```html
<!DOCTYPE html>
<head>
    <!-- Set title and charset -->
    <meta charset="UTF-8">
    <title>2-19</title>
</head>


<body>
<!-- Empty canvas -->
    <canvas></canvas>

    <script>
        // Get the canvas element and its context
        let canvas = document.querySelector("canvas");
        let context = canvas.getContext("2d");


        // Scale context horizontally by 3 and vertically by 1/2
        context.scale(3, 0.5);

        // Draw the half circle at position (50, 50)
        context.beginPath();
        context.arc(50, 50, 40, 0, Math.PI); // Half circle
        context.stroke(); // Draw the path


    </script>

</body>
</html>
```