```
<!DOCTYPE html>
<HTMT<sub>1</sub>>
<HEAD>
<meta http-equiv="Content-Type"</pre>
content="text/html;charset=utf-8" >
<title>HW 02 KEY</title>
</HEAD>
<BODY>
<canvas id="gl-canvas" width="512"</pre>
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"</pre>
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"</pre>
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"</pre>
src="..Common/utility.js"></script>
<script type="text/javascript"</pre>
src="../Common/initShaders.js"></script>
<script type="text/javascript"</pre>
src="../Common/MVnew.js"></script>
<script type="text/javascript"</pre>
src="HW02KEY.js"></script>
</BODY>
</HTML>
```