React Meme Factory

Memes were once just thought to be the weird pictures that parts of the internet made to entertain themselves. Today, you can see them in everyday social media interaction, used and shared and consumed every minute.

Memes have emerged as one of the primary methods of communication on the internet, and have permeated pop culture in an almost meta fashion.

Anything can become a meme, and now you too can help facilitate that trend with a Meme Factory of your own!

Change picture Load picture Change Picture

Your Mission

Build a Meme Factory! You can use the imgflip API to get some meme images to work on (https://api.imgflip.com/).

There's an option to provide quote text directly with the API; but we want to build our own UI around the concept, so we're not going to use that :)

Of course, you're free to use another API if you find this one to be too limiting to your taste!

Other meme APIs: https://www.programmableweb.com/category/meme/api

How do I do that?

get_memes

Gets an array of popular memes that may be captioned with this API. The size of this array and the order of memes may change at any time. When this description was written, it returned 100 memes ordered by how many times they were captioned in the last 30 days. Additional properties other than those listed below may be added in the future without warning, so do not assume the JSON structure of each meme will never have new properties.

URL: https://api.imgflip.com/get_memes

Method: GET

Level 1:

- Get some meme pictures from imgflip. Select the first one to be the current meme picture
- Allow the user to write some meme text at the top and bottom of that picture, in a meme style
- Position that text over the current picture. Hint: use the *Impact* font or something similar to make your text look meme-like:) (hint)
- Allow the user to change the current picture (randomly or with back/next buttons)

Level 2:

- Allow the user to upload their own picture to create a meme (hint, hint)
- Make sure the text does not overflow from the picture

Level 3:

- Find a way to export that meme as a real picture (<u>hint</u>), the useRef hook might come in handy here (<u>hint</u>)
- Implement a reset button to remove the generated picture from the DOM (if you injected it in the DOM) and/or clean the user input