

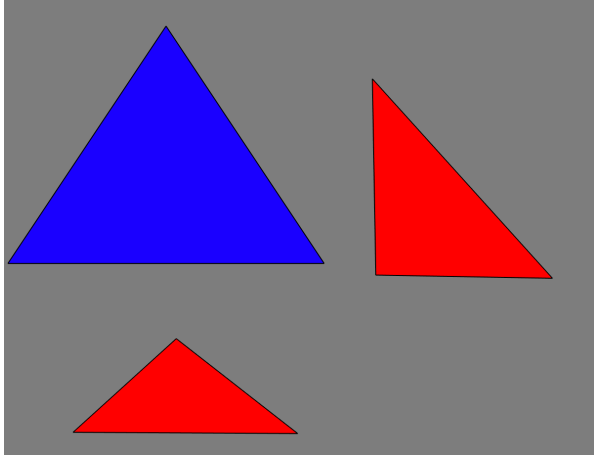
Instruction/Report

[1.1] Insertion / Translation / Deletion mode:

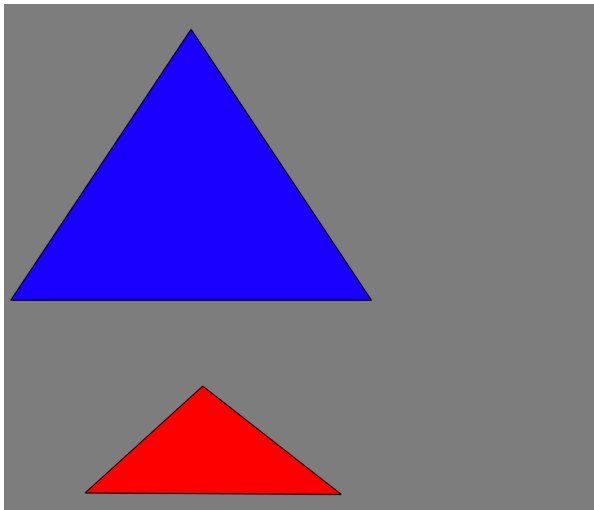
Press I to use insertion mode: draw the triangle

Press O to use translation mode: select the triangle and change the position

Press P to use deletion mode: delete the triangle from pane



1-1 insert three triangles and select one

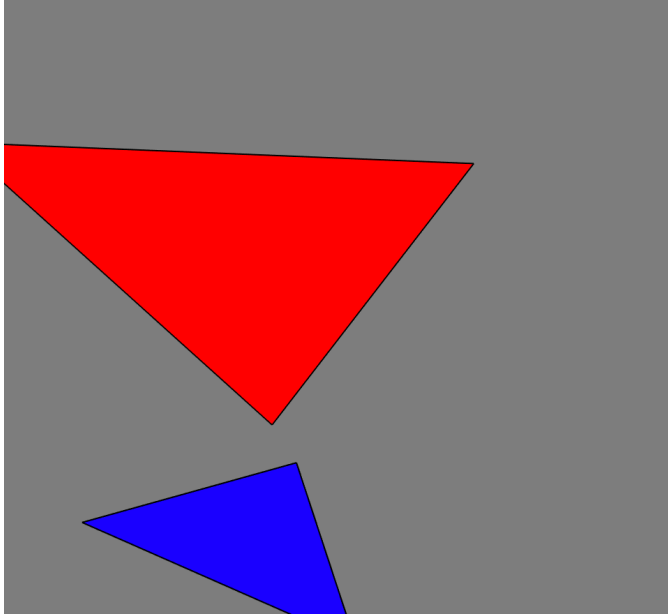


1-2 delete one of the triangles

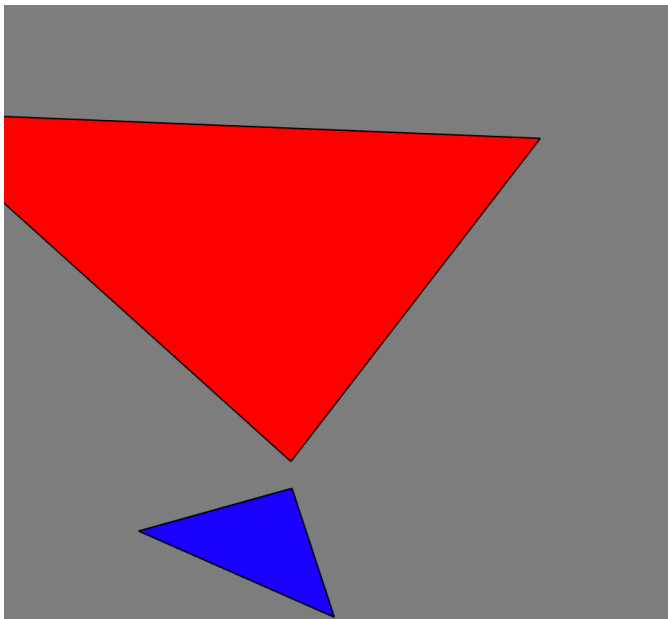
[1.2] Rotation / Scale:

Press H/J to rotate the triangle clockwise and counterclockwise

Press K/L to scale up or down the triangle



2-1 rotate the shapes

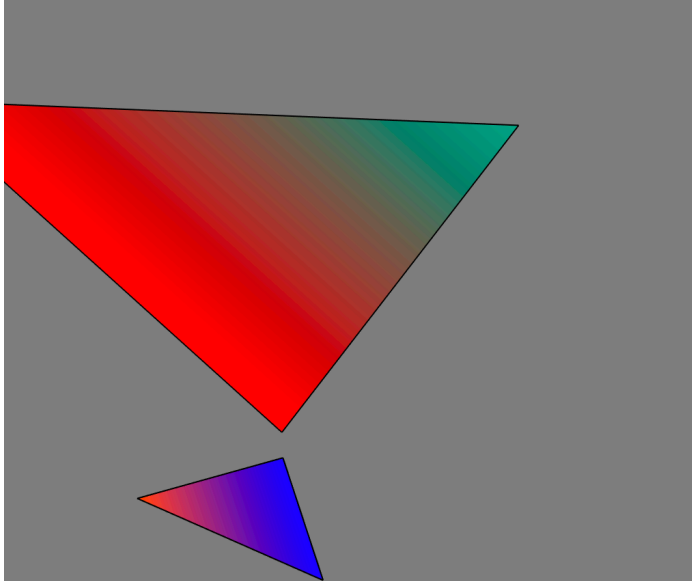


2-2 scale the shapes

[1.3] Color

Press C to enter color mode

Use number 1-9 to change the color of shape

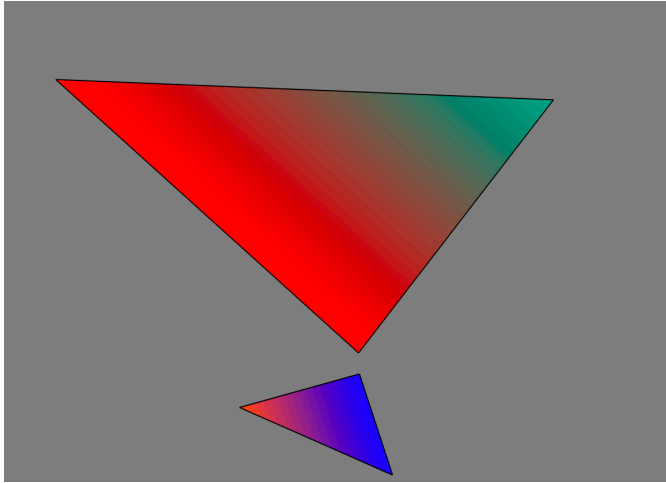


3-1 change the color of shapes

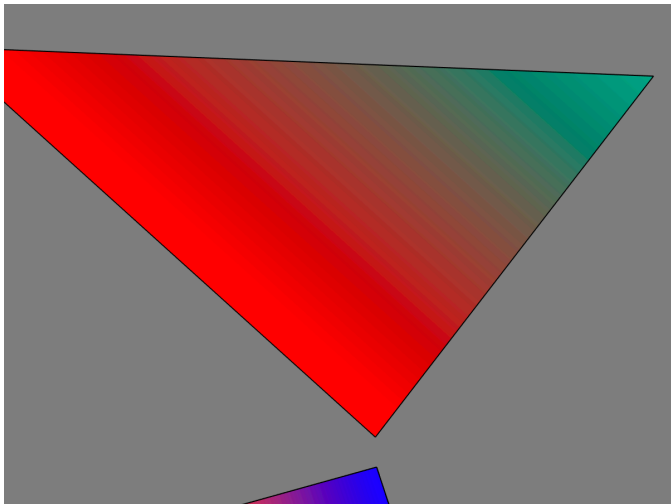
[1.4] View Control

Use W/A/S/D to shift the entire pan to corresponding position

Use +/- to zoom in/out the pane



4-1 change the position of entire pane



4-2 zoom out the entire pane

[1.5] Add keyframe

Press T to capture current state in Keyframe 0.

Press Y to capture current state in Keyframe 1.

Press U to play interpolation between Keyframe 0 and Keyframe 1.

Press U again to stop playing.

// gif will show as demo

[1.7] Export SVG

Press M to export SVG into file.

The full path will be displayed on the console.

```
[Export] Exported to /Users/pengcheng/Downloads/sub/hw2/Assignment_2/build/export.svg
```

```
<?xml version="1.0" encoding="UTF-8" ?>
<svg width="640" height="480" viewBox="-320 -240 640 480" xmlns="http://www.w3.org/2000/svg">
<polygon points="30 193 -123 235 72 322" stroke="black" fill="red" stroke-width="2" /><polygon points="-358
```

