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 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 returns the first Element within the document that matches the specified selector(parameter). Since no matches were found, it returns null.

When placing a canvas in the mathquiz page, the image is only showing the told half.

It could be due to the canvas size not matching the image. So far I tried making the canvas in the JS having L\H equal the the image.L\H but it does not work.

I tried setting the L\H directly in the HTML and that shows the image. I must research why it works in the html but not the js.

My first theory is that the canvas is not being referenced correctly.

~~Because the size is not being set, the canvas does to the default size of 300/100px.~~ The drawImage function is working but the other parts are not. No console errors.

It seems the height and width are being referenced properly in the JS code, it’s just that only half of the canvas is being displayed. The numbers of the W/H have nothing to do with it.

Using Context instead of canvas doesn’t make a difference.

equationcontext.width = "200";

equationcontext.length = "400";

Doesn’t do a thing, as explained above.

For now I set the length, only the length, manually in the html file.

When putting padding for the images, it looks more like the box under the image show the box shadow is moving/extending. This is not intended.

A picture containing graphical user interface

Description automatically generated

From online: “The CSS width property specifies the width of the element's content area. The content area is the portion inside the padding, border, and margin of an element (the box model). So, if an element has a specified width, the padding added to that element will be added to the total width of the element. This is often an undesirable result.”

After pondering, I found that the text, not the image, what needed padding.