一.后绘制的会覆盖先绘制的画面


```html
<!DOCTYPE html>
<html>
    <head>
        <meta charset="UTF-8">
    </head>
    <body>
        <canvas id="myCanvas" style="border: 2px solid black;"
            width="170px" height="170px" ></canvas>
        <script type="text/javascript">
            var canvas = document.getElementById("myCanvas");
            var context = canvas.getContext("2d");
            //入栈默认状态
            context.save();
            //规划
            context.beginPath();
            //状态
            context.strokeStyle="red";
            context.fillStyle="yellow";
            context.lineWidth=4;
            //规划并线条绘制
            context.strokeRect(10,10,100,100);
            //规划并填充绘制
            context.fillRect(10,10,100,100);

            //出栈到默认状态
            context.restore();

          context.save();
            context.beginPath();
            //状态
            context.strokeStyle="red";
            //设置半透明的填充色
            context.fillStyle="rgba(0,0,255,0.5)";
            context.lineWidth=4;
            //规划并线条绘制
            context.strokeRect(50,50,100,100);
            //规划并填充绘制
            context.fillRect(50,50,100,100);
          context.restore();
        </script>
    </body>
</html>
```
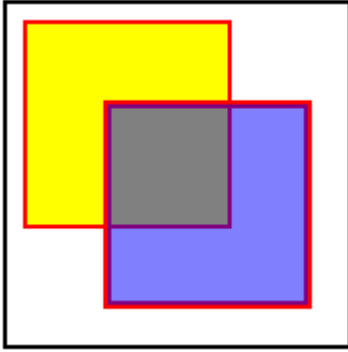
二、