What is Scalable Vector Graphics or SVG?

The Scalable Vector Graphics (SVG) is an XML-based image format that is used to define two-dimensional vector based graphics for the web. Unlike raster image (e.g. .jpg, .gif, .png, etc.), a vector image can be scaled up or down to any extent without losing the image quality.

An SVG image is drawn out using a series of statements that follow the XML schema — that means SVG images can be created and edited with any text editor, such as Notepad. There are several other advantages of using SVG over other image formats like JPEG, GIF, PNG, etc.

SVG images can be searched, indexed, scripted, and compressed.

SVG images can be created and modified using JavaScript in real time.

SVG images can be printed with high quality at any resolution.

SVG content can be animated using the built-in animation elements.

SVG images can contain hyperlinks to other documents.

XML Code for SVG Graph

Following xml code generates an SVG image of four circles of different sizes and colors with one center:

```
<svg viewBox="0 0 300 300" xmlns="http://www.w3.org/2000/svg">
   <circle cx="50" cy="50" r="40" fill="#B0C4DE" />
   <circle cx="50" cy="50" r="30" fill="#DDA0DD" />
   <circle cx="50" cy="50" r="20" fill="#FFB6C1" />
   <circle cx="50" cy="50" r="10" fill="#5F9EA0" />
</svg>
```

Output

To create SVG Images and Graphs in Java you can use Aspose Java Library available at www.aspose.com