**Graphnet - JavaScript Graph Library with WebSocket Connections**

**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 project involves working on a graph library that offers Canvas layouts and Node/Edge positioning algorithms. The library provides built-in layout algorithms such as Circular and Force that can be used to automatically position the nodes and edges of a graph.

In addition, the library offers various options for rendering nodes and edges on the canvas, such as size, shape, and color properties. The library also allows **manual** positioning, which enables developers to override or adjust the positions of individual nodes and edges as needed.

**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.
* Enhance the Canvas layouts by adding more built-in layout algorithms that can be used to position the nodes and edges of a graph.
* Refine the existing Node/Edge positioning algorithms by implementing more advanced techniques that provide better control over the position of the nodes and edges.
* 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 final-year student studying mathematics 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. I am confident that I have the necessary skills and experience to successfully complete this project. I am excited to contribute to the open-source community and look forward to working with the mentors and other contributors.

Top of Form