**ImageHelper class:**

using Microsoft.Maui.Graphics;

using Microsoft.Maui.Graphics.Platform;

using System.IO;

public static class ImageHelper

{

public static byte[] ResizeImage(byte[] imageData, int newWidth, int newHeight)

{

// Load the original image into a Bitmap

var originalBitmap = PlatformImage.FromStream(new MemoryStream(imageData)) as IBitmap;

if (originalBitmap == null)

return null;

// Create a new canvas image context with the desired dimensions

var resizedImage = new CanvasImage(newWidth, newHeight);

var canvas = resizedImage.CreateCanvas();

// Draw the resized image

canvas.DrawImage(originalBitmap, 0, 0, newWidth, newHeight);

// Export the resized image to a byte array

using var outputStream = new MemoryStream();

resizedImage.ToImage().Save(outputStream);

return outputStream.ToArray();

}

}

**Usage**:

byte[] originalImage = File.ReadAllBytes("path\_to\_image.jpg");

int newWidth = 200; // Desired width

int newHeight = 200; // Desired height

byte[] resizedImage = ImageHelper.ResizeImage(originalImage, newWidth, newHeight);

// Save the resized image to a file

File.WriteAllBytes("path\_to\_resized\_image.jpg", resizedImage);