

# HTML5 Canvas Image Input Display Example

```
<!DOCTYPE html>
<html>
<head>
  <title>Code Example</title>
</head>
<body>
  <input type="file" class="myImage">
  <canvas id="canvas"></canvas>
  <script src="app1.js"></script>
</body>
</html>

console.log('ready');
const myInput = document.querySelector('.myImage');
const canvas = document.querySelector('#canvas');
const ctx = canvas.getContext('2d');
myInput.addEventListener('change', (e) => {
  console.log('changed');
  const img = new Image();
  img.onload = update;
  img.onerror = errorMessage;
  img.src = URL.createObjectURL(myInput.files[0]);
})

function update(){
  console.log(this.width);
  const wid = this.width/5;
  const hei = this.height/5;
  canvas.width = wid;
  canvas.height = hei;
  ctx.drawImage(this, 0, 0, wid, hei);
}

function errorMessage(){
  console.error('wrong file type');
}
```