```javascript
 1 class Brick {
 2     constructor(width, height, color, x, y) {
 3         this.x = x;
 4         this.y = y;
 5         this.color = color;
 6         this.width = width;
 7         this.height = height;
 8     }
 9     draw () {
10         ctx.beginPath();
11         ctx.strokeStyle = this.color;
12         ctx.fillStyle = this.color;
13         ctx.lineWidth = "1";
14         //ctx.rect(this.x, this.y, c, c);
15         ctx.moveTo(this.x, this.y);
16         ctx.lineTo(this.x + this.width, this.y);
17
18         ctx.moveTo(this.x, this.y + this.height/2);
19         ctx.lineTo(this.x + this.width, this.y + this.height/2);
20         ctx.lineTo(this.x + this.width/4, this.y + this.height/2);
21         ctx.lineTo(this.x + this.width/4, this.y);
22         ctx.lineTo(this.x + this.width/4, this.y + this.height/2);
23         ctx.lineTo(this.x + this.width*3/4, this.y + this.height/2);
24         ctx.lineTo(this.x + this.width*3/4, this.y + this.height);
25         ctx.stroke();
26     }
27 }
28
```