

```
/*  
var canvas = document.getElementById('canvasSpace');  
var ctx = canvas.getContext("2d");  
ctx.fillText("helloworld",10,150);  
*/  
var canvas = document.createElement("canvas");  
var ctx = canvas.getContext("2d");  
canvas.height = 400;  
canvas.width = 600;  
document.body.appendChild(canvas);  
ctx.fillText("helloworld",10,150);
```