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<!DOCTYPE html>
<html>
  <head>
    <title>HTML canvas</title>
  </head>
  <body>
    <h1>HTML Canvas Graphics</h1>
    <canvas id="myCanvas2" width="200" height="100" style="border:1px solid black;">
    </canvas><br>
    <p style="color:blue;font-size:20px;">Canvas is a rectangular area on an HTML page By def, a canvas has no
border and no content</p>
    <h1> Add javascript </h1>
    <script>
      var c=document.getElementById("myCanvas2");
      var ctx = c.getContext("2d");
      ctx.beginPath();
      ctx.arc(95, 50, 40, 0, 2*Math.PI);
      ctx.stroke();
    </script>
  </body>
</html>
```