Drawing rectangle

The **HTML5 <canvas>** tag is used to draw graphics, on the fly, via scripting (usually JavaScript). However, the <canvas> element has no drawing abilities of its own (it is only a container for graphics) - you must use a script to actually draw the graphics. The **getContext**() method returns an object that provides methods and properties for drawing on the canvas. In order to draw rectangle, you can use **rect(x, y, width, height)**.

This reference will cover the properties and methods of the getContext("2d") object, which can be used to draw text, lines, boxes, circles, and more - on the canvas.

Below example shows how to draw rectangle.

```
<!DOCTYPE html>
<html>
<body>

<canvas id="myCanvas" width="300" height="150" style="border:1px solid #d3d3d3;">
Your browser does not support the HTML5 canvas tag.</canvas>

<script>

var c = document.getElementById("myCanvas");
var ctx = c.getContext("2d");
ctx.rect(20, 20, 200, 100);
ctx.stroke();

</script>

</body>
</html>
```