SVG File Format

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A]   Introduction

Full Form   :   **S**calable **V**ector **G**raphics

Overlapping   :   To put one graphic over the other, write the top graphic code following the
                       bottom graphic code.

B]   HTML - based SVG Code   (Extension – *.html)

```
<!DOCTYPE>
<html>

    <body>

       <svg width='NUMBER'  height='NUMBER'>

          ⋮

       </svg>

    </body>

</html>
```

C]   Simply SVG Code   (Extension – *.svg)

```
<?xml version='1.0' encoding='UTF-8'?>

<!DOCTYPE svg PUBLIC '-//W3C//DTD SVG 1.1//EN'
        'http://www.w3.org/Graphics/SVG/1.1/DTD/svg11.dtd'>

<svg xmlns='http://www.w3.org/2000/svg' version='1.1'
        width='NUMBER'  height='NUMBER'>

          ⋮

</svg>
```

D]   Snippets

Polygon

  <polygon points = ' X_1,Y_1 X_2,Y_2 $\cdots$ X_n,Y_n'
        style='fill:COLOR; stroke:COLOR; stroke-width:NUMBER; fill-rule:OPTION;' />

NOTE: COLOR $\Rightarrow$ HTML Color Name / Code
               OPTION $\Rightarrow$ nonzero / evenodd / inherit
               NUMBER Floating value upto two decimal points (2 d.p.)

Polyline

  <polyline points = ' X_1,Y_1 X_2,Y_2 $\cdots$ X_n,Y_n'
        style='fill:COLOR; stroke:COLOR; stroke-width:NUMBER;' />

Line

  <line x1='NUMBER' y1='NUMBER' $x2='NUMBER'$ $y2='NUMBER'$
        style='stroke:COLOR; stroke-width:NUMBER;' />

Rectangle

  <rect x='NUMBER' y='NUMBER' rx='NUMBER' ry='NUMBER'
        width='NUMBER' height='NUMBER'
  style='fill:COLOR; stroke:COLOR; stroke-width:NUMBER;
        fill-opacity:PERCENT; stroke-opacity:PERCENT' />

NOTE: PERCENT Percentage value divided by 100 upto two decimal points (2 d.p.)

Circle

  <circle cx='NUMBER' cy='NUMBER' r='NUMBER' stroke='COLOR'
        stroke-width='NUMBER' fill='COLOR' />

Ellipse

  <ellipse cx='NUMBER' cy='NUMBER' rx='NUMBER' ry='NUMBER'
        style='fill:COLOR; stroke:COLOR; stroke-width:NUMBER' />

Stroking

Stroking – Point

Stroking – Point Label