

HTML5 CANVAS - DRAWING RECTANGLES

http://www.tutorialspoint.com/html5/canvas_drawing_rectangles.htm

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There are three methods that draw rectangles on the canvas –

Sr.No.	Method and Description
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- | | |
|---|---|
| 1 | fillRect <i>x, y, width, height</i>
This method draws a filled rectangle. |
| 2 | strokeRect <i>x, y, width, height</i>
This method draws a rectangular outline. |
| 3 | clearRect <i>x, y, width, height</i>
This method clears the specified area and makes it fully transparent |

Here x and y specify the position on the canvas *relativetotheorigin* of the top-left corner of the rectangle and *width* and *height* are width and height of the rectangle.

Example

Following is a simple example which makes use of above mentioned methods to draw a nice rectangle.

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

    <style>
      #test {
        width: 100px;
        height:100px;
        margin: 0px auto;
      }
    </style>

    <script type="text/javascript">
      function drawShape(){

        // Get the canvas element using the DOM
        var canvas = document.getElementById('mycanvas');

        // Make sure we don't execute when canvas isn't supported
        if (canvas.getContext){

          // use getContext to use the canvas for drawing
          var ctx = canvas.getContext('2d');

          // Draw shapes
          ctx.fillRect(25,25,100,100);
          ctx.clearRect(45,45,60,60);
          ctx.strokeRect(50,50,50,50);

        }
      }
    </script>
  </head>
</html>
```

```
        else {  
            alert('You need Safari or Firefox 1.5+ to see this demo.');
```

This would draw following rectangle –

