




# Blank Canvas



	<ul style="list-style-type: none"><li>• one</li><li>• two</li><li>• three</li></ul>									
text	list	circle/ellipse	rect/square	polygon	star	line	arc	curve	arrow	bracket/braces

# Click on Canvas

Width	1200
Height	900
Background Color	#efefef
Text Color	black
Grid	0

T

- one
- two
- three



text

list

circle/ellipse

rect/square

polygon

star

line

arc

curve

arrow

bracket/braces

# Drag an Element on the Canvas

The diagram illustrates a drag-and-drop interface for creating and editing elements on a canvas. The interface consists of a toolbar at the bottom, a large canvas area, and a properties panel on the right.

**Toolbar Elements:**

- text
- list
- circle/ellipse
- rect/square
- polygon
- star
- line
- arc
- curve
- arrow
- bracket/braces

**Canvas:** A large gray area where elements can be placed. A gray rectangle is currently being dragged from the 'rect/square' icon in the toolbar to a position on the canvas.

**Properties Panel:** A panel on the right side of the canvas showing the properties of the selected element (the gray rectangle).

X	50
Y	50
Width	20
Height	10
Color	gray
Opacity	100