

1.

```
let cx = document.querySelector("canvas").getContext("2d");
cx.beginPath();
cx.moveTo(20, 70);
cx.quadraticCurveTo(60, 10, 70, 80);
cx.stroke();
```
2.

```
let cx = document.querySelector("canvas").getContext("2d");
cx.beginPath();
cx.moveTo(20, 90);
cx.bezierCurveTo(20, 10, 100, 10, 60, 90);
cx.lineTo(100,10);
cx.lineTo(20,10);
cx.fill();
cx.stroke();
```
3.

```
let cx = document.querySelector("canvas").getContext("2d");

cx.beginPath();
cx.arc(130, 40, 10, 0, 7);
cx.fill();

cx.beginPath();
cx.arc(170, 40, 10, 0, 7);
cx.fill();

cx.beginPath();
cx.arc(150, 50, 40, 0, math.PI);
cx.stroke()
```