The **Canvas API** provides a means for drawing graphics via [JavaScript](https://developer.mozilla.org/en-US/docs/Web/JavaScript) and the [HTML](https://developer.mozilla.org/en-US/docs/Web/HTML) [<canvas>](https://developer.mozilla.org/en-US/docs/Web/HTML/Element/canvas) element. Among other things, it can be used for animation, game graphics, data visualization, photo manipulation, and real-time video processing.

The Canvas API largely focuses on 2D graphics. The [WebGL API](https://developer.mozilla.org/en-US/docs/Web/API/WebGL_API), which also uses the <canvas> element, draws hardware-accelerated 2D and 3D graphics.

The actual drawing is done using the [CanvasRenderingContext2D](https://developer.mozilla.org/en-US/docs/Web/API/CanvasRenderingContext2D) interface. The [fillStyle](https://developer.mozilla.org/en-US/docs/Web/API/CanvasRenderingContext2D/fillStyle" \o "fillStyle) property makes the rectangle green. The [fillRect()](https://developer.mozilla.org/en-US/docs/Web/API/CanvasRenderingContext2D/fillRect" \o "fillRect()) method places its top-left corner at (10, 10), and gives it a size of 150 units wide by 100 tall.

const canvas = document.getElementById('canvas');

const ctx = canvas.getContext('2d');

ctx.fillStyle = 'green';

ctx.fillRect(10, 10, 150, 100);

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### [Result](https://developer.mozilla.org/en-US/docs/Web/API/Canvas_API#result)