

Logicblocks by Techlignce Robotics Task 02

October 31, 2023

1 Introduction

Welcome to your second task of Logicblocks, by now you must have been familiar with the concept of block based programming. So without any further delay lets dig into the the tasks.

Important : All the **underlined** text are **links**, which might not be visible based on your application, so do not forget to click any underlined text throughout the document and make sure to follow the coding standards given in the file.

2 Camera

In the application, there is an Anchor on the **top-right** of the screen. Upon clicking the anchor few options unveil. One of the options is to **toggle camera**. Your task would be to write a code to access the camera feed of the primary camera of the system and show it on the canvas (behind the giraffe).

To access the camera you could use **WebRTC API**, specifically `navigator.mediaDevices.getUserMedia()` to access the camera. This method prompts the user for permission to access their camera (and potentially their microphone as well, depending on what **constraints**, eg: frame-rate, rear or front camera, you specify). If the user grants permission, this method returns a **Promise** that resolves to a **MediaStream** object that you can then use to display the camera feed. Once you get access to the stream just overlay the camera feed on the canvas.

2.1 Note

Always try to create new component files every time you implement a distinct feature or functionality. This enhances modularity, improves code readability, and simplifies debugging.