

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;
  }
```

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    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>
```

