# Logistics Flowchart Builder

## 1. List of Issues and What i Did to Solve Them

• Node Overlap:  
 → Randomized initial positions and made all nodes draggable with jsPlumb.

• No Node Deletion Option:  
 → Added an 'X' close button inside each node to remove it cleanly.

• Connections not registering on custom nodes:  
 → Ensured all nodes (including custom ones) are initialized with endpoints for connections.

• Canvas drawing blocked other interactions:  
 → Lowered z-index for canvas drawing and separated logic from interactive nodes.

• Clear canvas didn't reset drawing:  
 → Added ctx.clearRect() on the canvas during clearCanvas() call.

• Lack of user guidance:  
 → Included placeholder text and alert dialogs to guide users when they forget to enter a node name.

• Cursor feedback for drawing and erasing:  
 → Changed the cursor style based on pencil or eraser mode for better user feedback.

## 2. Honest Opinion of the Process and Final Result

The process of developing the projects was both challenging and rewarding. I began with limited experience in interactive canvas manipulation.  
  
The Logistics Flowchart Builder evolved from a basic drag-and-drop UI to a flexible, usable tool for modeling supply chain networks. Features like pencil/eraser tools and custom node creation gave users creative control.