. It provides developers with the ability to dynamically render nodes and edges using WebSocket connections.

The library should be able to perform various node and edge positioning algorithms, including force, random, circular, and others. These positioning algorithms will be provided as built-in modules within the Graphnet library.

**Project Goals**

The following are the primary goals of the Graphnet project:

* Develop a JavaScript graph library that can be used as a module within the Semantic UI framework.
* Create WebSocket connections to enable dynamic rendering of nodes and edges.
* Implement various node and edge positioning algorithms as built-in modules within the library.
* Provide clear documentation and examples of how to use the library for developers.

**Implementation Details**

The following are the details on how I plan to implement the Graphnet project:

* Research existing graph libraries to gain insights into best practices and determine potential areas of improvement.
* Design the architecture of the library, including the WebSocket connections and built-in modules for node and edge positioning algorithms.
* Implement the library, focusing on the WebSocket connections and built-in modules.
* Test the library to ensure that it functions as expected and meets the project goals.
* Create documentation and examples of how to use the library for developers.

**Timeline**

The following is an estimated timeline for the Graphnet project:

* Week 1-2: Research existing graph libraries and design the architecture of the library.
* Week 3-6: Implement the library, focusing on the WebSocket connections and built-in modules.
* Week 7-8: Test the library and make any necessary adjustments.
* Week 9-10: Create documentation and examples of how to use the library for developers.

**Deliverables**

The following are the deliverables for the Graphnet project:

* A JavaScript graph library that can be used as a module within the Semantic UI framework.
* WebSocket connections to enable dynamic rendering of nodes and edges.
* Built-in modules for various node and edge positioning algorithms, including force, random, circular, and others.
* Clear documentation and examples of how to use the library for developers.

**Future Work**

The following are potential future work areas for the Graphnet project:

* Add more positioning algorithms as built-in modules within the library.
* Optimize the library's performance to handle larger graphs efficiently.
* Explore the possibility of integrating with other popular web development frameworks.

**About Me**

I am a computer science student with experience in JavaScript and web development. I have also worked on several projects that involve data visualization and user interface design. I believe that this project will provide me with an opportunity to further develop my skills while contributing to an open-source project that will benefit the web development community.

**Conclusion**

The Graphnet project is a JavaScript graph library that provides developers with the ability to dynamically render nodes and edges using WebSocket connections. By implementing various node and edge positioning algorithms as built-in modules within the library, the project aims to provide developers with a flexible and powerful tool for creating dynamic visualizations.

Top of Form