

square()

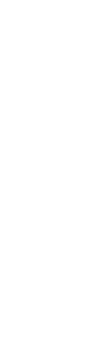
Draws a square.

A square is a four-sided shape defined by the `x`, `y`, and `s` parameters. `x` and `y` set the location of its top-left corner. `s` sets its width and height. Every angle in the square measures 90° and all its sides are the same length. See `rectMode()` for other ways to define squares.

The version of `square()` with four parameters creates a rounded square. The fourth parameter sets the radius for all four corners.

The version of `square()` with seven parameters also creates a rounded square. Each of the last four parameters set the radius of a corner. The radii start with the top-left corner and move clockwise around the square. If any of these parameters are omitted, they are set to the value of the last radius that was set.

Examples

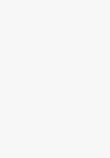


```
function setup() {
  createCanvas(100, 100);

  background(200);

  square(30, 20, 55);

  describe('A white square with a black outline in on a gray
  canvas.');
}
```

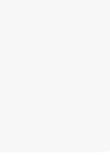
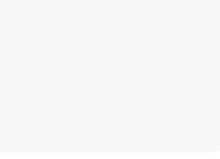


```
function setup() {
  createCanvas(100, 100);

  background(200);

  // Give all corners a radius of 20.
  square(30, 20, 55, 20);

  describe(
    'A white square with a black outline and round edges on a
    gray canvas.'
  );
}
```

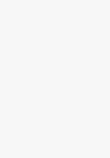
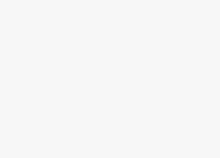


```
function setup() {
  createCanvas(100, 100);

  background(200);

  // Give each corner a unique radius.
  square(30, 20, 55, 20, 15, 10, 5);

  describe('A white square with a black outline and round
  edges of different radii.');
}
```



```
function setup() {
  createCanvas(100, 100, WEBGL);

  background(200);

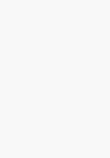
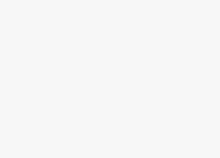
  square(-20, -30, 55);

  describe('A white square with a black outline in on a gray
  canvas.');
}

function draw() {
  background(200);

  // Rotate around the y-axis.
  rotateY(frameCount * 0.01);

  // Draw the square.
  square(-20, -30, 55);
}
```



Syntax

```
square(x, y, s, [tl], [tr], [br], [bl])
```



Parameters

<code>x</code>	Number: x-coordinate of the square.
<code>y</code>	Number: y-coordinate of the square.
<code>s</code>	Number: side size of the square.
<code>tl</code>	Number: optional radius of top-left corner.
<code>tr</code>	Number: optional radius of top-right corner.
<code>br</code>	Number: optional radius of bottom-right corner.
<code>bl</code>	Number: optional radius of bottom-left corner.

This page is generated from the comments in [src/core/shape/2d_primitives.js](#). Please feel free to edit it and submit a pull request!

Related References

[arc](#)
Draws an arc.

[circle](#)
Draws a circle.

[ellipse](#)
Draws an ellipse (oval).

[line](#)
Draws a straight line between two points.

