<html>

<canvas id="canvas"></canvas>

<script>

var canvas=document.getElementById('canvas');

if(canvas.getContext){

var ctx=canvas.getContext('2d');

ctx.beginPath();

var R=8, r=1, a=4;

var x0=R+r-a, y0=0;

ctx.moveTo(150+10\*x0,150+10\*y0);

var cos=Math.cos,sin=Math.sin, pi=Math.PI, nRev=16;

for(var t=0.0;t<(pi\*nRev);t+=0.01)

{

var x=(R+r)\*cos((r/R)\*t)-a\*cos((1+r/R)\*t);

var y=(R+r)\*sin((r/R)\*t)-a\*sin((1+r/R)\*t);

ctx.lineTo(150+10\*x,150+10\*y);

document.write((-118.289+x) + "," +(34.021+y) + ",10");

document.write("<br>");

}

}

ctx.stroke();

</script>

</html>