



## Zeichenbefehle

```
let canvas: HTMLCanvasElement;  
let crc2: CanvasRenderingContext2D;  
canvas=document.getElementsByTagName(„canvas“)[0];  
crc2=canvas.getContext(„2d“);  
console.log(crc2.canvas===canvas);
```

```
drawSun(50, 50, „#F4FA58“, „#F4FA58“);
```

```
function drawSun (_x:number; _y:number; _strokeColor:string; fillColor:string): void {
```

```
  crc2.beginPath();  
  crc2.arc(x:number; y:number; radius:number; startAngle:number; endAngle:number)  
  crc2.strokeStyle=strokeColor;  
  crc2.fillStyle= fillColor;  
  crc2.stroke();  
  crc2.fill();  
}
```