Task: making an image appear with JavaScript, and having the size manipulated by JS. It also sends the user to the home page.

Issues: I can’t get the image to show.

I am using canvases which includes contexts and image(). I tried isolating the issue with a practice program and I got everything to work there twice, but when replicating it here no image shows up.

I make the image smaller than the canvas and move it to around the center of it, still blank.

Live Server makes no difference.

drawImage is in onload function.

All names match.

The src for the image was changed from a file to a website, like the practice problem.

Putting in the body and center, does not make a difference despite that being the case for the test.

What I can do is skip this part for the home page and do it for the preview pages. If it works there I can have two examples of it working to figure out where I’m doing it wrong for the home page.

It could have something to do with .onload, I don’t fully understand what that method does.

It was actually not loading the JS file because the line for it in HTML was too soon.

home.js:19 Uncaught TypeError: Cannot set properties of undefined (setting 'width')

This means the canvas to which the width is being modified was never defined.

Using: pikachucontext.width = "720";

pikachucontext.height = "456";

Instead of: *//pikachucontext.pikacanvas.width = "720";*

*//pikachucontext.pikacanvas.height = "456";*

Seems to get rid of the error, but the image still does not show. This would mean the canvas’s width is what was undefined, but the context’s is.

However, this is not consistent with the full test that was done for canvas as that one works with context.canvas.width but NOT with context.width.

pikacanvas.width = "720";

pikacanvas.height = "456";

Can actually display an image for the home page. This means the original error was actually referencing the context but the context element doesn’t exist, while the canvas element’s width and height properties/elements do.

This is method does not work with the full test either.

The image displays perfect with JS, but there is no link attached to it.

Button is in the right place but is not moving to the top of the page in the home page. It does work in the math quiz section however.

Changing where the onload function is does not fix it.

It seems the js code for home and math quiz is already quire similar.

After checking closer,

let btnScrolltoTop = document.**querySelector**("btnScrolltoTop");

was the issue. Removing this causes the button to work as intended. What this line of code does is

From here, please document all your code and what it does.