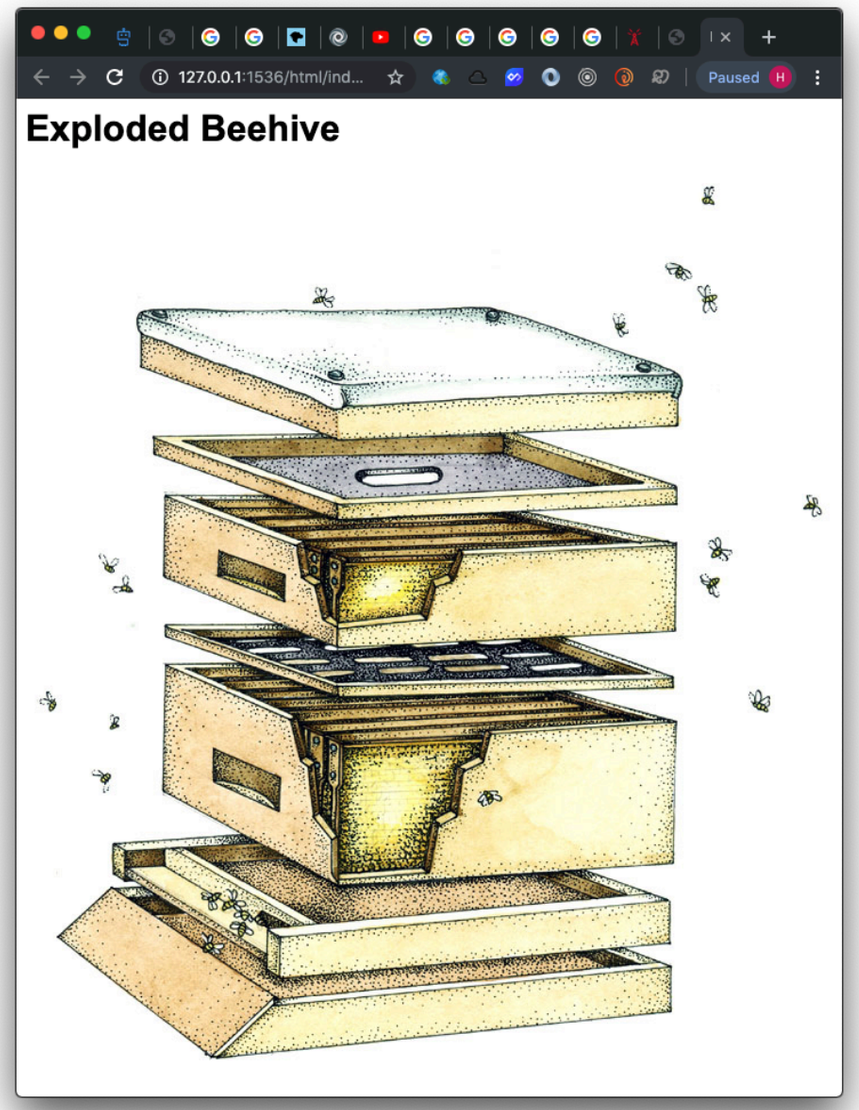
Rev. 08Aug2019

Exercise 55

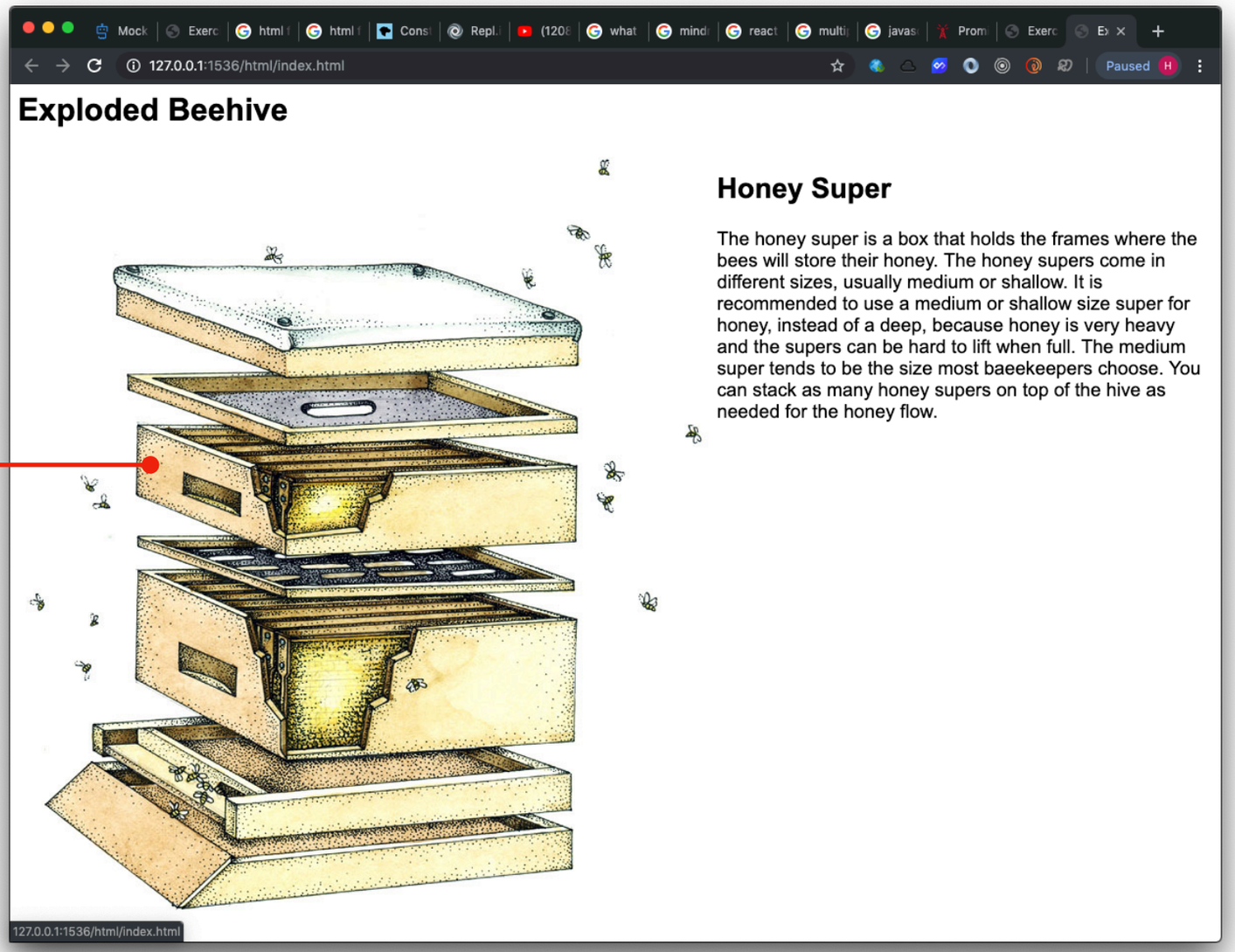
IMAGE MAPPING

This is one of my favorite exercises, probably because it uses a technology called *image mapping* that was one of the first ones I used when I first started programming.

The idea of image mapping is that you take an image and create clickable regions on that image. Here's the image I used:



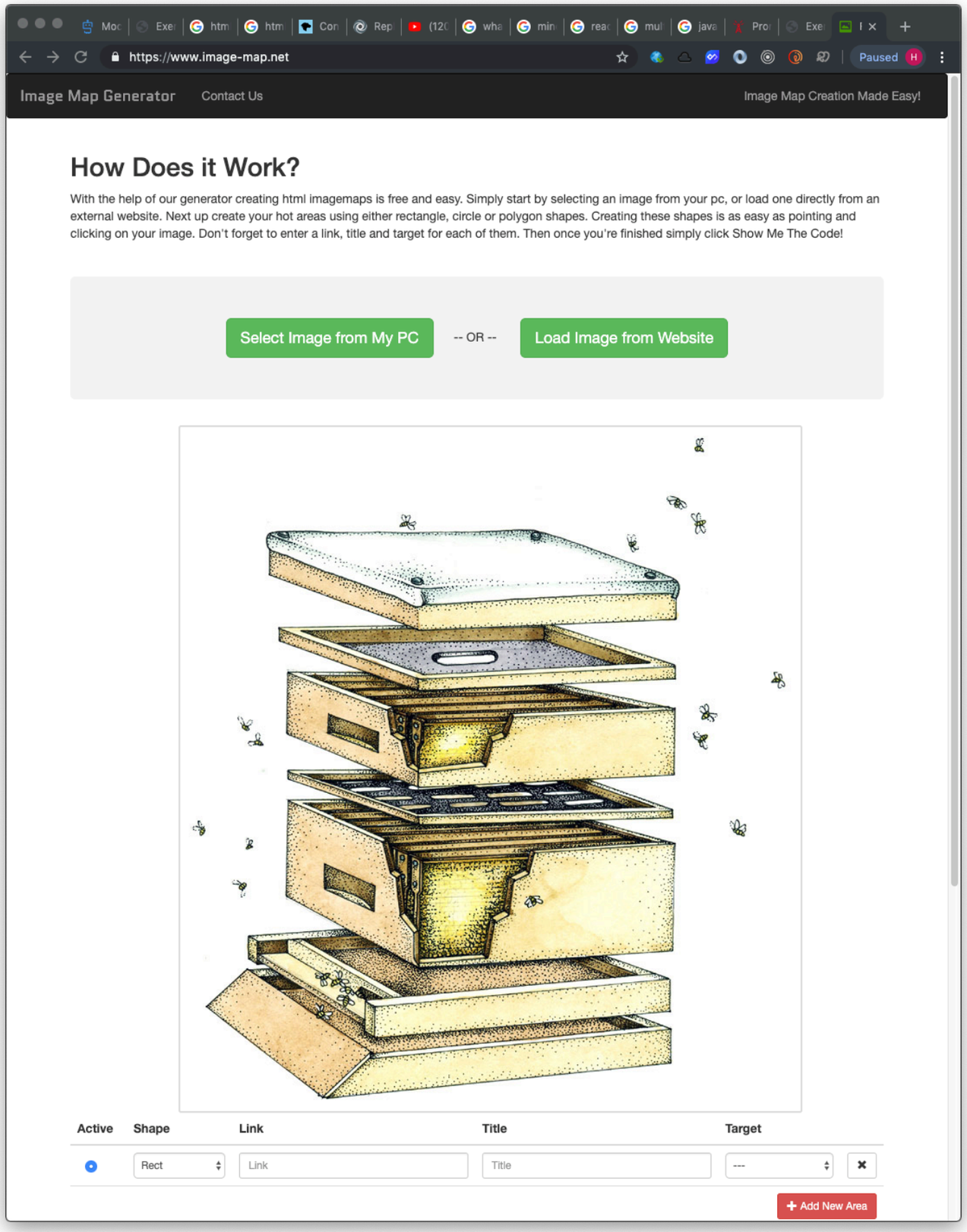
The goal is to map out separate regions that, when clicked on, will be processed by our code. In this exercise, when you click on an image, you'll get more information on the part of the beehive you clicked on:



This part of the beehive is called a "honey super". When the defined area of the image is clicked on, information about that part is displayed.

Take a look at `index.html`. You'll see that there is a `<map>` element with child `<area>` elements. These `<area>` elements have a `coords` attribute that holds a list of pixels that defines the shape.

How crazy-hard is it to get those `coords`? It's very simple. Google "image map generator" and take your pick. The one I used is `www.image-map.net`. Upload your image, then point and click to define the outline of the area. When you're done, download the code!


https://www.image-map.net
Paused
Image Map Generator
Contact Us
Image Map Creation Made Easy!
How Does it Work?
With the help of our generator creating html imagemaps is free and easy. Simply start by selecting an image from your pc, or load one directly from an external website. Next up create your hot areas using either rectangle, circle or polygon shapes. Creating these shapes is as easy as pointing and clicking on your image. Don't forget to enter a link, title and target for each of them. Then once you're finished simply click Show Me The Code!
Select Image from My PC
-- OR --
Load Image from Website
Active
Shape
Link
Title
Target
Rect
Link
Title

Add New Area

Examine `index.js`. You'll probably be surprised by just how little code is required to create a very cool app.