

Dancing about architecture: drawing with code

This is how you specify that the stroke color should be red:

```
context.strokeStyle = '#990000';
```

Now anything you draw will have a red outline. For example, if you want to draw a rectangle, use this syntax:

```
strokeRect ( left, top, width, height )
```

If you want to draw a rectangle that's 100 by 50 pixels in size, positioned 20 pixels from the left and 30 pixels from the top of the `canvas` element, you'd write this (FIG 3.02):

```
context.strokeRect(20,30,100,50);
```



FIG 3.02: A rectangle, drawn with canvas.

That's one very simple example. The 2D API provides lots of methods: `fillStyle`, `fillRect`, `lineWidth`, `shadowColor` and many more.

In theory, any image that can be created in a program like Illustrator can be created in the `canvas` element. In practice, doing so would be laborious and could result in excessively long JavaScript. Besides, that isn't really the point of canvas.
