rect() METHOD IN HTML5 CANVAS

- The rect() is a method of <canvas> element.

- This method is used to create a rectangle in the canvas.

- It has four parameters they are x, y, width and height.

Syntax for rect() method in HTML5 Canvas:

```
context.rect(x,y,width,height);
```

Parameter values for rect() method in HTML5 Canvas:

Value	Description
x	The x axis coordinate of the rectangle starting point.
y	The y axis coordinate of the rectangle starting point.
width	It is used to set a width for the rectangle.
height	It is used to set a height for the rectangle.

Sample coding for rect() method in HTML5 Canvas:

```html
<!DOCTYPE html>
<html>
    <head>
        <title> Wikitechy HTML Canvas rect</title>
    <head>
    <body>
        <h2>HTML Canvas rect with example</h2>
        <canvas id="myCanvas" width="370" height="200"
        style="border:1px solid blue;">
        </canvas>
        <script>
            var a = document.getElementById("myCanvas");
            var context = a.getContext("2d");
            context.rect(90, 50, 170, 100);
            context.strokeStyle="green";
            context.stroke();
        </script>
    </body>
</html>
```
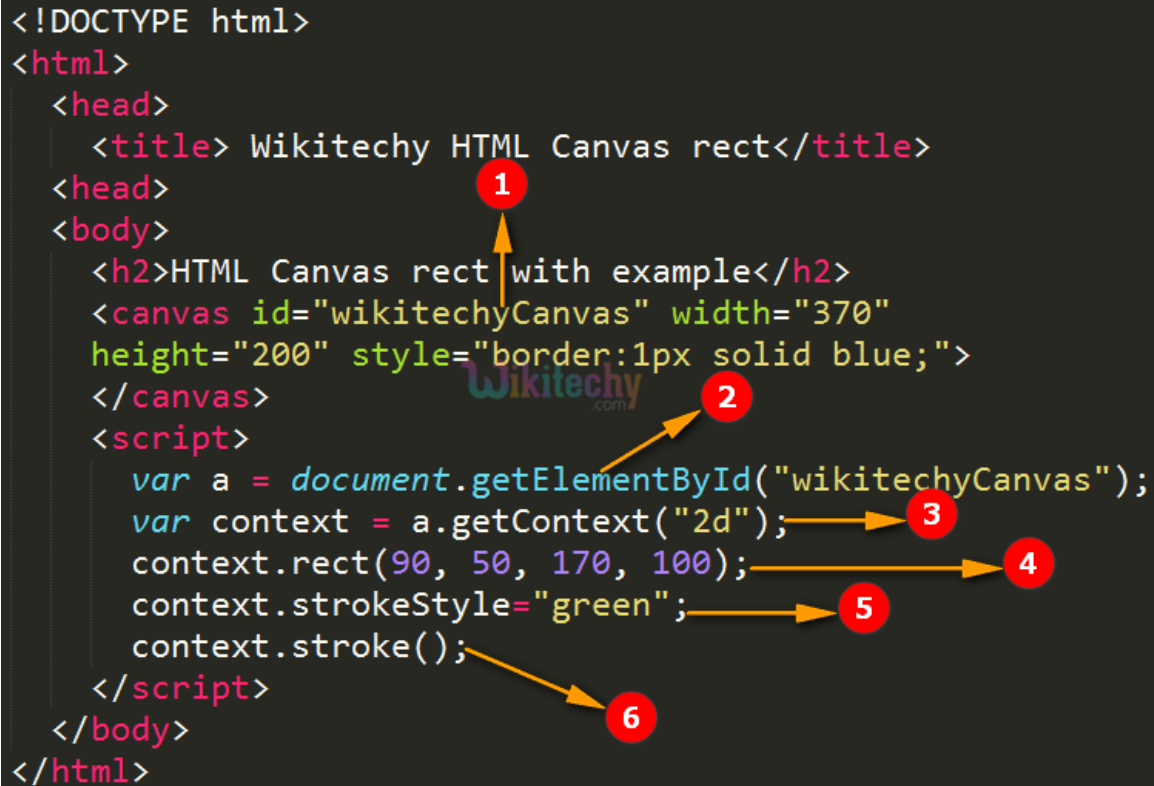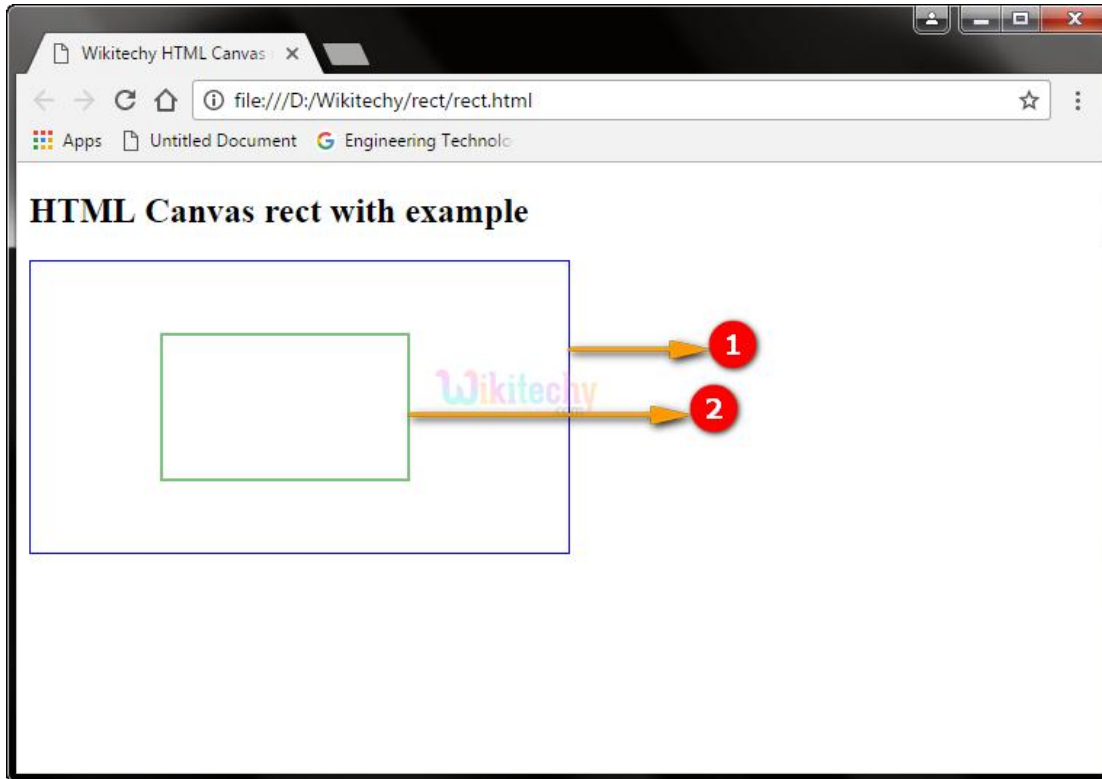
Code Explanation for rect() method in HTML5 Canvas:

```html
<!DOCTYPE html>
<html>
  <head>
    <title> Wikitechy HTML Canvas rect</title>
  <head>
  <body>
    <h2>HTML Canvas rect with example</h2>
    <canvas id="wikitechyCanvas" width="370"
    height="200" style="border:1px solid blue;">
    </canvas>
    <script>
      var a = document.getElementById("wikitechyCanvas");
      var context = a.getContext("2d");
      context.rect(90, 50, 170, 100);
      context.strokeStyle="green";
      context.stroke();
    </script>
  </body>
</html>
```

1. **"wikitechyCanvas"** is used to define the value id attribute for canvas element.

2. The **getElementById();** method is used to get the element that has the id attributes with the specified value.

3. **a.getContext("2d")** method is returns a two-dimensional drawing context on the canvas.

4. **rect()** method is used to drawing a rectangle in the canvas.

5. **strokeStyle** is used to change the color of the rectangle outline as a green.

6. **stroke()** method is used to draw a path on the canvas.

Sample Output:

1. The canvas rectangle with blue border.

2. The green color rectangle shows that a rectangle drawn by using **rect()** method.

Browser Support for rect() method in HTML5 Canvas :

Browser	Support
Chrome	Yes
Internet explorer / Edge	9.0
Firefox	Yes
Safari	Yes
Opera	Yes

Tips and Notes

- The stroke() or fill() method is used to draw a rectangle on the canvas.
- The strokeStyle property in canvas is used to change the color of the rectangle outline.