Five sequential steps to draw a simple triangle using WebGL.

**Step 1 − Prepare the canvas and get WebGL rendering context**

We get the current HTML canvas object and obtain its WebGL rendering context.

**Step 2 − Define the geometry and store it in buffer objects**

We define the attributes of the geometry such as vertices, indices, color, etc., and store them in the JavaScript arrays. Then, we create one or more buffer objects and pass the arrays containing the data to the respective buffer object. In the example, we store the vertices of the triangle in a JavaScript array and pass this array to a vertex buffer object.

**Step 3 − Create and compile Shader programs**

We write vertex shader and fragment shader programs, compile them, and create a combined program by linking these two programs.

**Step 4 − Associate the shader programs with buffer objects**

We associate the buffer objects and the combined shader program.

**Step 5 − Drawing the required object (triangle)**

This step includes operations such as clearing the color, clearing the buffer bit, enabling the depth test, setting the view port, etc. Finally, you need to draw the required primitives using one of the methods − **drawArrays()** or **drawElements()**.

Reference: https://www.tutorialspoint.com/webgl/webgl\_sample\_application.htm