

# *Wanderluster*

Annie Li | DES 157 | Winter 2019

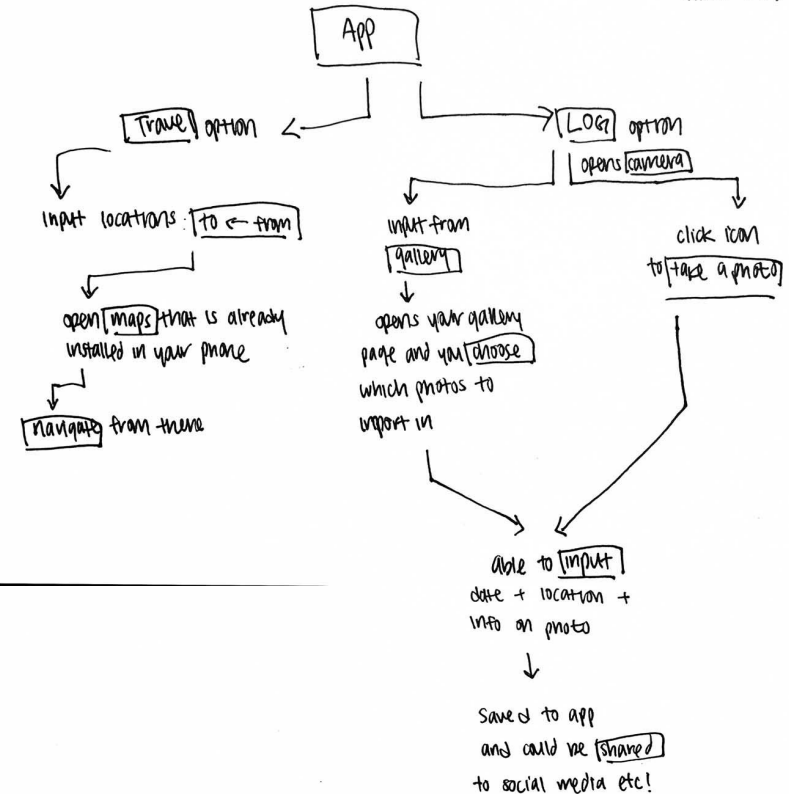
# Use Case

App to determine distance between places and to be able to take and save photos

1. Calculate distance
2. Log photos
  - a. Upload photo
  - b. Take photo

Development → use case

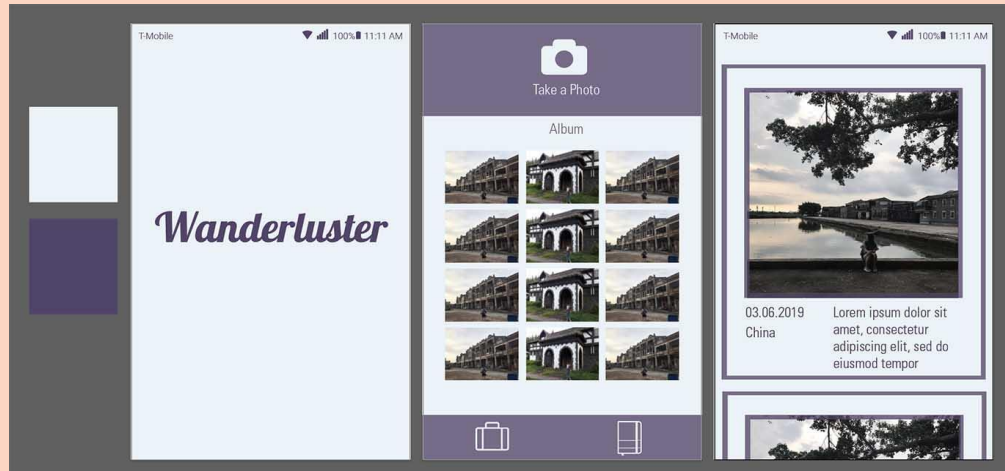
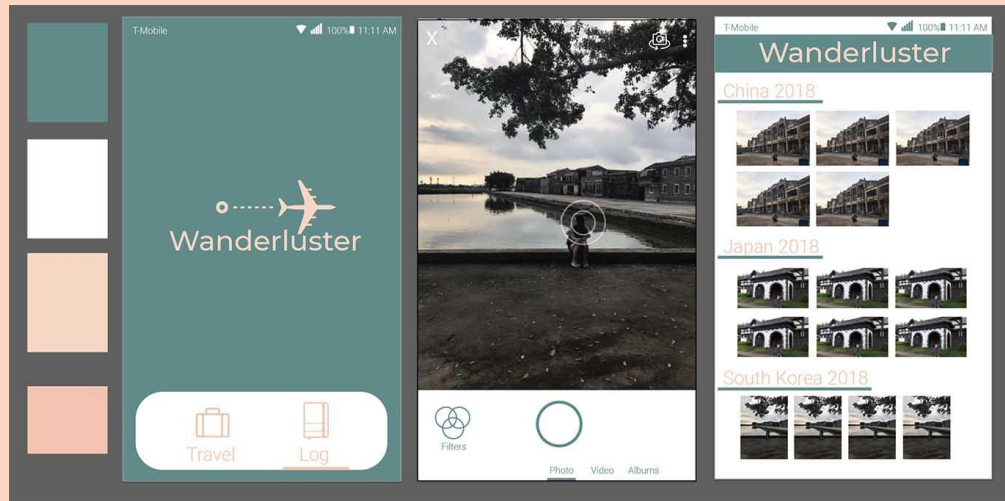
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# Compositions

Aesthetics + fun

1. Color scheme
2. Font



# Sources

## Map

- mapbox data base

## Photos

- local storage to own computer
- download photo

```
1  "use strict";
2
3  const vid = document.querySelector('video');
4  navigator.mediaDevices.getUserMedia({video: true}) // access camera
5  .then(stream => {
6    vid.srcObject = stream;
7    return vid.play(); // returns a Promise
8  })
9  .then(()=>{ // enable the button
10    const btn = document.querySelector('button');
11    btn.disabled = false;
12    btn.onclick = e => {
13      takeASnap()
14      .then(download);
15    };
16  })
17  .catch(e=>console.log('please use the fiddle instead'));
18
19  function takeASnap(){
20    const canvas = document.createElement('canvas'); // create a canvas
21    const ctx = canvas.getContext('2d'); // get its context
22    canvas.width = vid.videoWidth; // set its size to the one of the video
23    canvas.height = vid.videoHeight;
24    ctx.drawImage(vid, 0,0); // the video
25    return new Promise((res, rej)=>{
26      canvas.toBlob(res, 'image/jpeg'); // request a Blob from the canvas
27    });
28  }
29  function download(blob){
30    // uses the <a download> to download a Blob
31    let a = document.createElement('a');
32    a.href = URL.createObjectURL(blob);
33    a.download = 'picture.jpg';
34    document.body.appendChild(a);
35    a.click();|
36  }
37
```