

File Edit View

```
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8">
<title>SVG Drawing Tool</title>

<style>
    body {
        font-family: Arial, sans-serif;
        background: #f4f6f8;
        display: flex;
        justify-content: center;
        align-items: center;
        height: 100vh;
        margin: 0;
    }

    .container {
        background: white;
        padding: 20px;
        border-radius: 12px;
        width: 80vw;
        max-width: 800px;
        box-shadow: 0 10px 25px rgba(0,0,0,0.1);
    }

    .controls {
        display: flex;
        gap: 10px;
        margin-bottom: 10px;
        align-items: center;
    }

    button {
        padding: 8px 16px;
        border: none;
        border-radius: 6px;
        background: #1e90ff;
        color: white;
        cursor: pointer;
    }
}
```

```
button:hover {
    background: #0f78d4;
}

svg {
    width: 100%;
    height: 50vh;
    border: 2px dashed #ccc;
    border-radius: 10px;
    background: #fff;
    cursor: crosshair;
}

.count {
    text-align: center;
    margin-top: 10px;
    font-weight: bold;
}
</style>
</head>

<body>

<div class="container">
    <div class="controls">
        <button onclick="undo()">Undo</button>
        <input type="color" id="colorPicker" value="#1e90ff">
    </div>

    <svg id="svgCanvas"></svg>

    <div class="count">
        Circles drawn: <span id="count">0</span>
    </div>
</div>

<script>
    const svg = document.getElementById("svgCanvas");
    const countText = document.getElementById("count");
    const colorPicker = document.getElementById("colorPicker");

    let circles = [];

```

```
svg.addEventListener("click", function (e) {
    const rect = svg.getBoundingClientRect();
    const x = e.clientX - rect.left;
    const y = e.clientY - rect.top;

    const circle = document.createElementNS(
        "http://www.w3.org/2000/svg",
        "circle"
    );

    circle.setAttribute("cx", x);
    circle.setAttribute("cy", y);
    circle.setAttribute("r", 8);
    circle.setAttribute("fill", colorPicker.value);

    svg.appendChild(circle);
    circles.push(circle);

    updateCount();
});

function undo() {
    if (circles.length > 0) {
        const lastCircle = circles.pop();
        svg.removeChild(lastCircle);
        updateCount();
    }
}

function updateCount() {
    countText.textContent = circles.length;
}
</script>

</body>
</html>
```

