

```
<!DOCTYPE html>
<HTML>
```

```
<HEAD>
<meta http-equiv="Content-Type"
content="text/html; charset=utf-8" >
<title>HW 02 KEY</title>
</HEAD>
```

```
<BODY>
<canvas id="gl-canvas" width="512"
height="512" "style=border >
Oops ... your browser doesn't support the
HTML5 canvas element
</canvas>
<div>
recursive steps 0 <input id="slider"
type="range"
  min="0" max="4" step="1" value="0" />
4
</div>
```

```
<script id="vertex-shader"
type="x-shader/x-vertex">
#version 300 es
in vec4 aPosition;
void
main()
```

```
{
    gl_PointSize = 4.0;
    gl_Position = aPosition;
}
</script>
```

```
<script id="fragment-shader"
type="x-shader/x-fragment">
#version 300 es
precision mediump float;
out vec4 fColor;
void
main()
{
    fColor = vec4(1.0,0.0,0.0,1.0);
}
```

```
</script>
```

```
<script type="text/javascript"
src="../Common/utility.js"></script>
```

```
<script type="text/javascript"
src="../Common/initShaders.js"></script>
```

```
<script type="text/javascript"
src="../Common/MVnew.js"></script>
```

```
<script type="text/javascript"
src="HW02KEY.js"></script>
```

```
</BODY>
```

```
</HTML>
```