* **Step 1**: Get Canvas reference, and get webgl context
* **Step 2:** Set Canvas Color
* **Step 3:** Set Vertices in Array form
* **Step 4:** Set color coordinates in Array form (RBG)
* **Step 5:** Create, and bind Position buffer
* **Step 6:** Create, and bind Color Buffer
* **Step 6:** Create Vertex Shader
* **Step 8:** get JS reference for vertex shader, pass and compile shader
* **Step 9:** Create Fragment Shader
* **Step 10:** get JS reference for fragment shader, pass and compile shader
* **Step 11:** Create program, attach shaders and link program
* **Step 12:** Use program, enable Vertex attributes
* **Step 13:** Bind buffers (position and color), and set vertex attribute pointers
* **Step 14:** Draw Triangles