

```

<!DOCTYPE html>
<html>
  <head>
    <style>
    </style>
  </head>
<body>

  <canvas id="draw__zone" width="400px" height="300px"
          style="border:solid 1px ;
                margin-left:50px;margin-top:50px;">

  <script>
var footstep=0;
var speed = 250;
var duration__break;
var cnvs = document.getElementById("draw__zone");
var cntxt = cnvs.getContext("2d");

let ray = 20;
let w_dth = cnvs.width;
let h_ght = cnvs.height;
let center__abscissa = 150;
let center__ordinate = h_ght - ray;

function draw__it(){
  cntxt.beginPath();
  cntxt.fillStyle="red";
  cntxt.arc(center__abscissa,center__ordinate-footstep,
            ray,0,2*Math.PI);
  cntxt.fill();
  cntxt.closePath();
}
function clean__it(){
  cntxt.beginPath();
  cntxt.fillStyle="white";
  cntxt.arc(center__abscissa,center__ordinate-footstep,
            ray+1,0,2*Math.PI);
  cntxt.fill();
  cntxt.closePath();
}

```

```
draw__it();
```

```
setTimeout(make__moving,2000);
```

```
function make__moving(){  
  setInterval(move__it,speed);  
}
```

```
function move__it(){  
  clean__it();  
  footstep+=20;  
  draw__it();  
}
```

```
</script>
```

```
</body>
```

```
</html>
```