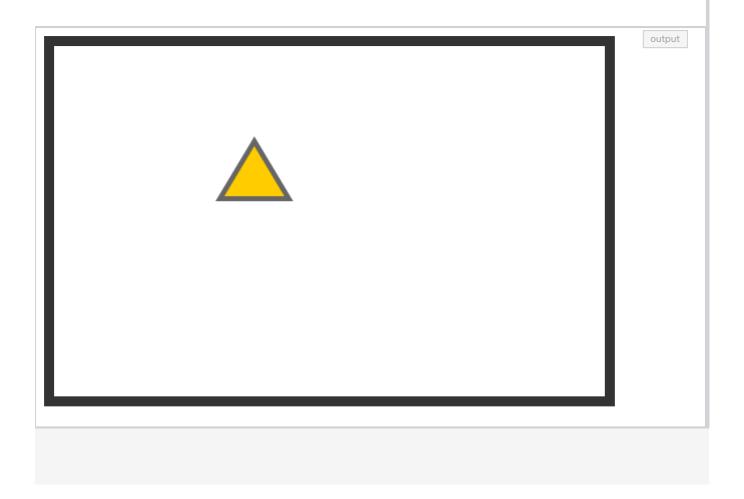
## **Displaying Our Triangle**

Let's start easy by first drawing our triangle. The way we are going to do that is by defining a function called drawTriangle that draws a triangle at a fixed position in our canvas.

Using our usual example where we have a canvas element defined with an id value of myCanvas, ensure the contents of your script tag look as follows:

```
HTML JavaScript
    var canvas = document.querySelector("#myCanvas");
                                                                            javascript
    var context = canvas.getContext("2d");
    function drawTriangle() {
      context.beginPath();
      context.moveTo(200, 100);
      context.lineTo(170, 150);
      context.lineTo(230, 150);
      context.closePath();
11
12
      context.lineWidth = 10;
13
      context.strokeStyle = "rgba(102, 102, 102, 1)";
14
15
      context.stroke();
16
17
      context.fillStyle = "rgba(255, 204, 0, 1)";
      context.fill();
20
    drawTriangle();
22
```



Once you have added this code to your document, go ahead and preview your document in your browser. If everything worked out properly, you'll see a yellow triangle displayed. There is nothing exciting going on with this code that you haven't seen before, but there is one thing I want to call out. Notice that our triangle is defined by the following X and Y values:

```
context.moveTo(200, 100);
context.lineTo(170, 150);
context.lineTo(230, 150);
```

It is these values that we'll eventually end up adjusting to accommodate our arrow key presses.