<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Interactive Annotation</title>

<style>

canvas {

border: 1px solid #ccc;

cursor: crosshair;

}

</style>

</head>

<body>

<h1>Interactive Image Annotation</h1>

<canvas id="annotationCanvas" width="800" height="600"></canvas>

<script src="interactive.js"></script>

</body>

</html>

const canvas = document.getElementById('annotationCanvas');

const ctx = canvas.getContext('2d');

let isDrawing = false;

let startX, startY;

// Load an image onto the canvas

const img = new Image();

img.src = 'https://via.placeholder.com/800x600.png'; // Replace with your image source

img.onload = () => ctx.drawImage(img, 0, 0, canvas.width, canvas.height);

canvas.addEventListener('mousedown', (e) => {

isDrawing = true;

startX = e.offsetX;

startY = e.offsetY;

});

canvas.addEventListener('mousemove', (e) => {

if (isDrawing) {

ctx.drawImage(img, 0, 0, canvas.width, canvas.height); // Reset canvas

ctx.strokeStyle = 'red';

ctx.strokeRect(startX, startY, e.offsetX - startX, e.offsetY - startY);

}

});

canvas.addEventListener('mouseup', () => {

isDrawing = false;

});