绘制二次贝塞尔曲线:

控制点

终点

起始点

quadraticCurveTo(cp1x, cp1y, x, y)

```html
<!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,y0=200;
                        var x1=40,y1=100;
                        var x2=200,y2=200;

                        context.beginPath();
                        context.moveTo(x0, y0); //起始点
                        //绘制二次贝塞尔曲线
                        context.quadraticCurveTo(x1, y1, x2, y2);
                        context.stroke();

                        context.beginPath();
                        context.rect(x0, y0, 10, 10);
                        context.rect(x1, y1, 10, 10);
                        context.rect(x2, y2, 10, 10);
                        context.fill();
                </script>
        </body>
</html>
```