

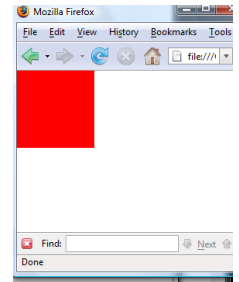
Lab 4: SVG – Scalable Vector Graphics

The aim of this exercise is to give you experience with programming SVG, through a series of tasks. You may need to refer to the online specification at <http://www.w3.org/TR/SVG/>. You will work through a series of tasks. You will need to use an editor (such as Notepad) and we suggest using FireFox web browser (which should be installed on your desktop).

Note 1. The Firefox browser does **not** include a full implementation of the whole SVG specification however, it is complete enough for this exercise.

Note 2. You will need to use the full header:

```
<?xml version="1.0"?>
<svg version="1.1"
xmlns="http://www.w3.org/2000/svg"
xmlns:xlink="http://www.w3.org/1999/xlink">
.... put your code here ...
</svg>
```



Tasks

1. Start with making a red square: width 100, height 100 (use the **rect** primitive!).
Call this file t1-red-square.svg
2. Add another two squares side by side (and to the right); have them red, green, blue).
Call this file t2-rgb.svg
3. Change the surrounds of the rectangle; and experiment with colors. E.g. make a different appearance for each; find out how to change the stroke appearance – and make it a dashed line.
4. Make a purple triangle. Call this file: t3-purple-triangle.svg
5. Making sure you use the **defs** and **use** tags, now rotate the purple triangle to generate a purple star!
Call it t4-purple-star.svg.
6. If you have time now make a star from one polygon.

