var x2=80; //setting x2 = 80

var y2=x2; // setting y2 = x2, y2 = 80

c.fillRect(20, 20, x2, y2);

var size = 80;

c.fillRect(20, 20, size, size);

size=size+ 2;

c.fillRect(100,100, size, size);

// uses for variables

// replacement if you make a mistake

// using the number over and over

// number changes throughout your code

c.fillStyle ="rgb(255, 0, 0)"; //syntax for RGB