# ANNOTATION

for the bachelor's work of Deleev Denis Sergejevich

"Using SVG for building web interfaces"

In this work author analyzes the possibilities of SVG to build Web interfaces. A summary table of advantages and disadvantages of SVG is presented. Examples of application of SVG are also presented in this work. Various methods have been analyzed theoretically, and then a description of positive and negative consequences of their use was given with the conclusion to use in certain cases. Using a test web interface as an example a practical realization of the selected actions was made, and then test data on these actions' efficiency was received. Also this work describes existing software tools that can be used during the process of developing Web interfaces. This work is recommended as an auxiliary material on using SVG to build Web interfaces.

Total amount of pages - 74, of which the the main part - 60, 37 illustrations, 19 tables, 11 bibliographical references.

Keywords: SVG, Flash, SWF, Canvas, HTML5.