

implementing the chart with

bit.ly/cannvas_spring



100.02

```
function Canvas({ x }) {
  const canvasRef = useRef(null);
  const ctx = canvasRef.current?.getContext("2d");

  useEffect(() => {
    const draw = (x) => {
      if (!ctx) return;
      ctx.clearRect(0, 0, WIDTH, HEIGHT);
      ctx.beginPath();
      ctx.arc(x, 20, radius, 0, Math.PI * 2, false);
      ctx.fillStyle = "red";
      ctx.fill();
    };
    draw(x);
  }, [x, ctx]);

  return <canvas ref={canvasRef} style={{ width: "100%" }} />;
}

export const AnimatedCanvas = animated(Canvas);
```




100.02

```
export default function App() {  
  
  const { x } = useSpring({  
    from: { x: FROM_X },  
    to: async (next) => {  
      while (1) {  
        await next({ x: TO_X });  
        await next({ x: FROM_X });  
      }  
    }  
  });  
  
  return (  
    <div className="App">  
      <animated.div>{x}</animated.div>  
  
    </div>  
  );  
}
```