

JavaScript strokeRect

Summary: in this tutorial, you'll learn how to use the JavaScript `strokeRect()` method to draw an outlined rectangle on a canvas.

Introduction to the JavaScript strokeRect() method

The `strokeRect()` is a method of the 2D drawing context. The `strokeRect()` allows you to draw an outlined rectangle with the stroke style derived from the current `strokeStyle` property.

The following shows the syntax of the `strokeRect()` method:

```
ctx.strokeRect(x, y, width, height);
```

In this syntax:

- `x` is the x-axis coordinate of the starting point of the rectangle.
- `y` is the y-axis coordinate of the starting point of the rectangle.
- `width` is the rectangle's width. It can be positive or negative. If the `width` is positive, the method draws the rectangle from (x,y) to the right. Otherwise, it draws the rectangle from the (x,y) to the left.
- `height` is the rectangle's height. And the height can also be positive or negative. If it's positive, the method draws the rectangle from the `(x,y)` to the bottom. Otherwise, it draws the rectangle from the `(x,y)` to the top.

The `strokeRect()` draws directly to the canvas without modifying the current path. It means that any subsequent `fill()` or `stroke()` call will have no effect.

The JavaScript strokeRect() example

The following shows the `index.html` page that contains a canvas element:

```
<!DOCTYPE html>
<html lang="en">

<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>JavaScript strokeRect</title>
  <link rel="stylesheet" href="css/style.css">
</head>

<body>

  <h1>JavaScript strokeRect() Demo</h1>

  <canvas id="canvas" height="400" width="500">
</canvas>

  <script src="js/app.js"></script>

</body>

</html>
```

In the app.js file, define a function that draws two outlined rectangles:

```
function drawOutlinedRects() {
  const canvas = document.querySelector('#canvas');
  if (!canvas.getContext) {
    return;
  }

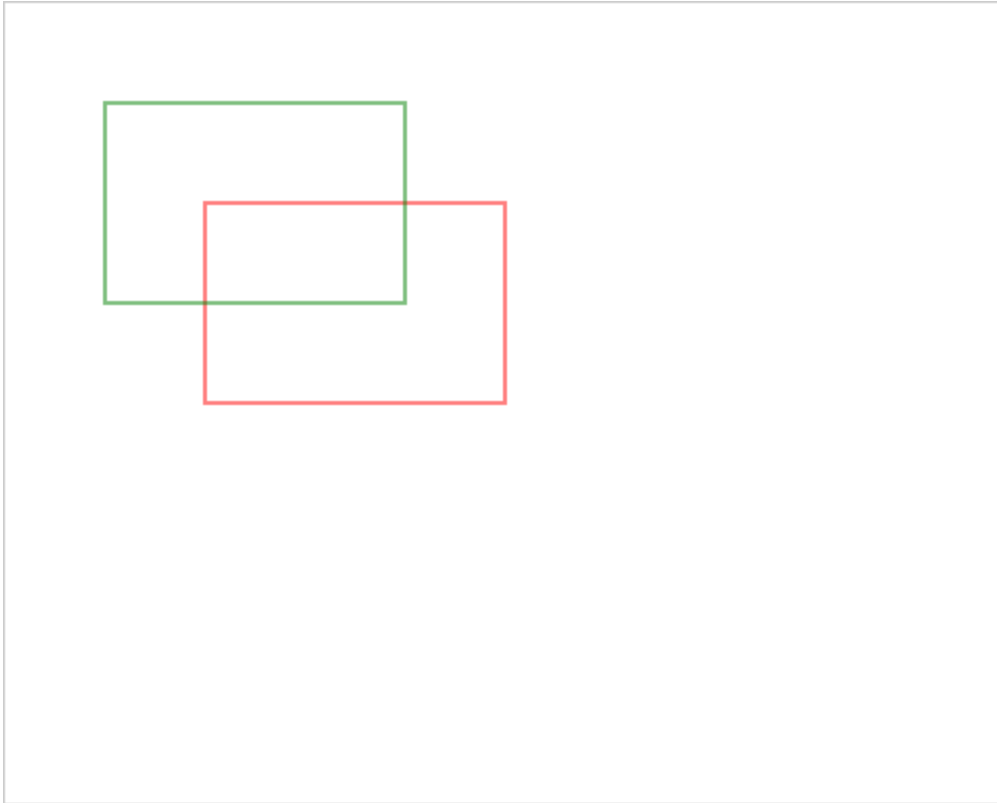
  const ctx = canvas.getContext('2d');

  ctx.strokeStyle = 'red';
  ctx.strokeRect(100, 100, 150, 100);

  ctx.strokeStyle = 'green';
  ctx.strokeRect(200, 150, -150, -100);
}
```

```
}  
  
drawOutlinedRects();
```

The following picture shows the output:



[Here is the strokeRect\(\) demo.](#)

How it works.

- First, select the canvas element by using the `querySelector()` method.
- Next, check if the browser supports the canvas API.
- Then, get the 2D drawing context from the canvas element.
- After that, set the stroke style to `red` and use the `strokeRect()` method to draw the first outline rectangle.
- Finally, set the stroke style to green and draw the second outlined rectangle. In this case, we passed the negative width and height to the `strokeRect()` method to draw the rectangle to the left and top from its starting point.

Summary

- Use the `strokeRect()` method to draw an outlined rectangle starting at (x, y) with a specified width and height.