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<!DOCTYPE html>
<html>
<head>
  <title>Trapezoid</title>
</head>
<body>

  <!-- Canvas element where the trapezoid will be drawn -->
  <canvas id="trapezoid"></canvas>

  <script>

    // Get the canvas element using its ID and then get the 2D drawing context
    var canvas = document.getElementById("trapezoid");
    var ctx = canvas.getContext('2d');

    // Begin a new path for the trapezoid
    ctx.beginPath();
    // Move to the starting point of (30, 30)
    ctx.moveTo(30, 30);
    // Draw a line from the starting point to the right, top of the trapezoid
    ctx.lineTo(80, 30);
    // Draw a line down from the end of the previous line, right side
    ctx.lineTo(90, 80);
    // Draw a line to the left from the bottom right corner, bottom side
    ctx.lineTo(20, 80);
    // Close and Fill the trapezoid
    ctx.fill();

  </script>

</body>
</html>
```