This web application is allowed to upload a photo,of shade parts of it, and then compare the shading between two photos. It’s built with HTML, CSS, and JavaScript for an easy-to-use experience.

Uploading a Photo

For the User Interface I'm using vanilla style css and to create the upload component I'm using HTML tagged <input type="file" id="image-upload" />

The user need to upload a photo from their device. And The image appears on a canvas, which adjusts to fit the size of their photo so it’s not too big or too small.

Shading the Photo

Once the photo is uploaded, they can shade parts of it. they can do this by clicking on the canvas to mark areas in green. The app keeps track of where mark is, so it knows what parts are shaded.

Counting Shaded Pixels

The app counts how many pixels (tiny parts of the image) they have shaded by checking where where the marked green have. As you shade more areas, it updates the total number of shaded pixels and shows of how many green color already marked.

Comparing Two Photos

You can upload a second photo to compare it with the first. The app looks at how many pixels are shaded in both photos and calculates the difference. It shows you how many more or fewer pixels are shaded in the second photo compared to the first and gives you the difference as a percentage.

User Interface

The app is simple to use. The photo shows up on the canvas, and there are boxes that display the number of shaded pixels and the percentage difference. You can also press a button to compare the two photos.

How it’s built

HTML sets up the page layout with the upload button, canvas, and display areas.

CSS makes the page look good and work well on different devices, like phones and tablets.

JavaScript handles the important tasks: uploading the photo, shading areas, counting the shaded pixels, and comparing the differences between the two photos.