

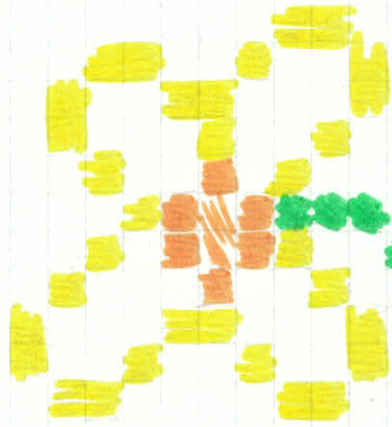
Y/px

30

20

10

1



Blume 1

```
beginPath();  
strokeStyle="";  
moveTo(1,1);  
bezierCurveTo(1,30,30,30,30,1);  
closePath();  
stroke();
```

```
beginPath();  
fillStyle="";  
strokeStyle="";  
moveTo(1,1);  
bezierCurveTo(1,30,30,30,30,1);  
closePath();  
fill();  
stroke();
```

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beginPath();  
strokeStyle="";  
fillStyle="";  
moveTo(1,1);  
bezierCurveTo(1,30,30,30,30,1);  
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