

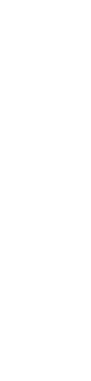
# strokeJoin()

Sets the style of the joints that connect line segments.

Joints are either mitered (`MITER`), beveled (`BEVEL`), or rounded (`ROUND`). The default joint is `MITER` in 2D mode and `ROUND` in WebGL mode.

The argument passed to `strokeJoin()` must be written in ALL CAPS because the constants `MITER`, `BEVEL`, and `ROUND` are defined this way. JavaScript is a case-sensitive language.

## Examples



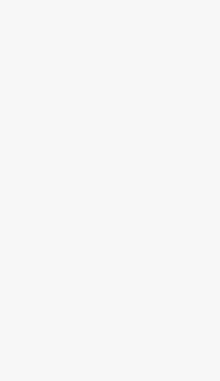
```
function setup() {
  createCanvas(100, 100);

  background(200);

  // Style the line.
  noFill();
  strokeWeight(10);
  strokeJoin(MITER);

  // Draw the line.
  beginShape();
  vertex(35, 20);
  vertex(65, 50);
  vertex(35, 80);
  endShape();

  describe('A right-facing arrowhead shape with a pointed tip in center of canvas.');
}
```



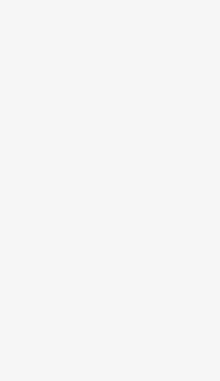
```
function setup() {
  createCanvas(100, 100);

  background(200);

  // Style the line.
  noFill();
  strokeWeight(10);
  strokeJoin(BEVEL);

  // Draw the line.
  beginShape();
  vertex(35, 20);
  vertex(65, 50);
  vertex(35, 80);
  endShape();

  describe('A right-facing arrowhead shape with a flat tip in center of canvas.');
}
```



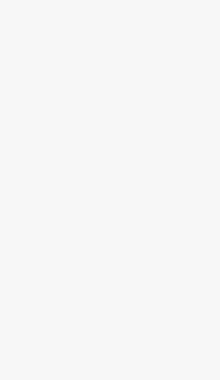
```
function setup() {
  createCanvas(100, 100);

  background(200);

  // Style the line.
  noFill();
  strokeWeight(10);
  strokeJoin(ROUND);

  // Draw the line.
  beginShape();
  vertex(35, 20);
  vertex(65, 50);
  vertex(35, 80);
  endShape();

  describe('A right-facing arrowhead shape with a rounded tip in center of canvas.');
}
```



## Syntax

```
strokeJoin(join)
```



## Parameters

`join` Constant: either `MITER`, `BEVEL`, or `ROUND`

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

## Related References

`ellipseMode`

Changes where ellipses, circles, and arcs are drawn.

`noSmooth`

Draws certain features with jagged (aliased) edges.

`rectMode`

Changes where rectangles and squares are drawn.

`smooth`

Draws certain features with smooth (antialiased) edges.

p5.js

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