打印出可能出错的那个函数下的所有变量!
看不出内容的前面加 `JSON.stringify`

```javascript
      paint = true;
      var x = a.clientX;
      var y = a.clientY;
      drawingCircle(x, y, 1);
      lastPoint = {
        'x': x,
        "y": y
      }
    }
  div.onmousemove = function(a) {
    if (paint) {
      var x = a.clientX;
      var y = a.clientY;
      var newPoint = {
        'x': x,
        "y": y
      }
      drawingCircle(x, y, 1)
      console.log('lastPoint:' + JSON.stringify(lastPoint))
      console.log('newPoint:' + JSON.stringify(newPoint))
      drawLine(lastPoint.x, lastPoint.y, newPoint.x, newPoint.y)
      lastPoint = newPoint;
    } else {}
  }
  div.onmouseup = function(z) {
    paint = false;
  }

  function drawingCircle(x, y, radius) {
    content.beginPath();
    content.arc(x, y, radius, 0, Math.PI * 2);
    content.fill();
  }

  function drawLine(x1, y1, x2, y2) {
    console.log('x1:' + x1)
    console.log('y1:' + y1)
    console.log('x2:' + x2)
    console.log('y2:' + y2)
    content.beginPath();
    content.moveTo(x1, y1);
    content.lineTo(x2, y2);
    content.fill();
    content.stroke();
    content.closePath();
  }
```

17 errors

```
      }
    }
    div.onmousemove = function(a) {
      if (paint) {
        var x = a.clientX;
        var y = a.clientY;
        var newPoint = {
          'x': x,
          "y": y
        }
        drawingCircle(x, y, 1)
        console.log('lastPoint:' + JSON.stringify(lastPoint))
        console.log('newPoint:' + JSON.stringify(newPoint))
        drawLine(lastPoint.x, lastPoint.y, newPoint.x, newPoint.y)
        lastPoint = newPoint;
      } else {}
    }
    div.onmouseup = function(z) {
      paint = false;
    }

    function drawingCircle(x, y, radius) {
      content.beginPath();
      content.arc(x, y, radius, 0, Math.PI * 2);
      content.fill();
    }

    function drawLine(x1, y1, x2, y2) {
      console.log('x1:' + x1)
      console.log('y1:' + y1)
      console.log('x2:' + x2)
      console.log('y2:' + y2)
      content.beginPath();
      content.moveTo(x1, y1)
      content.lineTo(x2, y2)
      content.fill();
      content.stroke();
```