

Green Screen Web Page

Upload and Display an Image

Libraries, Files, Images

- We'll need some new programming concepts and tools to create a Green Screen web page
- Continue creating interactive web pages using the new concepts and tools
- Build toward creating Green Screen page and the course MiniProject

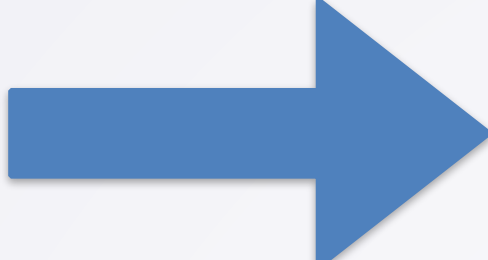
Prototype to Simplify

- We'll need a new type of HTML input element to upload file


Upload prototype

Filename:

Prototype to Simplify


- Text input  File input

Upload prototype



Filename:

Upload and Display Image

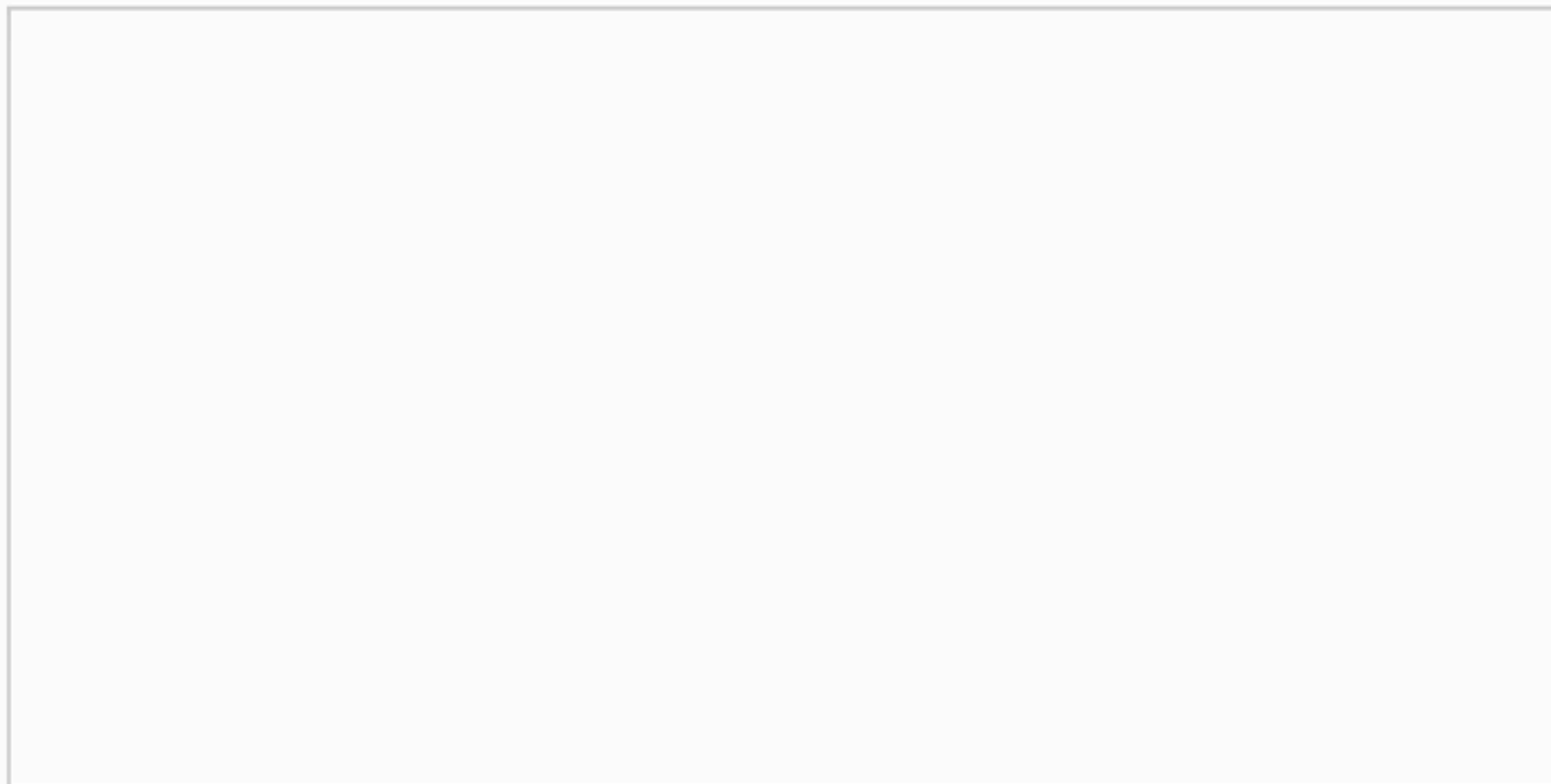


No file chosen

Prototype HTML

```
<input type="text" id="finput" >  
<input type="button" value="Upload"  
onclick="upload()" >
```

Upload prototype

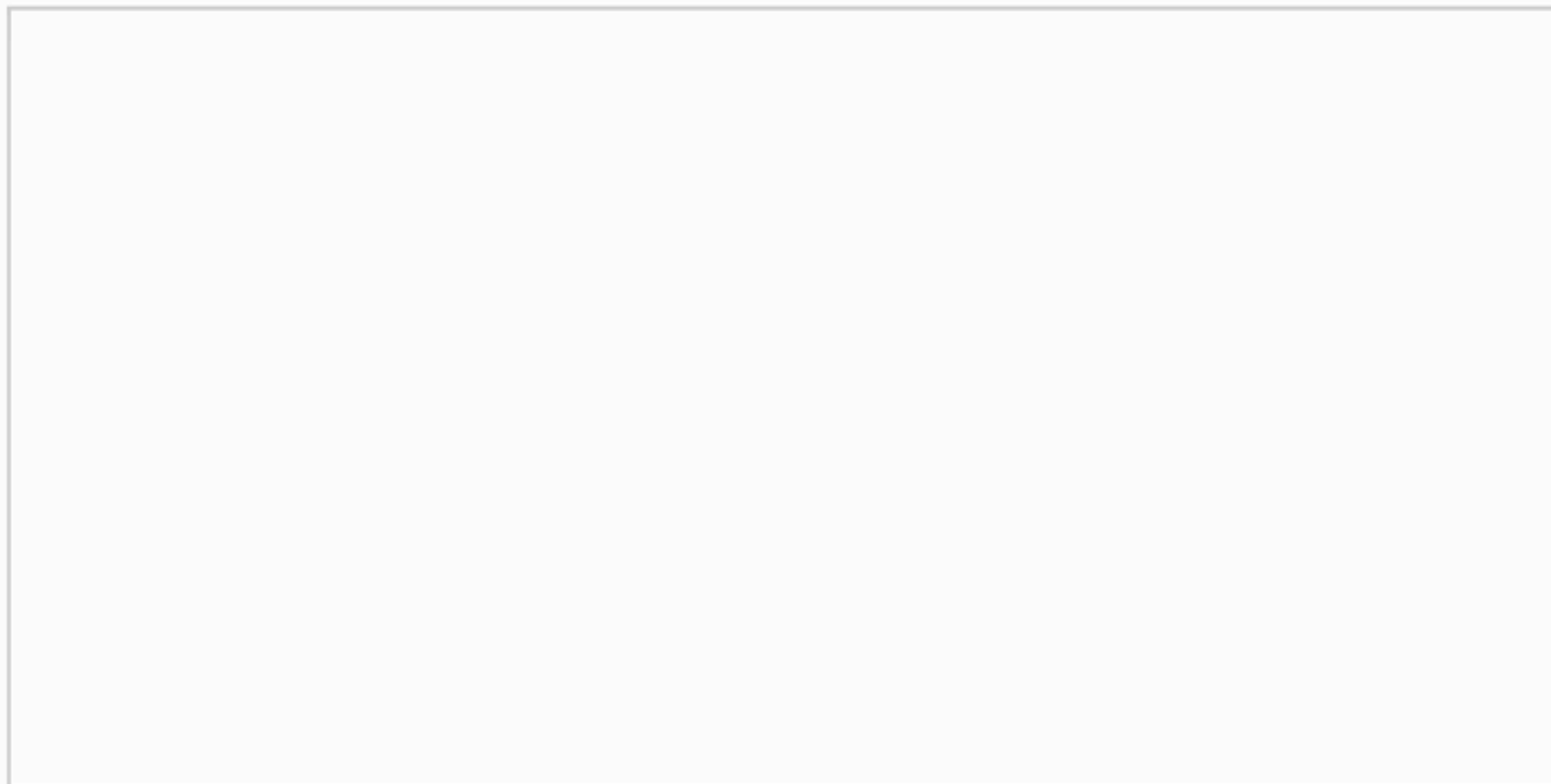


Filename:

Prototype HTML

```
<input type="text" id="finput" >  
<input type="button" value="Upload"  
onclick="upload()" >
```

Upload prototype



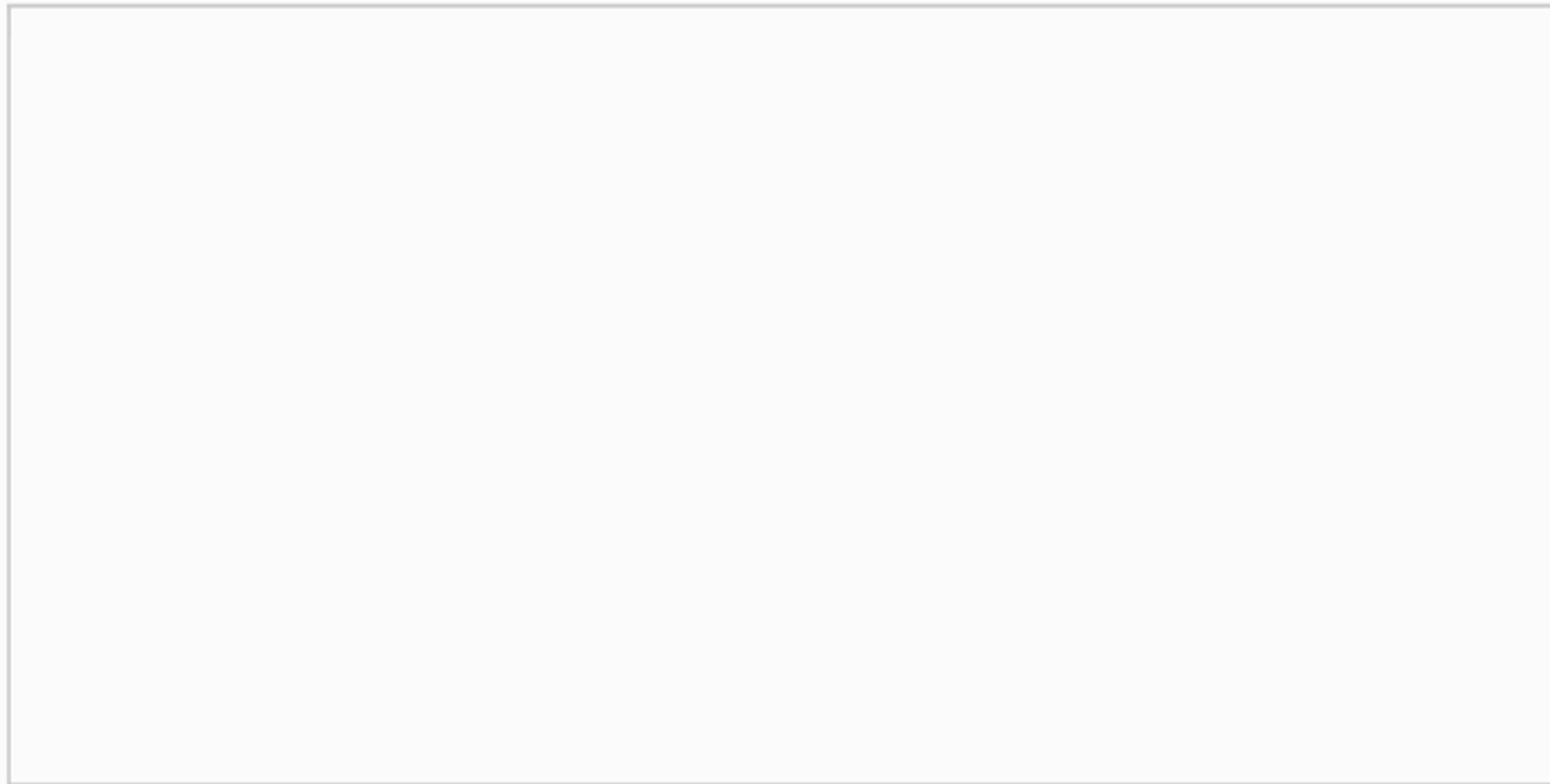
Filename:

Prototype HTML

```
<input type="text" id="finput" >
```

```
<input type="button" value="Upload"  
onclick="upload()" >
```

Upload prototype

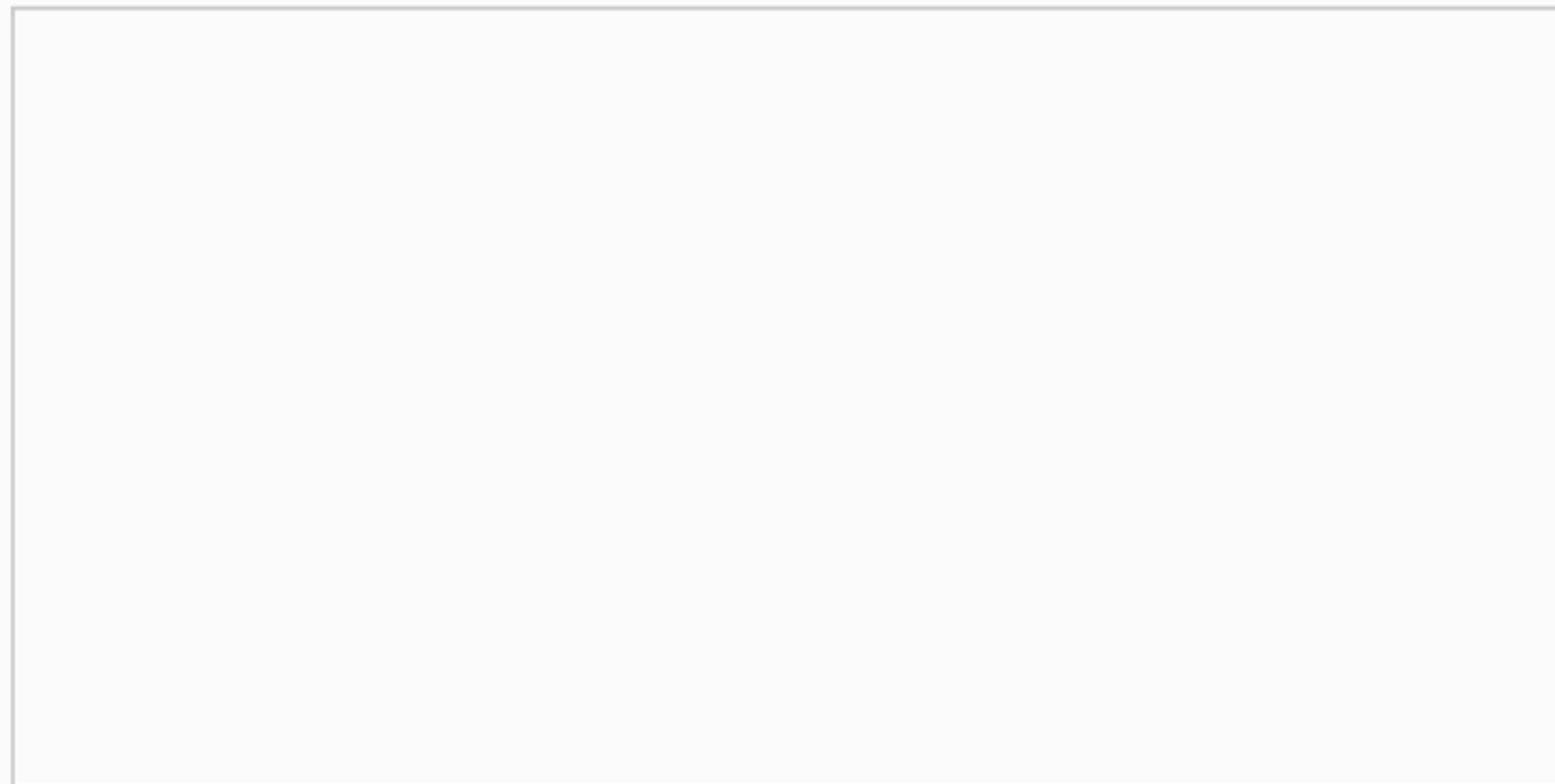


Filename:

Prototype HTML

```
<input type="text" id="finput" >  
<input type="button" value="Upload"  
onclick="upload()" >
```

Upload prototype

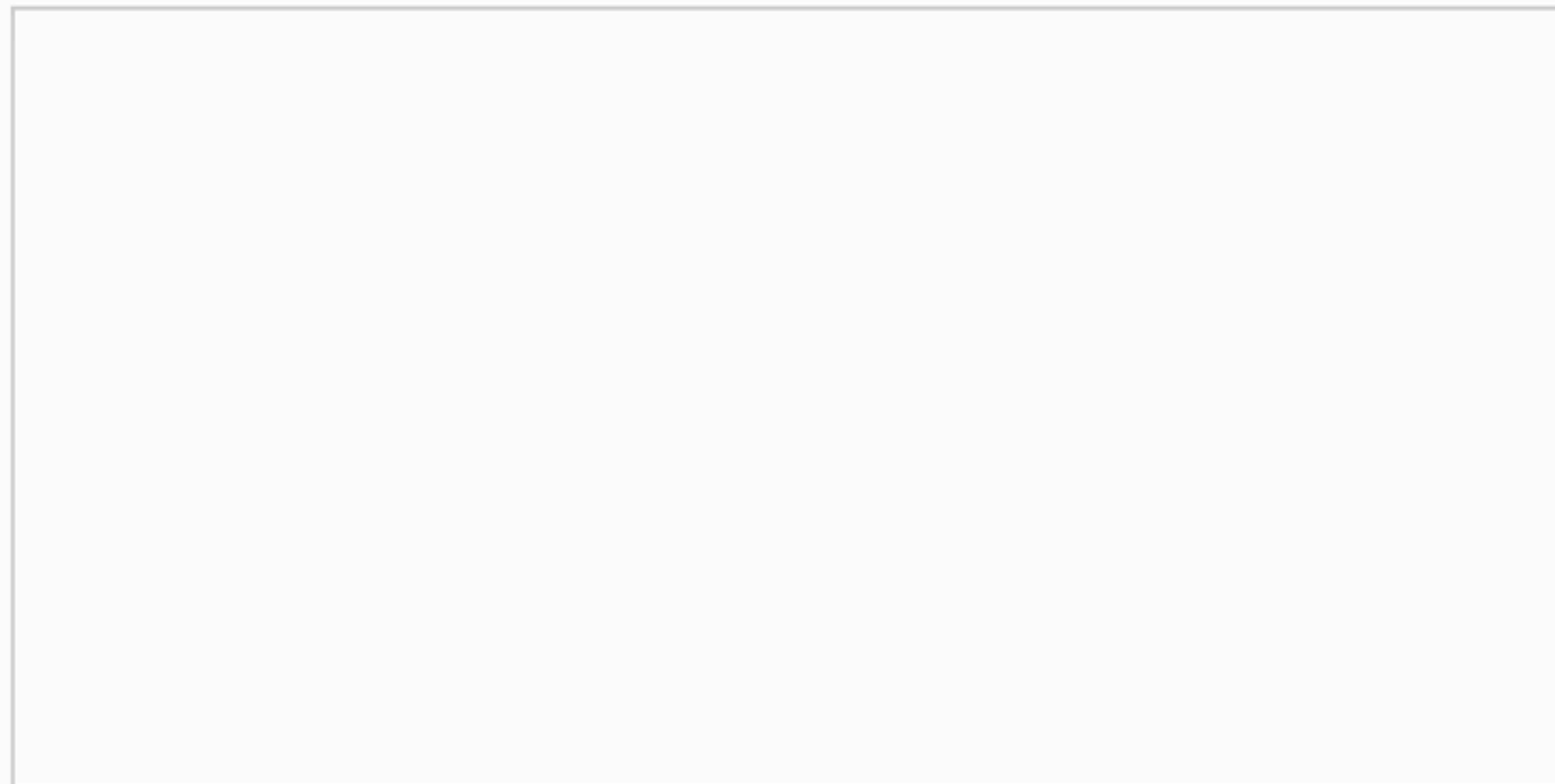


Filename:

Prototype HTML

```
<input type="text" id="finput" >  
<input type="button" value="Upload"  
onclick="upload()" >
```

Upload prototype

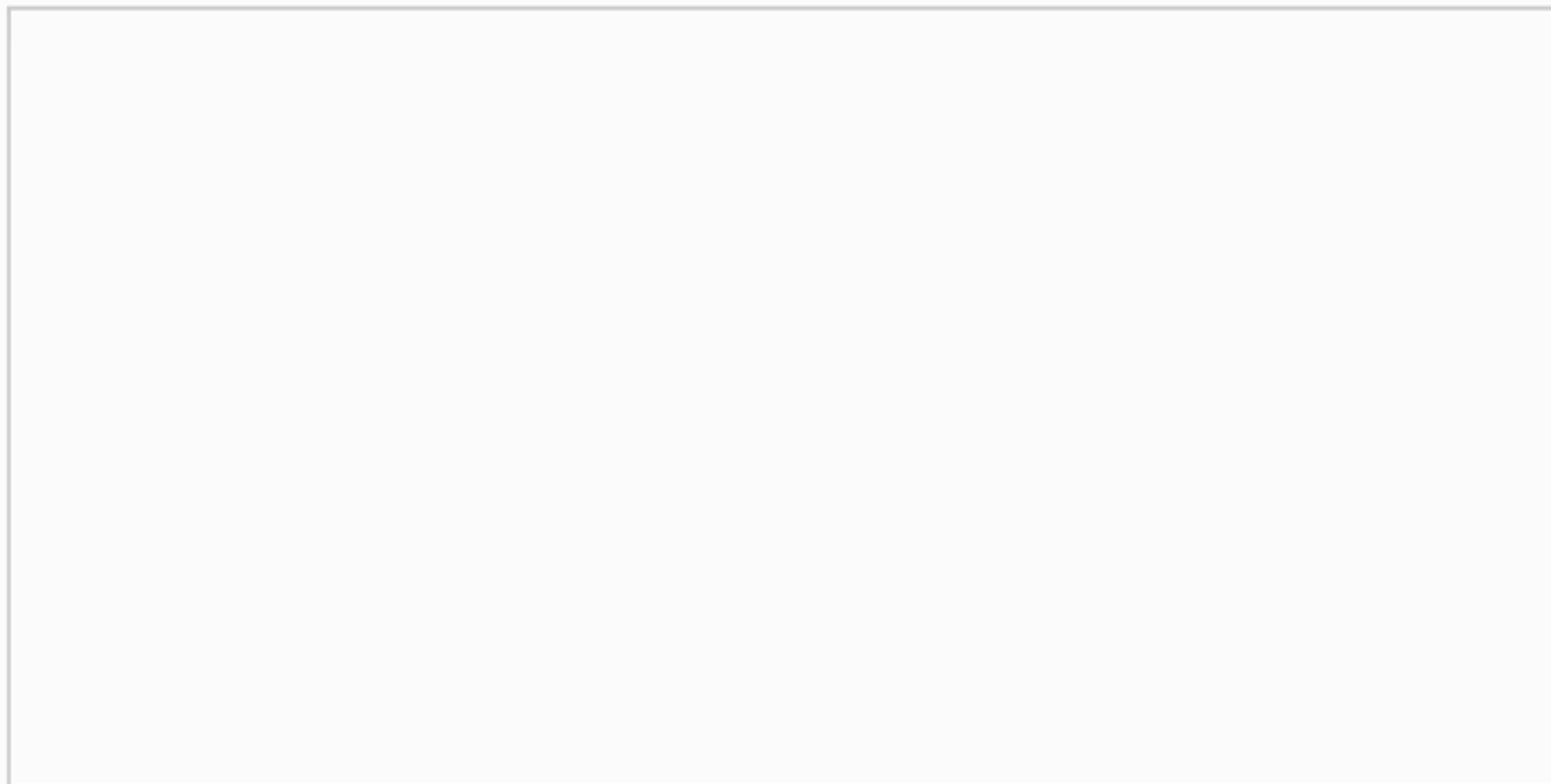


Filename:

Prototype HTML

```
<input type="text" id="finput" >  
<input type="button" value="Upload"  
onclick="upload()" >
```

Upload prototype

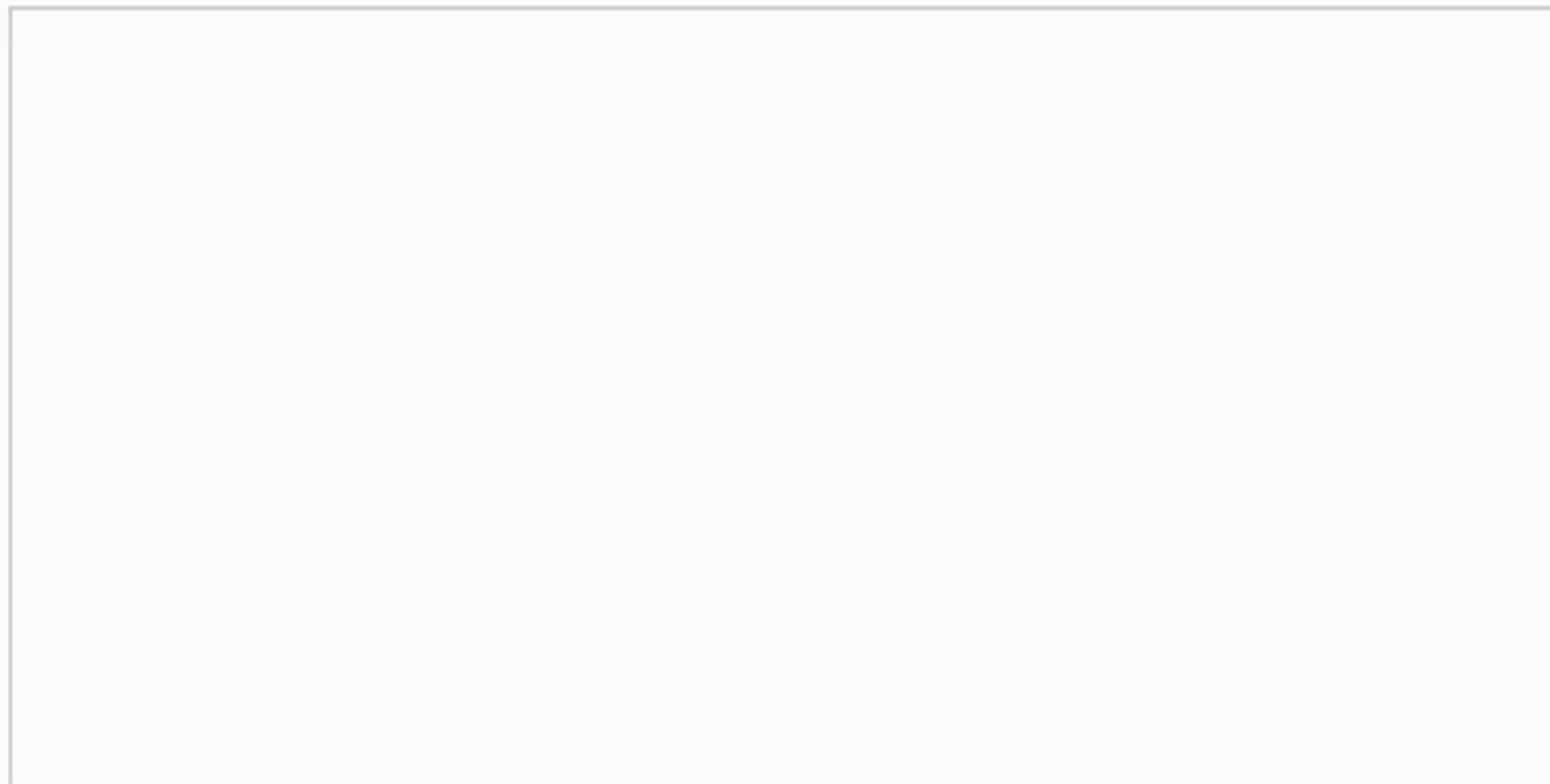


Filename:

Prototype JavaScript

```
function upload() {  
    var fileinput = document.getElementById("finput");  
    var filename = fileinput.value;  
    alert("Chose " + filename);  
}
```

Upload prototype

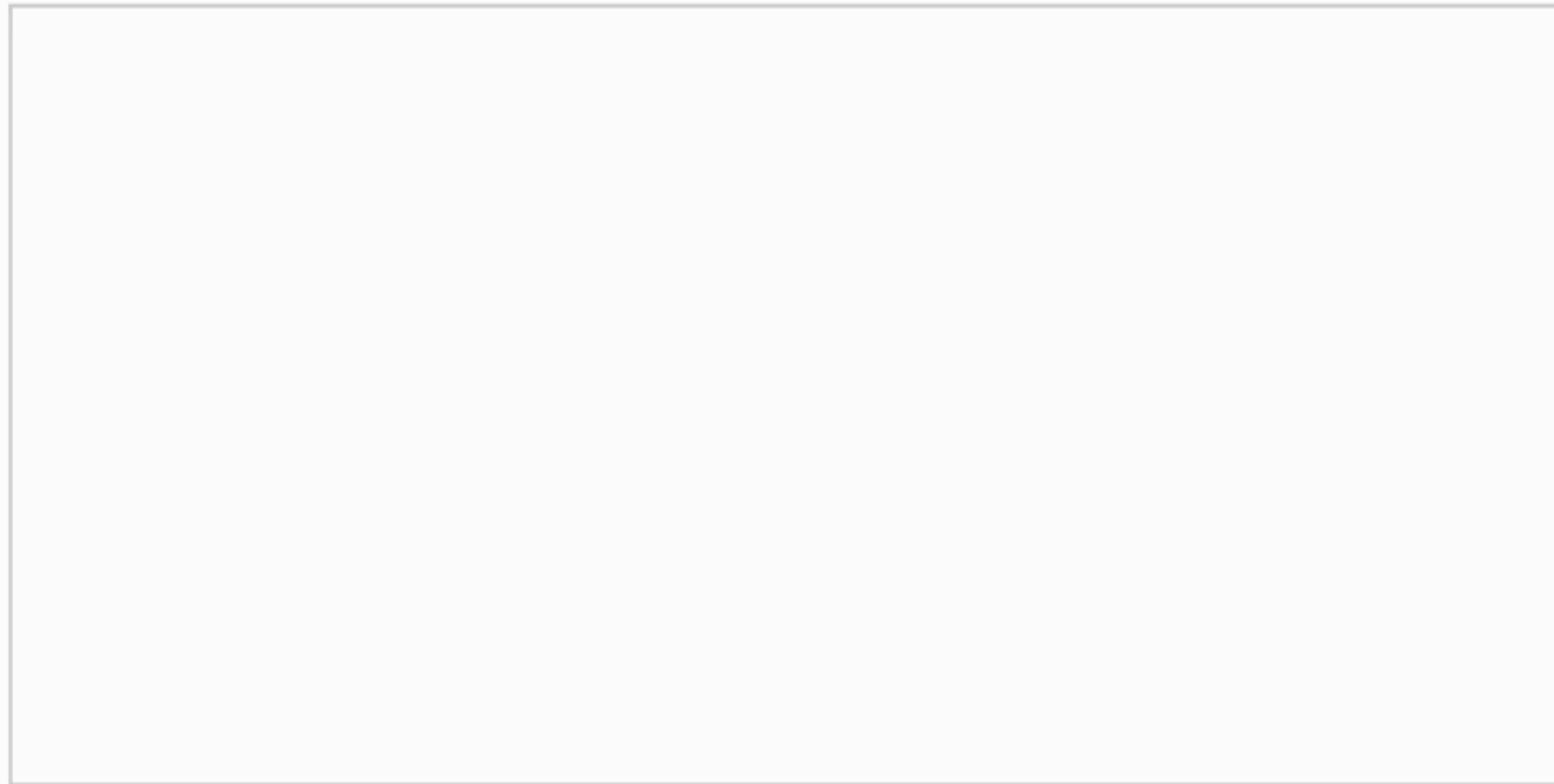


Filename:

Prototype JavaScript

```
function upload() {  
    var fileinput = document.getElementById("finput");  
    var filename = fileinput.value;  
    alert("Chose " + filename);  
}
```

Upload prototype

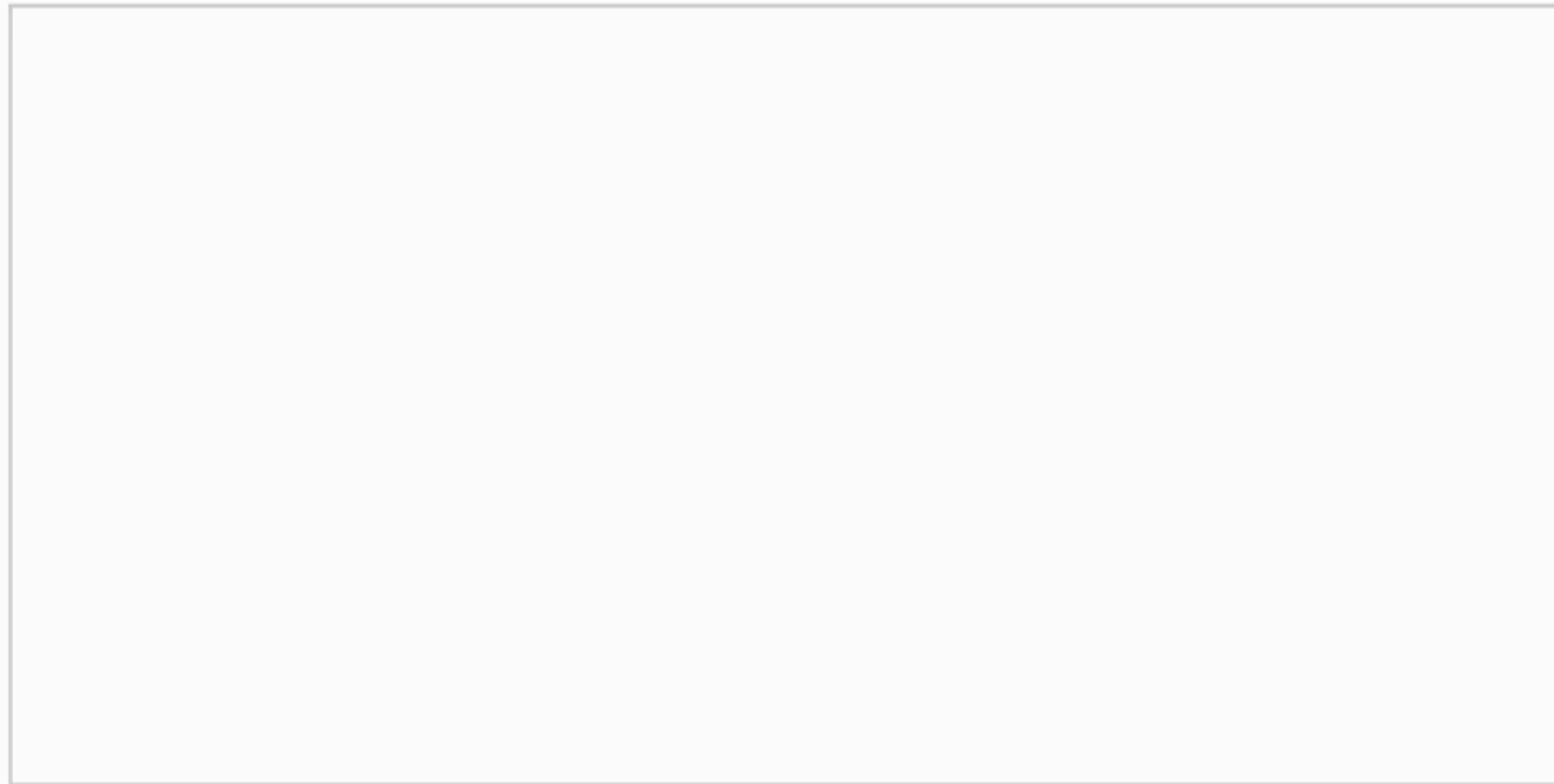


Filename:

Prototype JavaScript

```
function upload() {  
    var fileinput = document.getElementById("finput");  
    var filename = fileinput.value;  
    alert("Chose " + filename);  
}
```

Upload prototype



Filename:

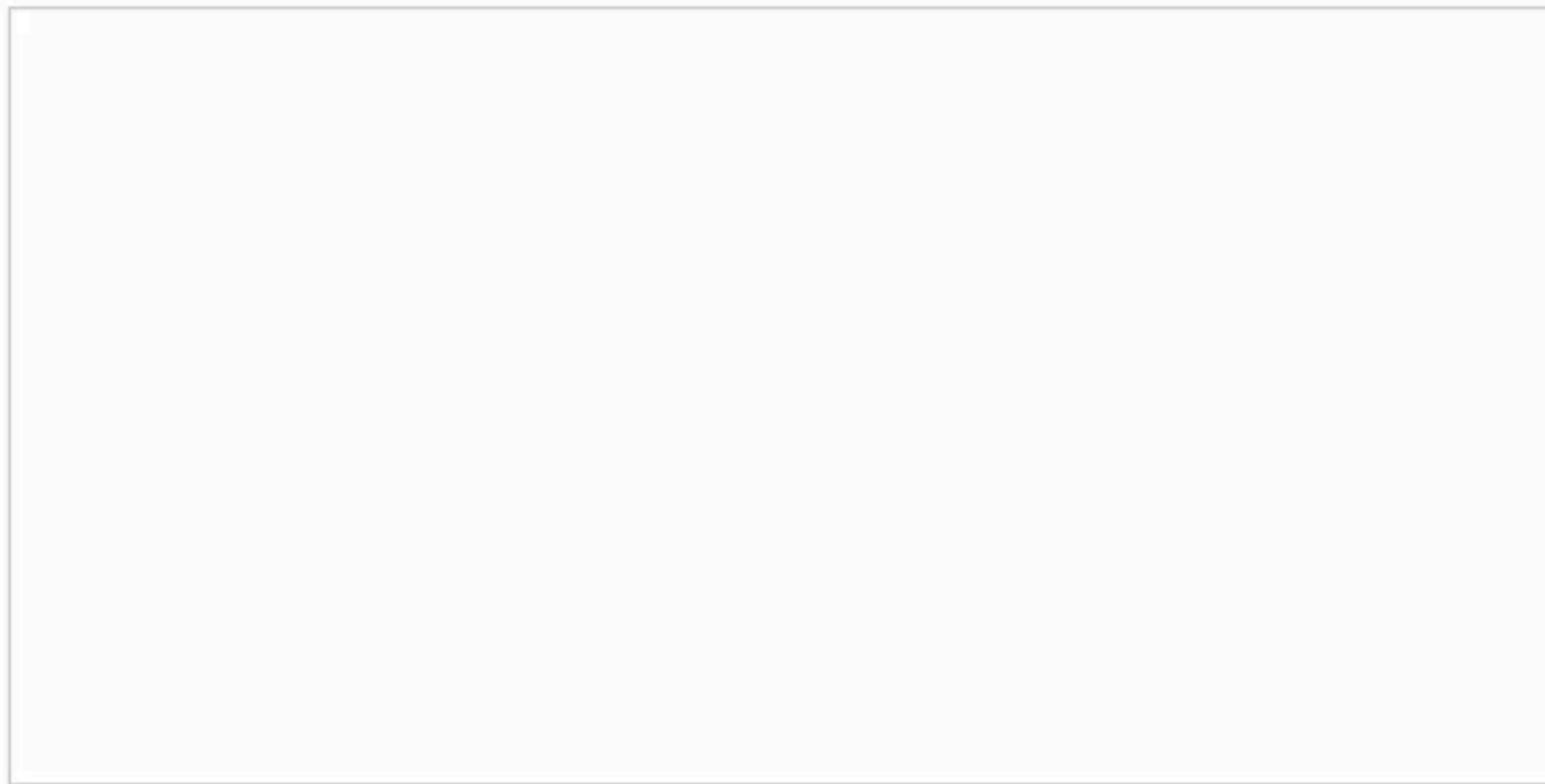
File Input, SimpleImage, Library

- We'll use the last Pen as a model, extend with new concepts
 - Replace text and button with file input
 - Create SimpleImage from DLTP library
- Create something, extend functionality
 - Helps conceptually
 - Helps minimize potential bugs

File Upload HTML

```
<input type="file" multiple="false"  
accept="image/*" id="finput"  
onchange="upload()" >
```

Upload and Display Image

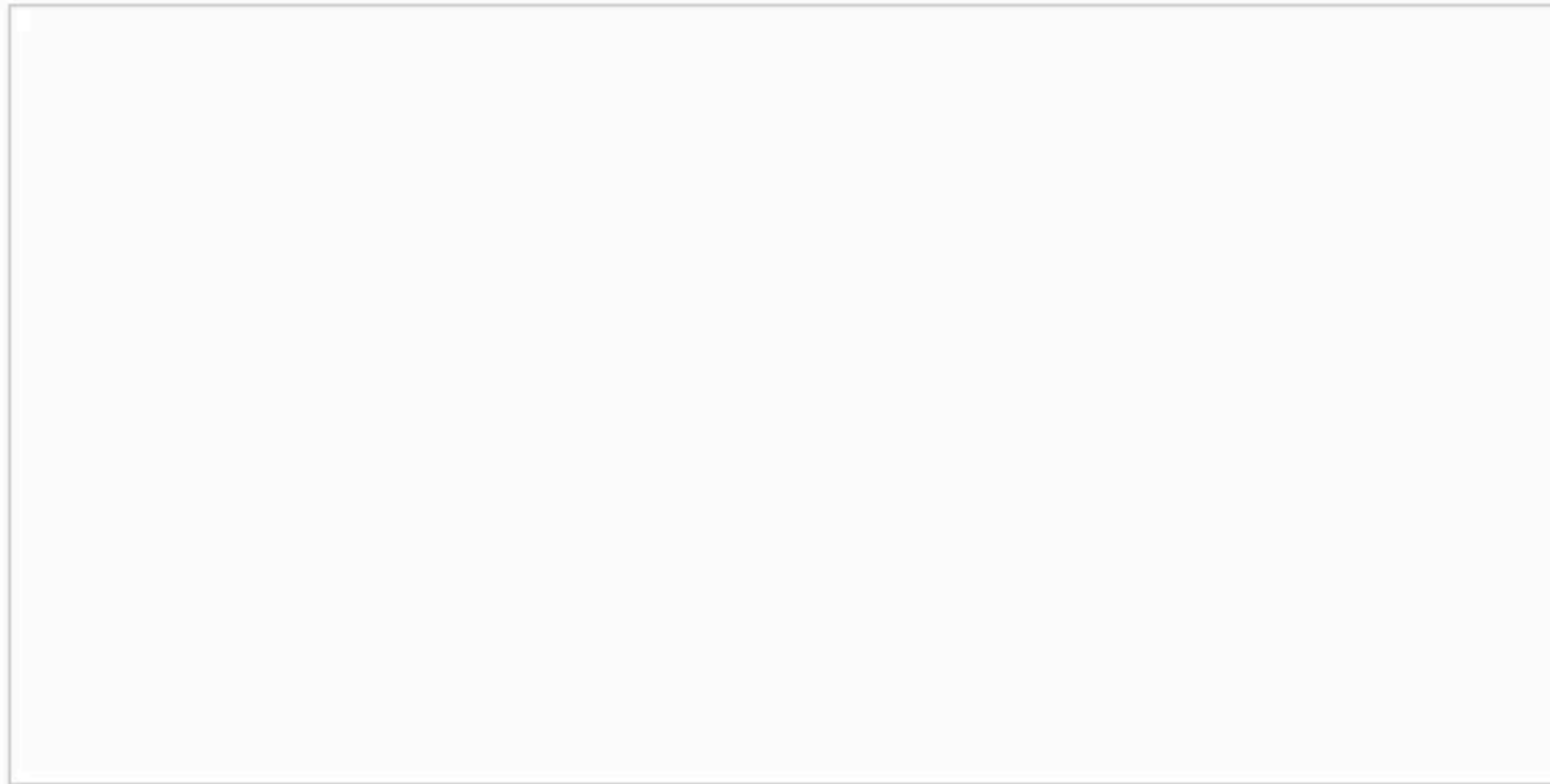


Choose Files No file chosen

File Upload HTML

```
<input type="file" multiple="false"  
accept="image/*" id="finput"  
onchange="upload()" >
```

Upload and Display Image

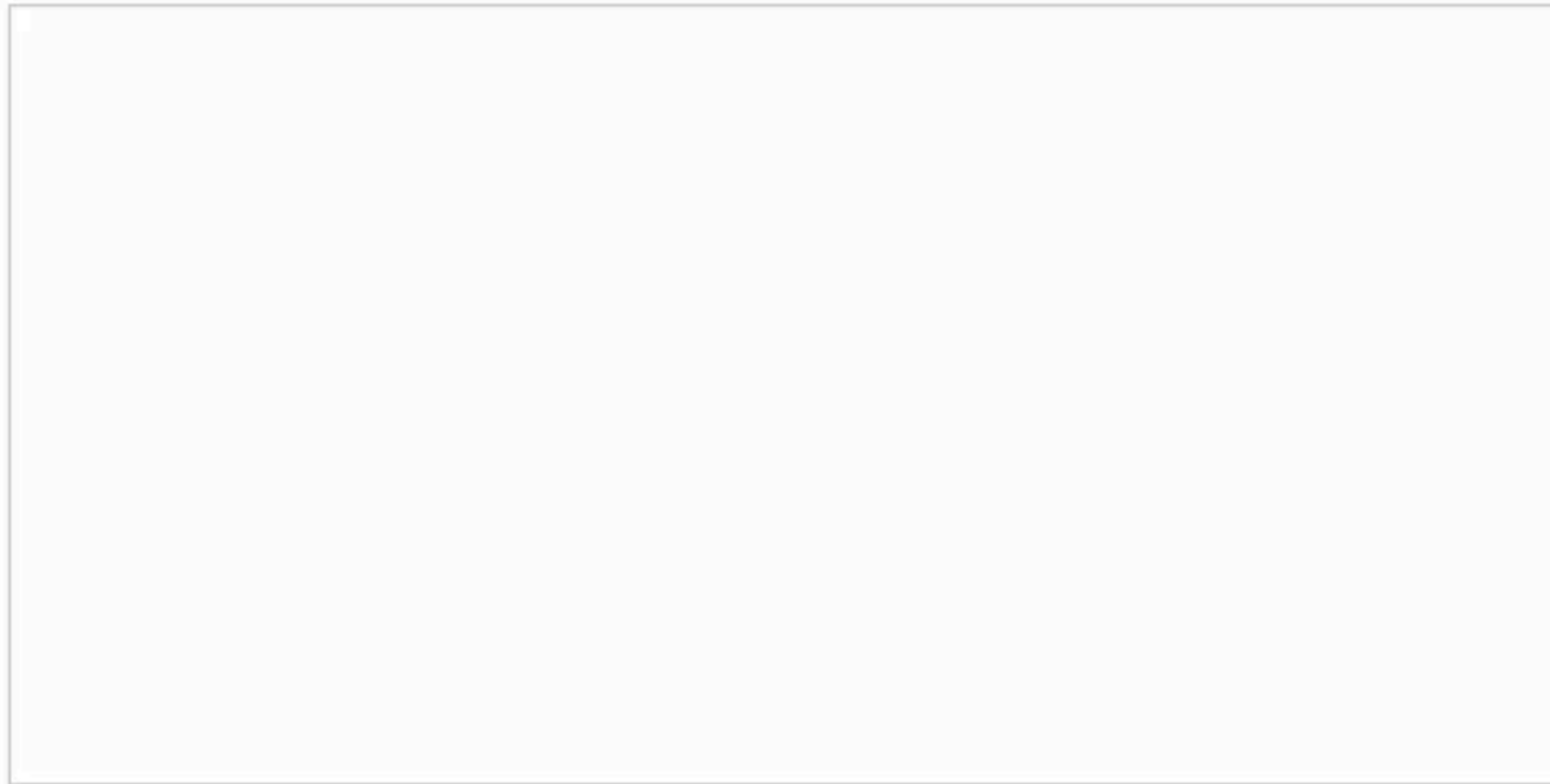


Choose Files No file chosen

File Upload HTML

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accept="image/*" id="finput"  
onchange="upload()" >
```

Upload and Display Image

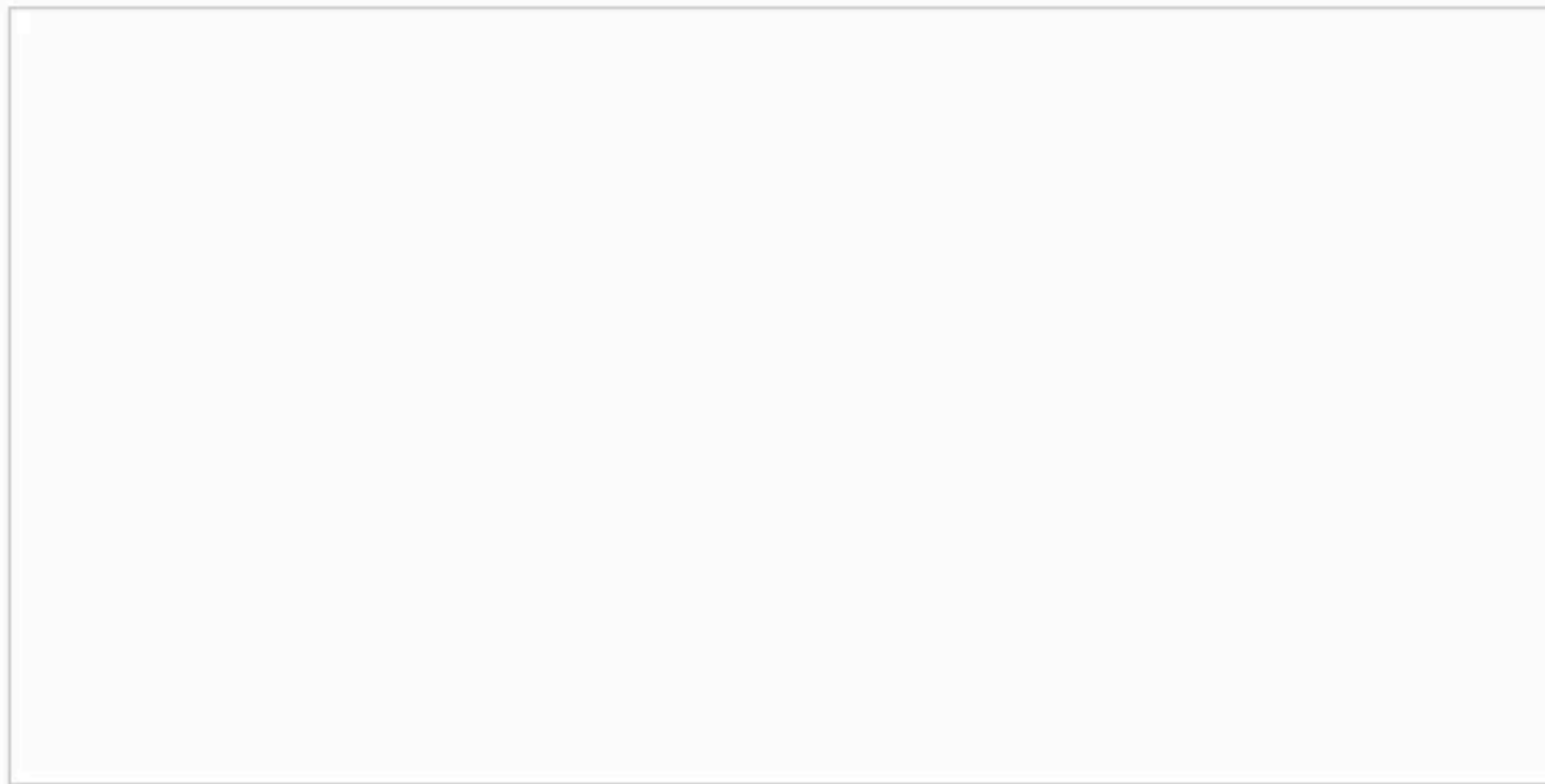


Choose Files No file chosen

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<input type="file" multiple="false"  
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onchange="upload()" >
```

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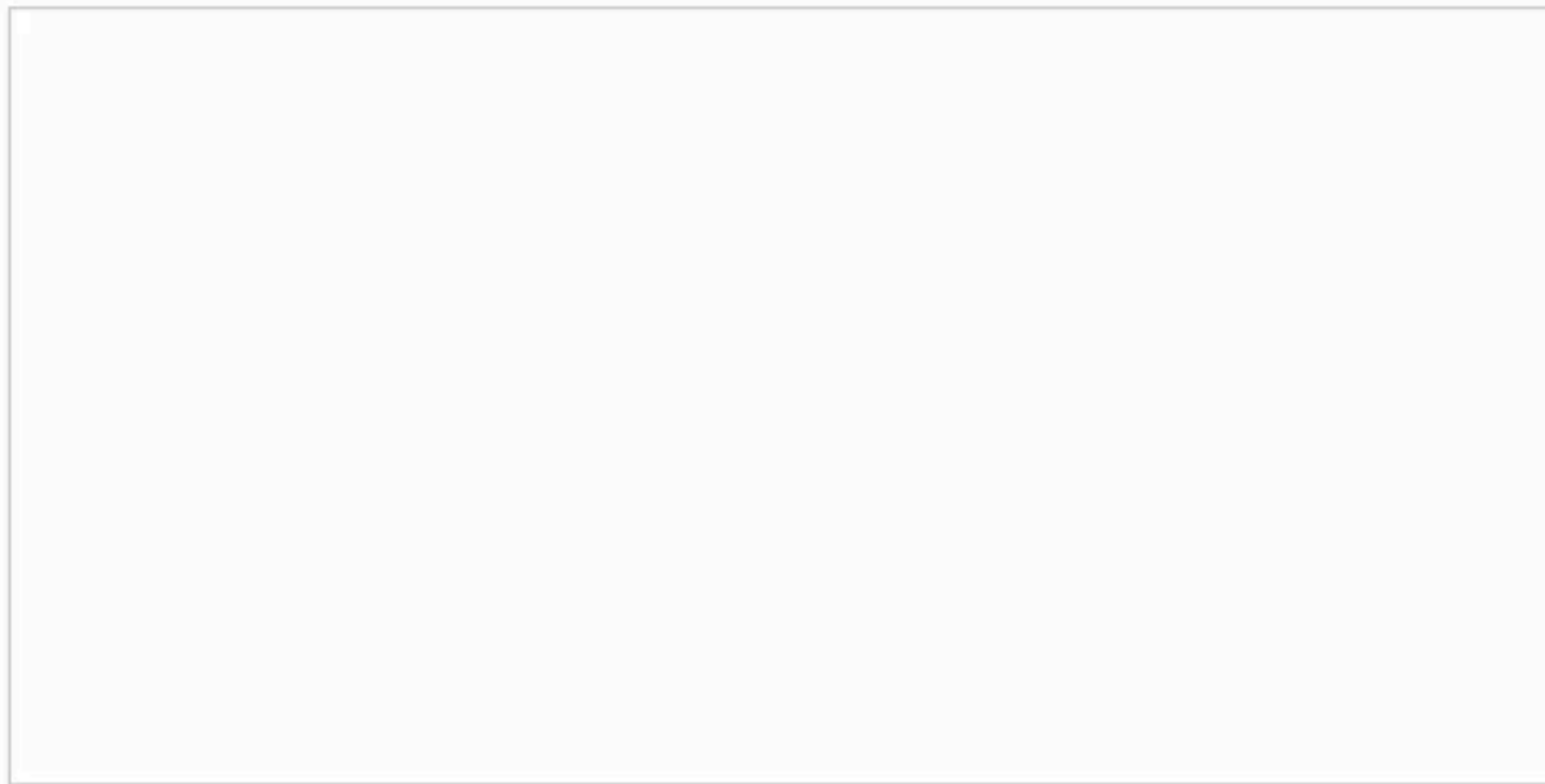


Choose Files No file chosen

File Upload HTML

```
<input type="file" multiple="false"  
accept="image/*" id="finput"  
onchange="upload()" >
```

Upload and Display Image

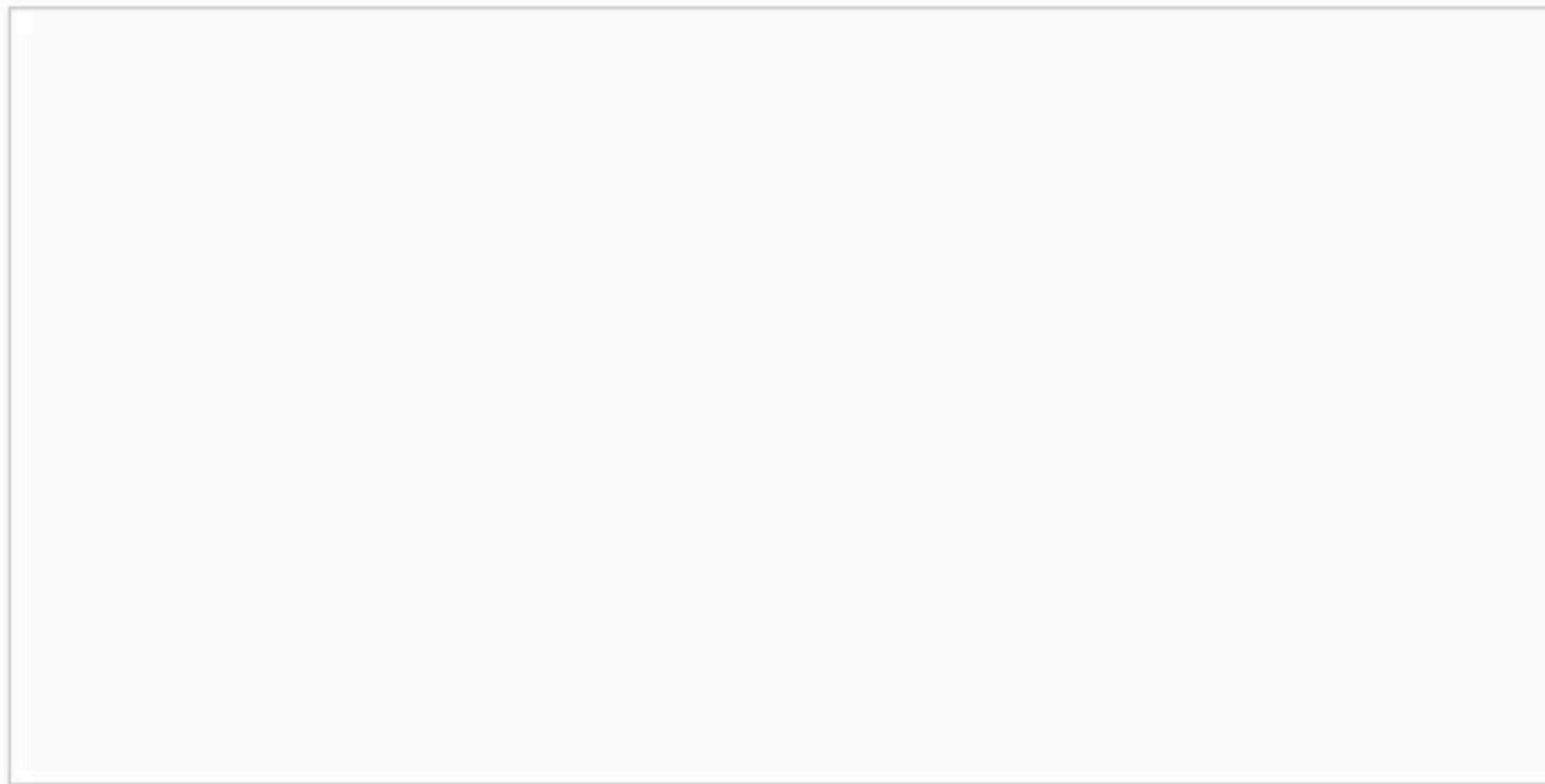


Choose Files No file chosen

File Upload HTML

```
<input type="file" multiple="false"  
accept="image/*" id="finput"  
onchange="upload()" >
```

Upload and Display Image

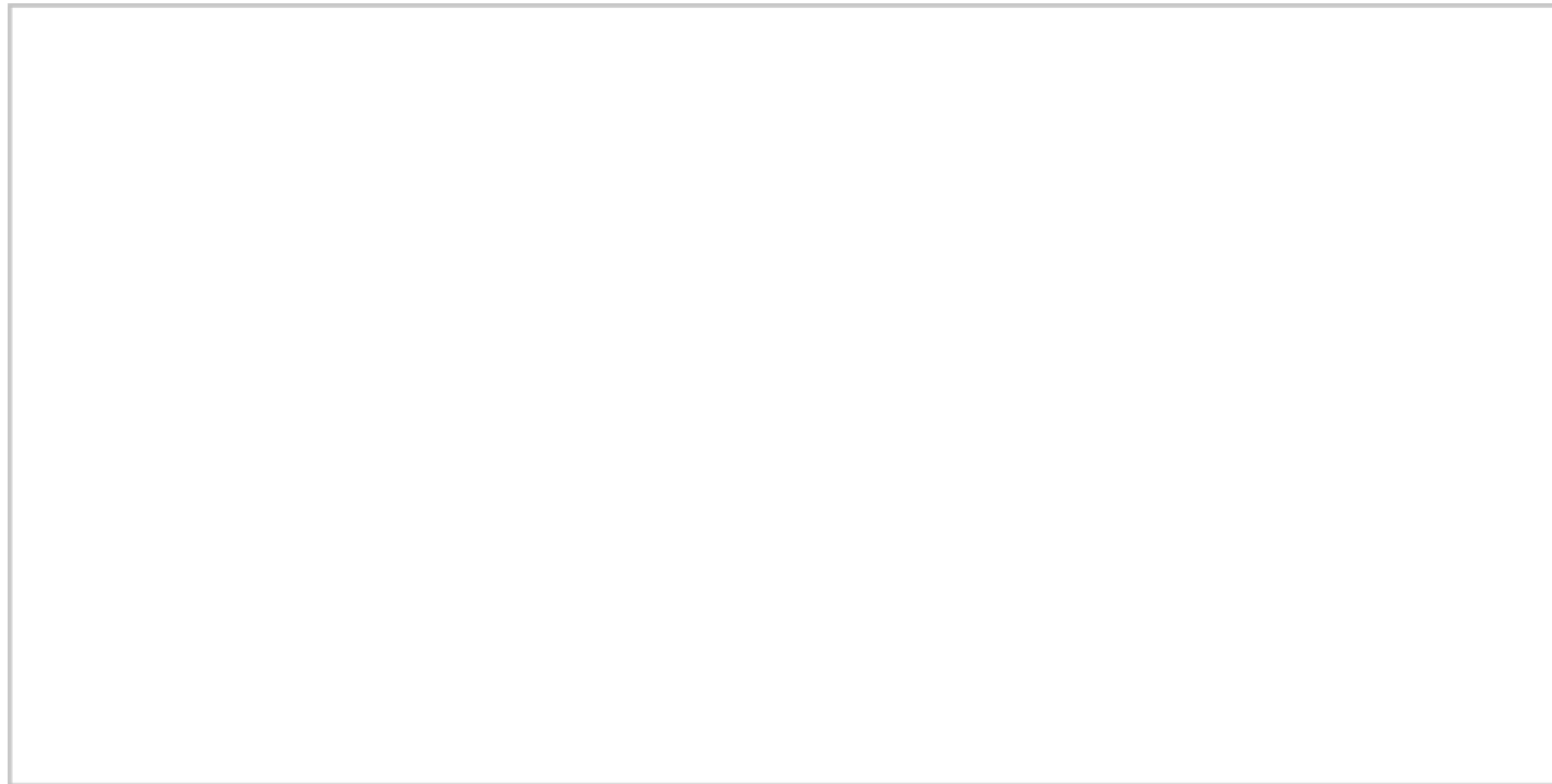


Choose Files No file chosen

File Upload JavaScript

```
function upload() {  
    var imgcanvas = document.getElementById("can");  
    var fileinput = document.getElementById("finput");  
    var image = new SimpleImage(fileinput);  
    image.drawTo(imgcanvas);  
}
```

Upload and Display Image

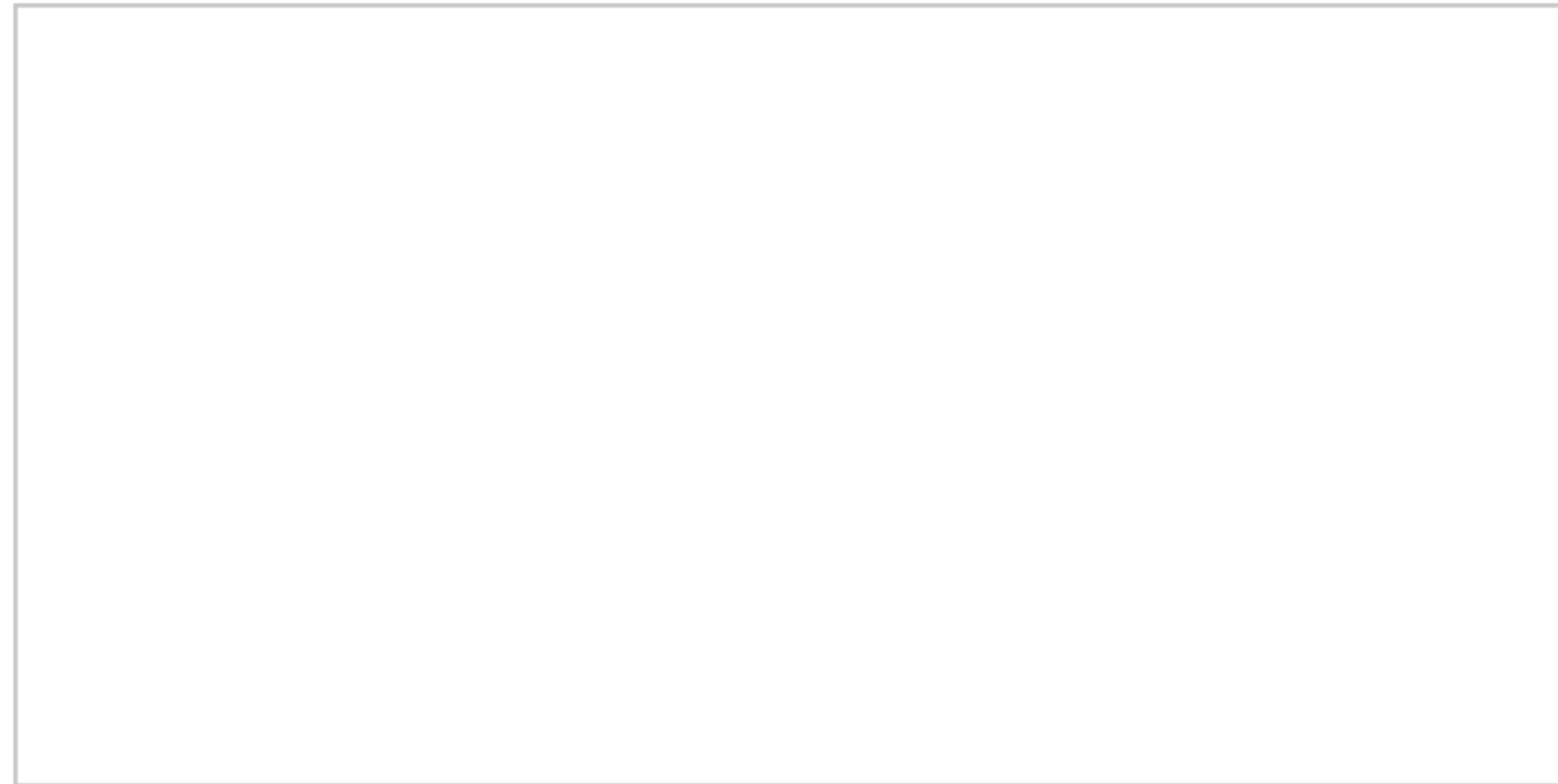


Choose Files No file chosen

File Upload JavaScript

```
function upload() {  
    var imgcanvas = document.getElementById("can");  
    var fileinput = document.getElementById("finput");  
    var image = new SimpleImage(fileinput);  
    image.drawTo(imgcanvas);  
}
```

Upload and Display Image

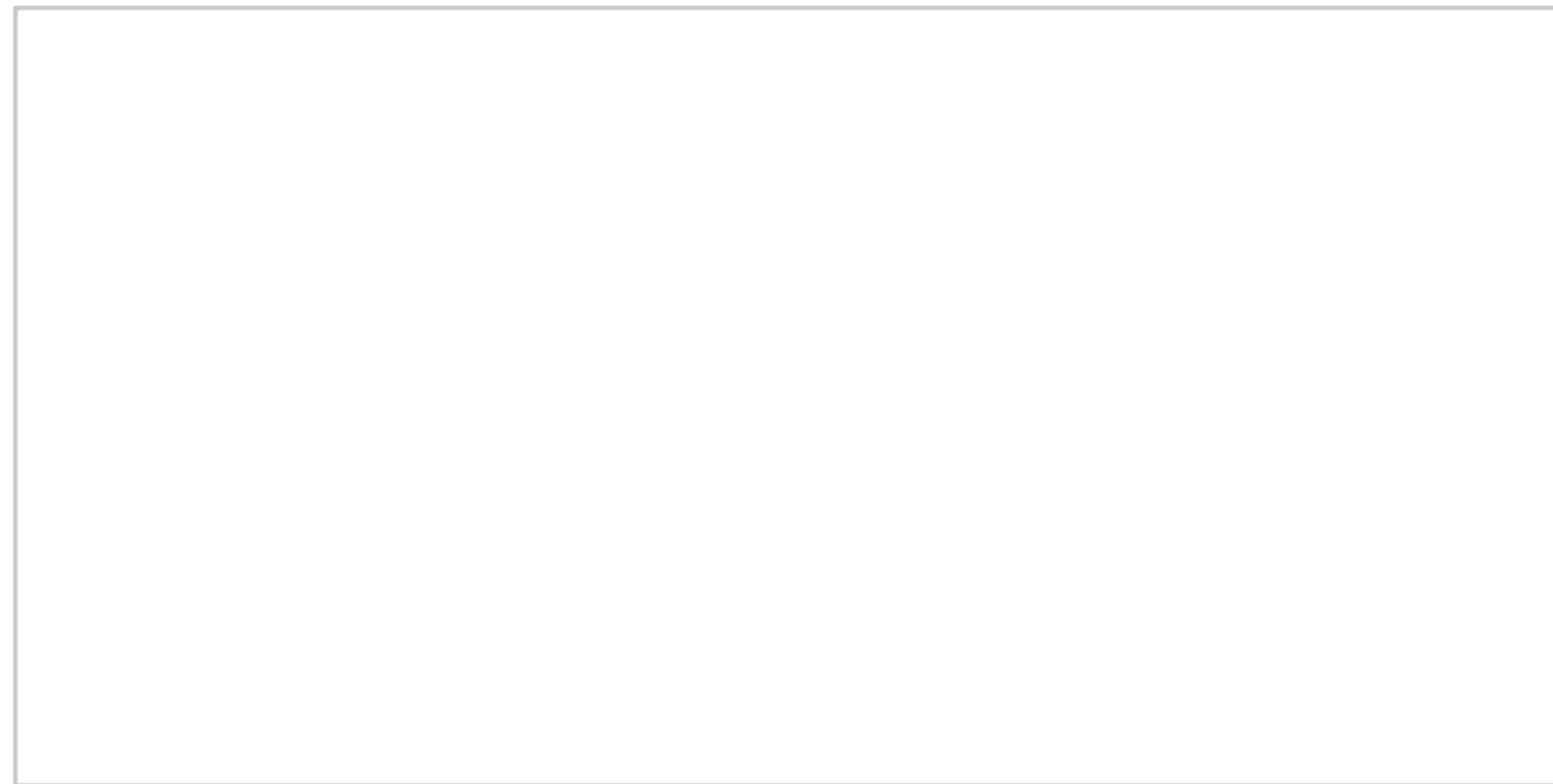


Choose Files No file chosen

File Upload JavaScript

```
function upload() {  
    var imgcanvas = document.getElementById("can");  
    var fileinput = document.getElementById("finput");  
    var image = new SimpleImage(fileinput);  
    image.drawTo(imgcanvas);  
}
```

Upload and Display Image

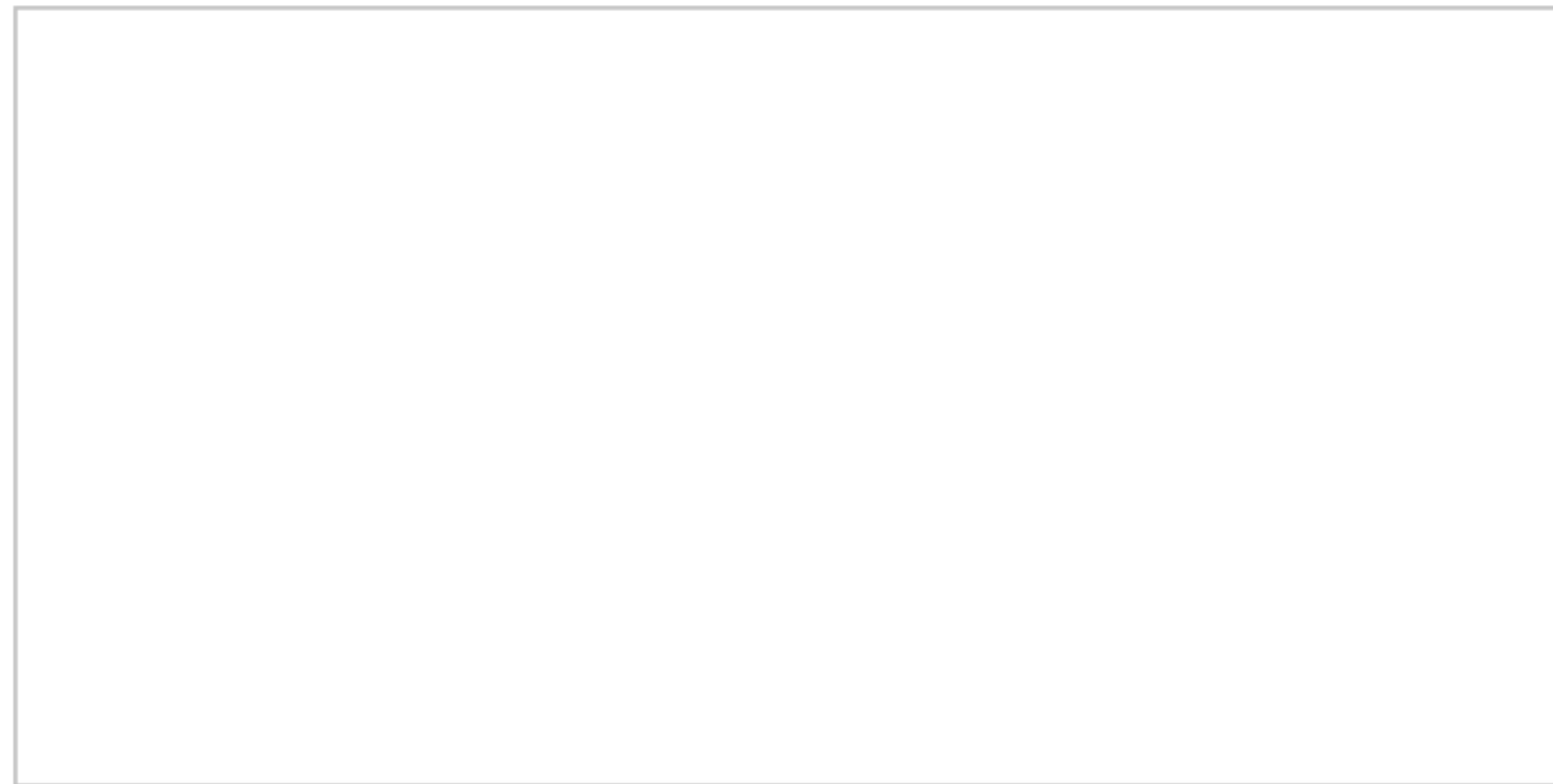


Choose Files No file chosen

File Upload JavaScript

```
function upload() {  
    var imgcanvas = document.getElementById("can");  
    var fileinput = document.getElementById("finput");  
    var image = new SimpleImage(fileinput);  
    image.drawTo(imgcanvas);  
}
```

Upload and Display Image



Choose Files No file chosen

HTML

```
1 <script  
  src="http://www.dukelearntopro  
  gram.com/course1/common/js/ima  
  ge/SimpleImage.js">  
2 </script>
```

```
4 <h1>Upload and Display  
  Image</h1>
```

CSS

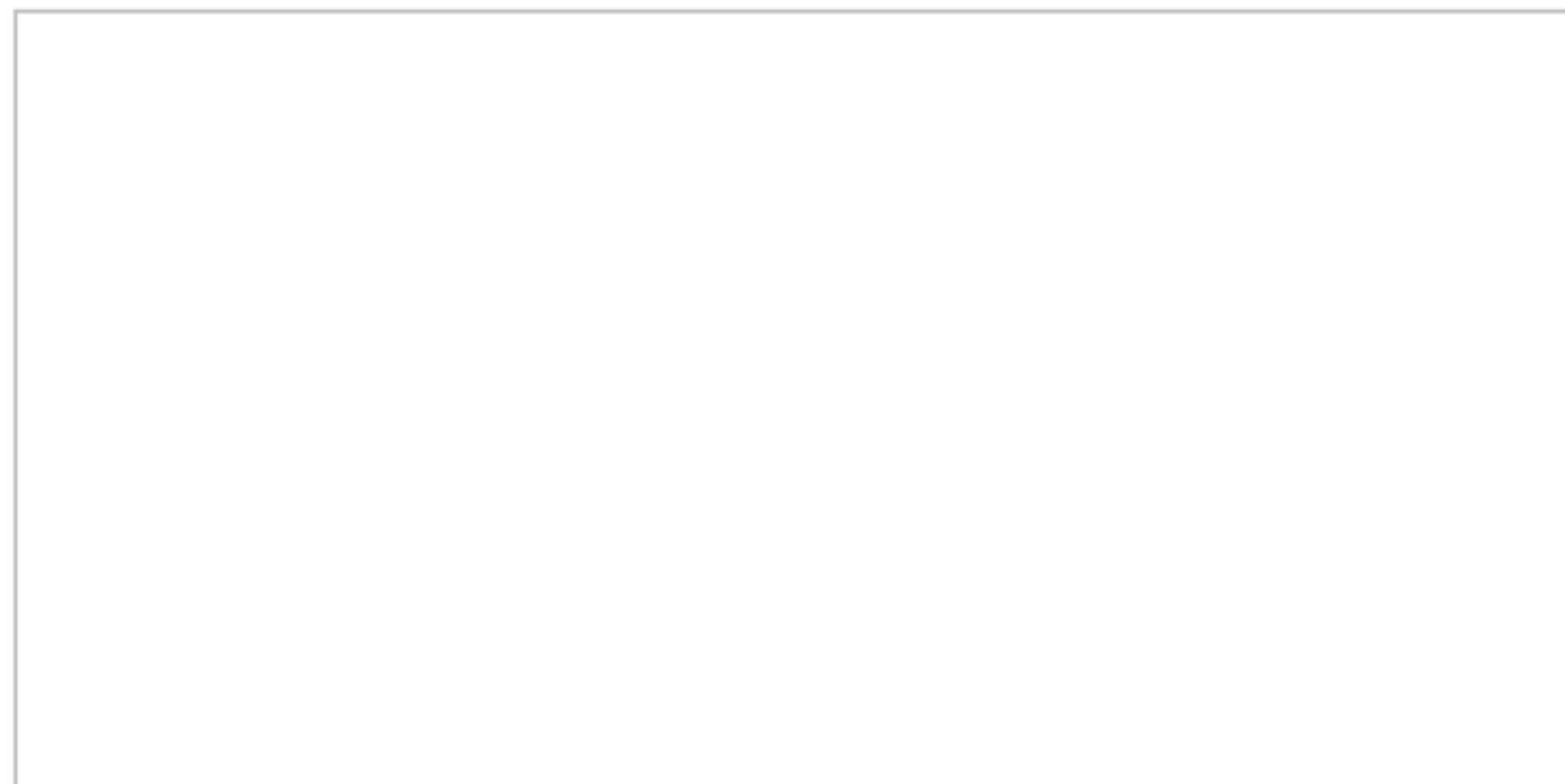
```
1 canvas {  
2   border: 1px solid #c3c3c3;  
3   //width: 400px;  
4   height: 200px;  
5 }
```

```
7 body {  
8   margin: 30px;
```

JS

```
1 function upload() {  
2   //get canvas element  
3   var imgcanvas =  
    document.getElementById("can")  
4   ;  
5   //get file chooser element  
6   var fileinput =  
    document.getElementById("finpu  
    +")
```

Upload and Display Image



Include JS library

Filename: No file chosen


```
9 <link rel="icon" href="/common/images/duke.gif" type="image/gif">
10 <link rel="shortcut icon" href="/common/images/duke.ico">
11 <link rel="apple-touch-icon image_src"
href="/common/images/duke.png">
12 <link rel="stylesheet" href="../../common/css/style.css"
type="text/css">
13 <!-- Nicks CS 101 stuff -->
14 <script type="text/javascript" src="../../common/js/cs101/cs101.js">
</script>
```

```
15 <script type="text/javascript"
src="../../common/js/cs101/SimpleImage.js"></script>
```

```
16 <!-- Ace code editor -->
17 <script type="text/javascript" src="../../common/js/ace/ace.js">
</script>
```

```
18 <!-- WhichBrowser -->
19 <script>
```

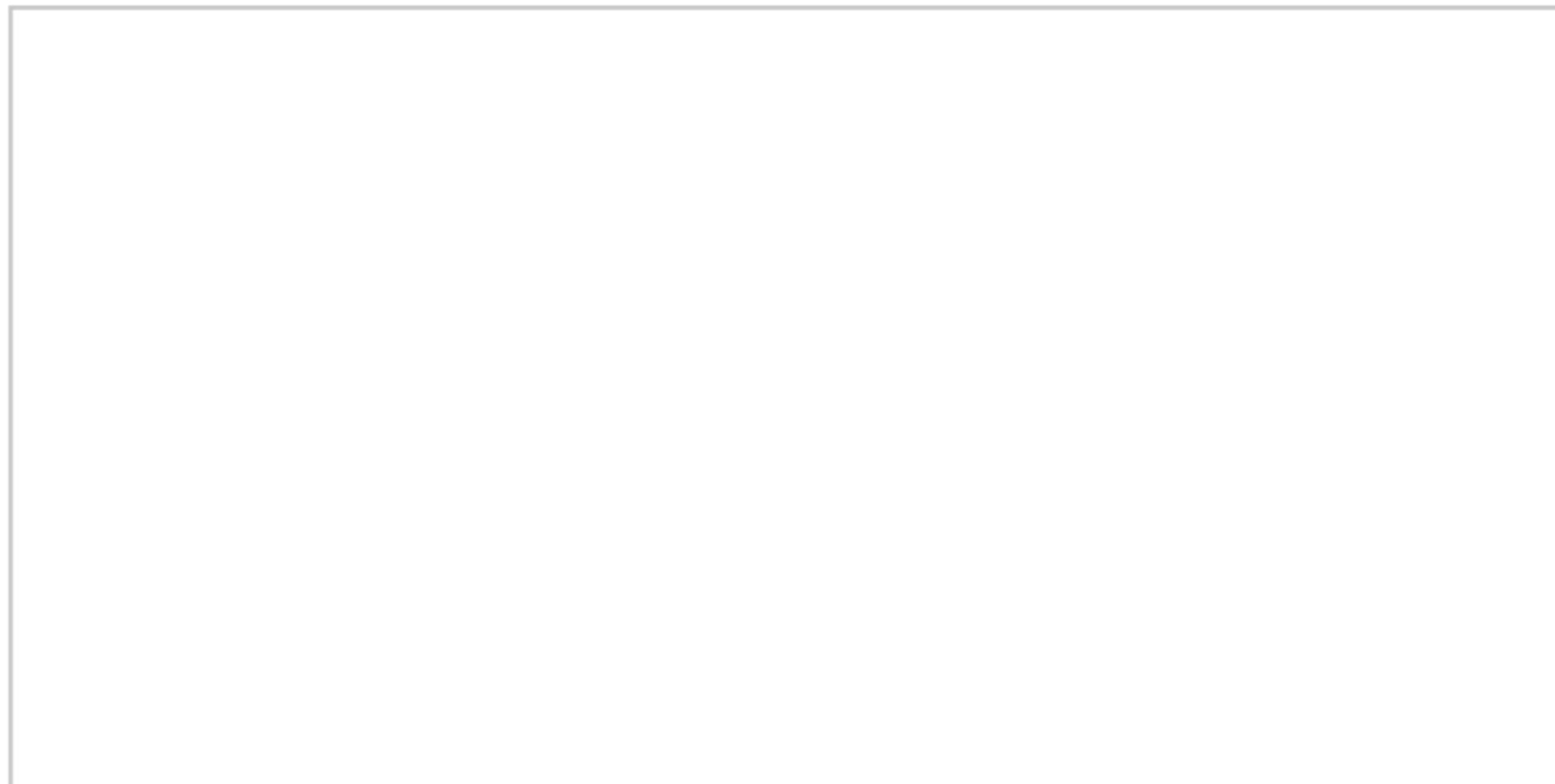
```
20 (function(){var p=
[ ],w=window,d=document,e=1-u,p.push(ua=encodeURIComponent(navigator.userAgent));e|=w.ActiveXObject?1:0;e|=w.opera?2:0;e|=w.chrome?4:0;
21 e|='getBoxObjectFor' in d || 'mozInnerScreenX' in w?8:0;e|=
('WebKitCSSMatrix' in w||'WebKitPoint' in w||'webkitStorageInfo' in
w||'webkitURL' in w)?16:0;
```

Include JS library

File Upload JavaScript

```
function upload() {  
    var imgcanvas = document.getElementById("can");  
    var fileinput = document.getElementById("finput");  
    var image = new SimpleImage(fileinput);  
    image.drawTo(imgcanvas);  
}
```

Upload and Display Image

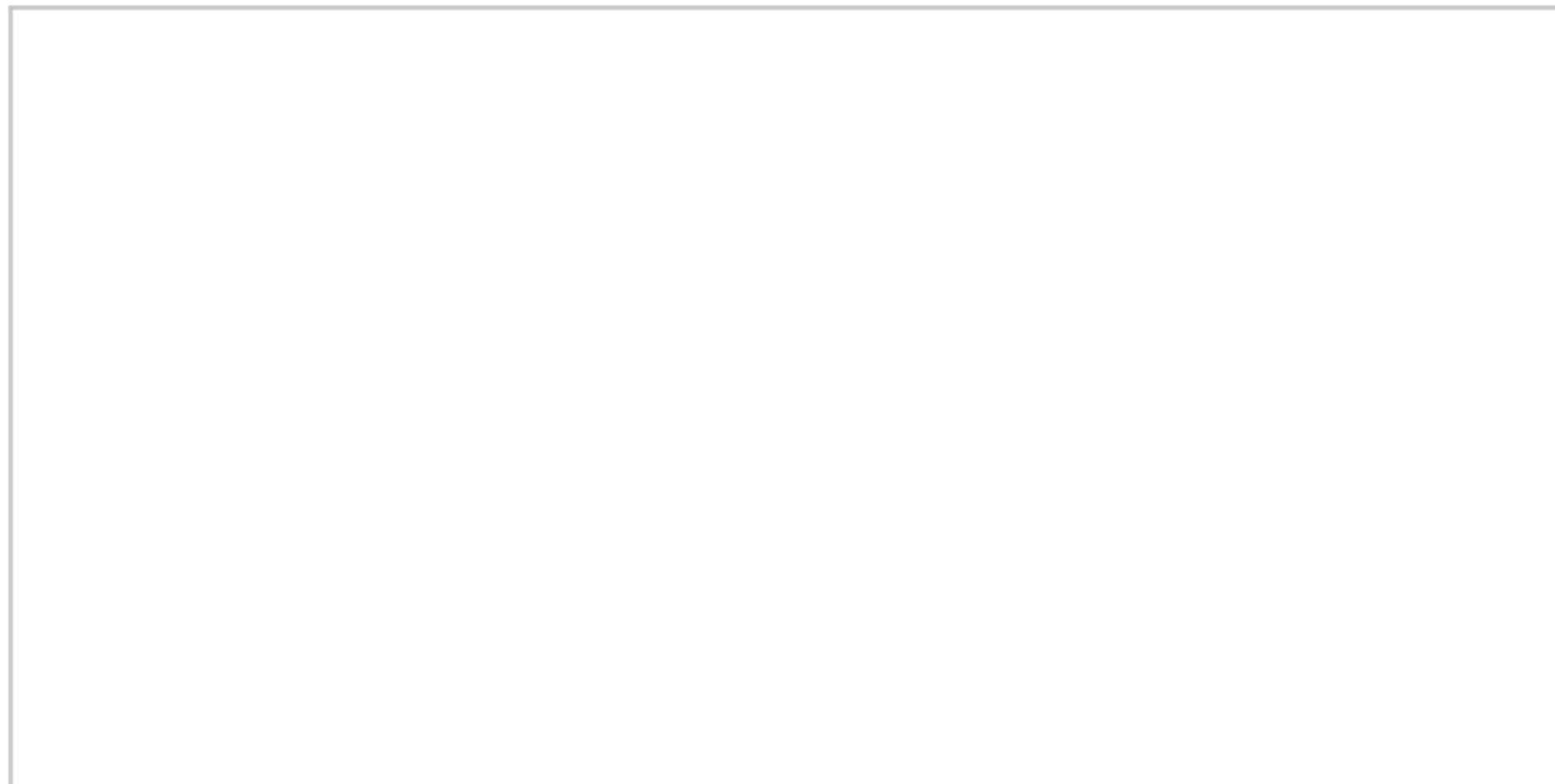


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Upload and Display Image



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