

Rectangle

The **Rectangle** function draws a rectangle. The rectangle is outlined by using the current pen and filled by using the current brush.

BOOL Rectangle(

```
HDC hdc,           // handle of device context
int nLeftRect,      // x-coord. of bounding rectangle's upper-left corner
int nTopRect,        // y-coord. of bounding rectangle's upper-left corner
int nRightRect,     // x-coord. of bounding rectangle's lower-right corner
int nBottomRect     // y-coord. of bounding rectangle's lower-right corner
);
```

Parameters

hdc

Identifies the device context.

nLeftRect

Specifies the logical x-coordinate of the upper-left corner of the rectangle.

nTopRect

Specifies the logical y-coordinate of the upper-left corner of the rectangle.

nRightRect

Specifies the logical x-coordinate of the lower-right corner of the rectangle.

nBottomRect

Specifies the logical y-coordinate of the lower-right corner of the rectangle.

Return Value

If the function succeeds, the return value is TRUE.

If the function fails, the return value is FALSE. To get extended error information, call [GetLastError](#).

Remarks

The current position is neither used nor updated by **Rectangle**.