

Drawing Rectangles (and Squares) on the Canvas

WE'LL COVER THE FOLLOWING ^

- Brief Intro to Canvas

When drawing shapes on the `canvas`, you can actually go really REALLY far without ever having to draw a rectangle. The reason for that is simple. Rectangles are terrible things that nobody should ever have to deal with:



Circle. Yay!



Ugh. A rectangle :(

Putting my irrational hatred for our rectangular brethren aside, a rectangle is a shape that you must learn to properly represent on a `canvas`. Even if you can never envision yourself using rectangles, remember - **squares** are rectangles as well. They are rectangles whose sides are all the same size. In this short tutorial, we'll walk through the basics of how to draw rectangles inside a `canvas` element.

Onwards!

Brief Intro to Canvas

The `canvas` element allows you to programmatically place pixels on the screen. It does all of this by expecting you to specify simple (and often tedious) draw commands that mimic the path a pen would take on a

tedious) drawcommands that mimic the path a pen would take on a

piece of paper. It's not as boring as I am making it out to be, but it's no episode of [Game of Thrones](#) either.

The [DOM vs. Canvas article](#) gives you better idea of why the canvas does things the way it does.