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# Final Report

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My job was drawing boards and drawing routes in them. I was given a parsed route and I had to determine whether it starts on a specific pin or just on a pin header (the information was already in that parsed route, but I had to define different approach for each). For clarity, I decided that lines from starting point and to end point will be dashed, other ones will be solid.

Route can currently only end in ethernet or nowhere (this was in our assignment), but with my structure it should be fairly easy to add other types of starts/endings and this should be possible to do in a span of few hours including debugging. In order to accomodate the width of the route, the board can stretch in width. Because of this, I had to figure out how to always have correct positions of movable objects. I solved this by parsing my own SVG. This approach should make it easier to change things around without having to worry if it won't break something.

Because I couldn't find any SVG templates of the boards that were in acceptable quality (mainly because of poor code structure), I had to study and draw all of the boards by myself. This turned out to be quite handy, since I had very good overview of the SVG structure and it was easy for me to work with. I also used it to learn SVG, so I solved two problems at once.