Round Rectangle:

function roundedRect(ctx,x,y,width,height,radius){

ctx.beginPath();

ctx.moveTo(x,y+radius);

ctx.lineTo(x,y+height-radius);

ctx.quadraticCurveTo(x,y+height,x+radius,y+height);

ctx.lineTo(x+width-radius,y+height);

ctx.quadraticCurveTo(x+width,y+height,x+width,y+height-radius);

ctx.lineTo(x+width,y+radius);

ctx.quadraticCurveTo(x+width,y,x+width-radius,y);

ctx.lineTo(x+radius,y);

ctx.quadraticCurveTo(x,y,x,y+radius);

ctx.stroke();

}

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