arcTo(x1, y1, x2, y2, radius):

根据给定的控制点和半径画一段圆弧，最后再以直线连接两个控制点。


```
<!DOCTYPE html>
<html>
    <head>
        <meta charset="UTF-8">
    </head>
    <body>
        <canvas id="myCanvas" style="border:
2px solid black;"></canvas>
        <script type="text/javascript">
            var canvas =
document.getElementById("myCanvas");
            canvas.width = 400;
            canvas.height = 400;
            var context =
canvas.getContext("2d");

            var x0 = 10;
            var y0 = 50;
            var x1 = 150;
```
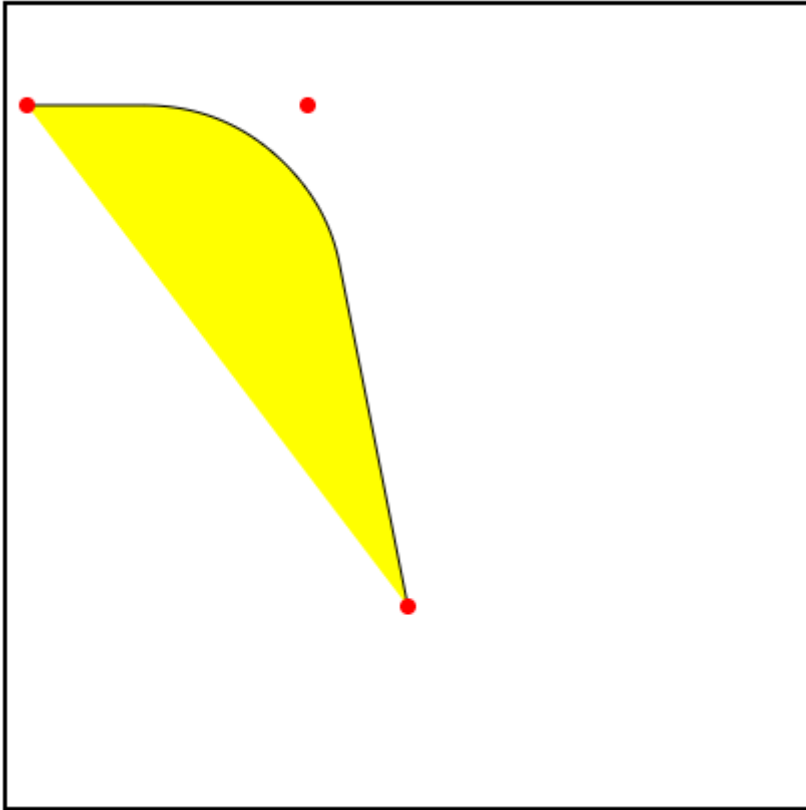
```
var y1 = 50;
var x2 = 200;
var y2 = 300;
var r = 100;

context.beginPath();
context.moveTo(x0, y0);
context.arcTo(x1, y1, x2, y2, r);
context.lineTo(x2,y2);

context.fillStyle="yellow";
context.fill();
context.stroke();

drawPoint(x0,y0);
drawPoint(x1,y1);
drawPoint(x2,y2);

function drawPoint(x, y) {
        context.beginPath();
        context.fillStyle="red";
        context.arc(x, y, 4, 0,2*Math.PI,
false);

        context.fill()
}
</script>
</body>
</html>
```