Drawing a  with WebGL

index.js | Default Settings

```
import "./styles.css";

// Vertex shaders manipulate coordinates in a 3D space
const vertexShaderSource = `#version 300 es
  in vec4 a_position;
  void main() {
    gl_Position = a_position;
  }
`;

// Fragment shaders define RGBA colors for each pixel being processed
const fragmentShaderSource = `#version 300 es
  precision highp float;
  out vec4 outColor;
  void main() {
    // similar to rgba() but values vary from 0 to 1
    outColor = vec4(0.5, 0.4, 0.7, 1);
  }
`;

function createShader(gl, type, source) {
  const shader = gl.createShader(type);
  gl.shaderSource(shader, source);
  gl.compileShader(shader);
  const success = gl.getShaderParameter(shader, gl.COMPILE_STATUS);
  if (success) {
    return shader;
  }
  gl.deleteShader(shader);
}

function createProgram(gl, vertextShader, fragmentShader) {
  const program = gl.createProgram();
  gl.attachShader(program, vertextShader);
  gl.attachShader(program, fragmentShader);
  gl.linkProgram(program);

  const success = gl.getProgramParameter(program, gl.LINK_STATUS);
```

Browser | Tests

https://9rw4bf.csb.app/

Console Problems