# 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');

}