

```

<!DOCTYPE html>
<html>
<head>
  <title>SVG Icon Example</title>
</head>
<body>
  <svg class="heart" xmlns="http://www.w3.org/2000/svg"
    xmlns:xlink="http://www.w3.org/1999/xlink" viewBox="0 0 1000 1000" >
    <path id="heart"
d="M500,898.7c-10.3,0-20.2-2.4-29.1-7.1C326.2,799.5,199.2,679.4,100,560C-34.2,392.5
-6.8,160.8,155.9,70.3

c64.5-44.5,149.1-65.9,236.7-65.9c85.7,0,171.4,32.2,236.2,95.8c88,61.6,109.7,183.4,9
.8,294.4
      C805.6,677.5,679.8,799.5,529.1,891.6C520.1,896.3,510.2,898.7,500,898.7z
M500,63.4c-79.2,0-156.4,31.6-213.5,88.8

c-117.8,117.8-117.8,309.6,0,427.4c63.2,63.2,147.3,98.2,236.5,98.2c85.1,0,168.5-33.4
,231.7-94.6
      c130.2-130.2,130.2-342,0-472.2C656.4,95.1,579.2,63.4,500,63.4z"/>
    </svg>
</body>
</html>

```

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<!DOCTYPE html>
<html>
<head>
  <title>SVG Icon Example</title>
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<body>
  
</body>
</html>

```

```

<!DOCTYPE html>
<html>
<head>
  <title>SVG Icon Example</title>
</head>
<body>
  <object type="image/svg+xml" data="star.svg" width="50" height="50">
    Your browser doesn't support SVG images.
  </object>
</body>

```

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</html>
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```
<!DOCTYPE html>
<html>
<head>
  <title>Embedded SVG in CSS Example</title>
  <style>
    .attention {
      background-image:
url(data:image/svg+xml,%3Csvg%20xmlns%3D%22http%3A%2F%2Fwww.w3.org%2F2000%2Fsvg%22%
20xmlns%3Axlink%3D%22http%3A%2F%2Fwww.w3.org%2F1999%2F xlink%22%20viewBox%3D%220%200
%201000%201000%22%20%3E%0D%0A%3Cpath%20id%3D%22attention%22%20d%3D%22m571%2C767l0%2
C-106q0%2C-8%2C-5%2C-13t-12%2C-5l-108%2C0q-7%2C0%2C-12%2C5t-5%2C13l0%2C106q0%2C8%2C
5%2C13t12%2C6l108%2C0q7%2C0%2C12%2C-6t5%2C-13Zm-1%2C-208l10%2C-257q0%2C-6%2C-5%2C-1
0q-7%2C-6%2C-14%2C-6l-122%2C0q-7%2C0%2C-14%2C6q-5%2C4%2C-5%2C12l9%2C255q0%2C5%2C6%2
C9t13%2C3l103%2C0q8%2C0%2C13%2C-3t6%2C-9Zm-7%2C-522l428%2C786q20%2C35%2C-1%2C70q-10
%2C17%2C-26%2C26t-35%2C10l-858%2C0q-18%2C0%2C-35%2C-10t-26%2C-26q-21%2C-35%2C-1%2C-
70l429%2C-786q9%2C-17%2C26%2C-27t36%2C-10t36%2C10t27%2C27Z%22%20%2F%3E%0D%0A%3C%2Fs
vg%3E);
      background-size: 100% 100%;
      width: 50px;
      height: 50px;
    }
  </style>
</head>
<body>
  <div class="attention"></div>
</body>
</html>
```

```
<!DOCTYPE html>
<html>
<head>
  <title>Canvas Example</title>
</head>
<body>
  <canvas id="myCanvas">
    Cannot display graphic. Canvas is not supported by your browser (IE<9)
  </canvas>

  <script>
    var canvas = document.getElementById("myCanvas");
    var context = canvas.getContext("2d");
```

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        // Drawing code here
        context.fillStyle = "blue";
        context.fillRect(50, 50, 100, 100);
    </script>
</body>
</html>

```

```

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="utf-8" />
    <title>Draw Line and Circle on the Canvas</title>
    <style>
        canvas {
            border: 1px solid gray;
        }
    </style>
    <script async>
        window.onload = init; // call init() once the window is completely loaded
        function init(){
            // #1 - get reference to <canvas> element
            var canvas = document.querySelector('canvas');

            // #2 - get reference to the drawing context and drawing API
            var ctx = canvas.getContext('2d');

            // #3 - Draw a line
            ctx.strokeStyle = 'blue';
            ctx.lineWidth = 2;
            ctx.beginPath();
            ctx.moveTo(50, 50);
            ctx.lineTo(250, 150);
            ctx.stroke();

            // #4 - Draw a circle
            ctx.fillStyle = 'red';
            ctx.beginPath();
            ctx.arc(150, 100, 50, 0, Math.PI * 2);
            ctx.fill();
        }
    </script>
</head>
<body>
    <canvas width="300" height="200">Your browser does not support canvas.</canvas>
</body>
</html>

```