Dancing about architecture: drawing with code

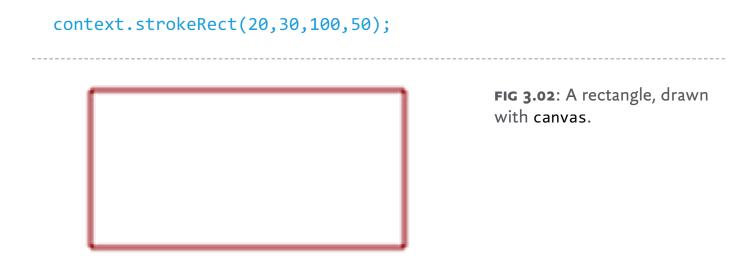
This is how you specify that the stroke color should be red:

```
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):



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.