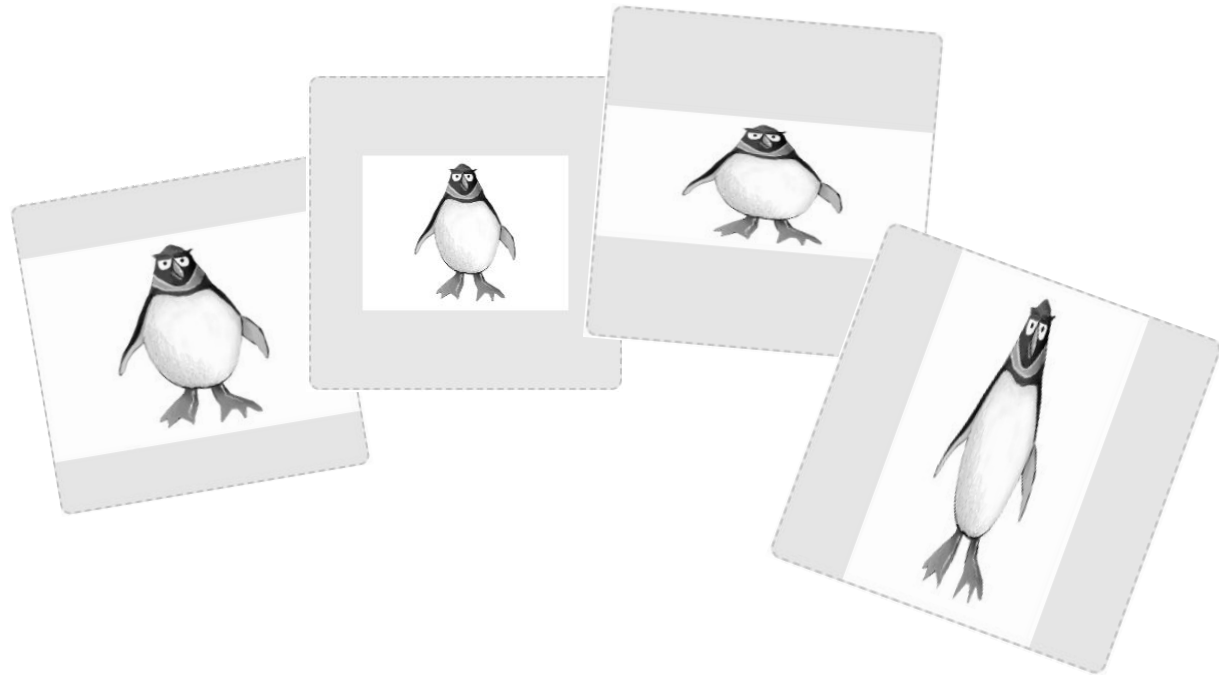


POL's Interactive Image Resizer

USING SOME JQUERY PLUGINS



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1

Download the *start.zip* compressed folder.

Your *index.html* code looks like this in your browser:

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No file chosen

// Handle Image Upload // Handle Image Resizing // Handle Saving the Resized Image

For now, nothing there is really working, with the exception of the *Choose File* button, that works by default thanks to your browser, when you add to your code the `<input type="file">` element. (Some browsers could show *Browse* instead of *Choose File*.)

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2

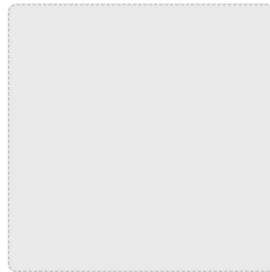
Next step will be to create a 300x300 pixels square to preview the imported images. In order to do that, you can copy the first additional item snippet under **<!-- Image Preview Section -->** →

It doesn't work yet but will look like this:

```
105 | <!-- Image Preview Section -->
106 | <div class="image-preview" id="image-preview">
107 | | <img id="uploaded-image" src="" alt="Uploaded Image">
108 | | </div>
109 |
```

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No file chosen



// Handle Image Upload // Handle Image Resizing // Handle Saving the Resized Image

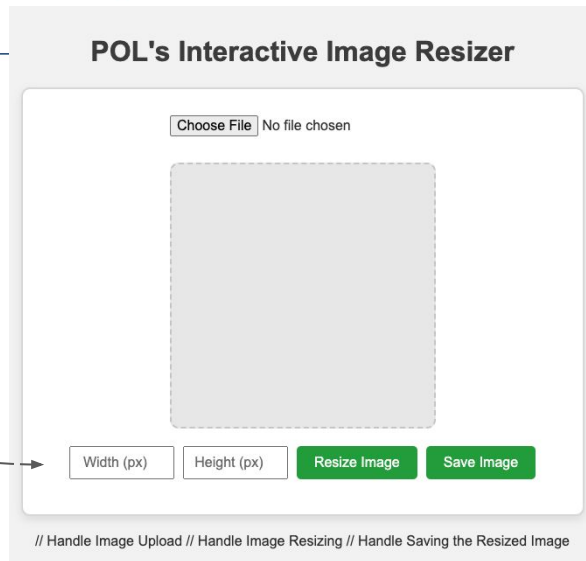
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3

Now, we are going to create four buttons. They are for Width, Height, Resize and Save . In order to do that, you can copy the second additional item snippet under **<!-- Image Preview Section -->**

It should look like this:

```
<!-- Resize Controls -->  
<div class="controls">  
  <input type="number" id="resize-width" placeholder="Width (px)" min="1" max="1000">  
  <input type="number" id="resize-height" placeholder="Height (px)" min="1" max="1000">  
  <button id="resize-button">Resize Image</button>  
  <button id="save-button">Save Image</button>  
</div>  
</div>
```



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4

At this point, we are going to start using jQuery plugins. So let's go to the ***Additional List Items Snippet*** folder, and we will copy or type:

```
<script src="https://code.jquery.com/jquery-3.6.0.min.js"></script>
```

Under

```
<!-- jQuery Library -->
```

Don't forget that typing instead of copy helps a lot to remember what you are learning. Nothing will happen yet.

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5

The first jQuery plugin we are going to use is included at our *Additional List Items Snippet* folder, to *Handle Image Upload*.

Anyway, we are going to add that plugin after some lines to make the whole thing work in an organized way. After copying or typing the code at the top left of this slide, under

<!-- jQuery Script for Image Upload, Resizing, and Saving -->

our web page will be able to upload and show our image. It could look something like this:

```
124 <!-- jQuery Script for Image Upload, Resizing, and Saving -->
125 <script>
126   let originalImage = new Image();
127   let resizedCanvas = document.createElement('canvas');
128   let resizedContext = resizedCanvas.getContext('2d');
129
130 // Handle Image Upload
131 $('#image-upload').on('change', function(event) {
132   const file = event.target.files[0];
133   if (file) {
134     const reader = new FileReader();
135     reader.onload = function(e) {
136       $('#uploaded-image').attr('src', e.target.result).show();
137       originalImage.src = e.target.result;
138     };
139     reader.readAsDataURL(file);
140   }
141 });
```



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6

The second jQuery plugin we are going to use is also included at our *Additional List Items Snippet* folder, to *Handle Image Resizing*.

After copying or typing the code at the top left of this slide, under

// Handle Image Resizing

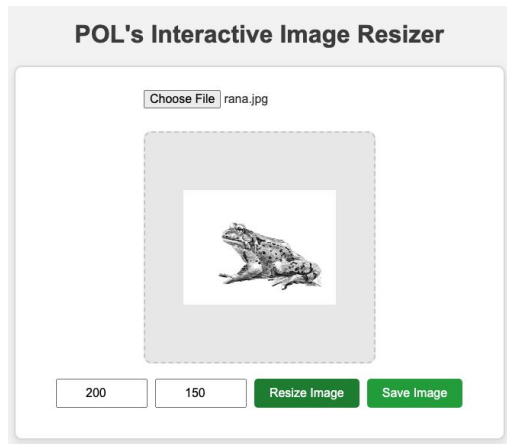
our web page will be able to upload, show and resize our image. It will look something like this:

```
// Handle Image Resizing
$('#resize-button').on('click', function() {
  const newWidth = $('#resize-width').val();
  const newHeight = $('#resize-height').val();

  if (newWidth && newHeight) {
    resizedCanvas.width = newWidth;
    resizedCanvas.height = newHeight;

    resizedContext.clearRect(0, 0, resizedCanvas.width, resizedCanvas.height);
    resizedContext.drawImage(originalImage, 0, 0, newWidth, newHeight);

    $('#uploaded-image').attr('src', resizedCanvas.toDataURL());
  } else {
    alert('Please enter both width and height to resize the image.');
```



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7

The last jQuery plugin we are going to use is also included at our *Additional List Items Snippet* folder, to *Handle Saving the Resized Image*.

After copying or typing the code at the top left of this slide, under

// Handle Saving the Resized Image

our web page will be able to upload, show and resize our image. It will look something like this:

```
// Handle Saving the Resized Image
$('#save-button').on('click', function() {
  const link = document.createElement('a');
  link.download = 'resized-image.png';
  link.href = resizedCanvas.toDataURL();
  link.click();
});
```

THE END