

Conclusion

So...there you have it! You just saw a quick overview of how to draw rectangles on the canvas using `rect`, `fillRect`, and `strokeRect`. You may be wondering which of the three methods you'll want to use. If you need to just draw a rectangle quickly, either the `fillRect` (solid shape) or `strokeRect` (outline of a shape) methods are fine. For drawing a rectangle as part of a series of other draw commands, the `rect` method is your best friend. In case it matters, I almost always use the `rect` method for the unfortunate times I need to draw a rectangle or square :P