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<head>
<style>
#mydiv {
  width : 100vw;
}
#mydiv div.buttons {
  position:absolute;
  z-index:10;
}
</style>
<script>
function zoom() { //this function called from onwheel event on the image
  event.preventDefault();
  if (event.deltaY<0) { zoomIn(); }
  else { zoomOut(); }
}

//this is the original code which scales on Zoom in and Zoom out buttons
function zoomIn() {
  var w=Number(myimg.style.width.replace('%',''));
  if ((w <= (maxsteps*step + 100))) {
    myimg.style.width=(w+step) + '%';
  }
}
function zoomOut() {
  var w=Number(myimg.style.width.replace('%',''));
  if (w > step) {
    myimg.style.width=(w-step) + '%';
  }
}
</script>
</head>
<body>
<!-- Zoom HTML source:
https://stackoverflow.com/questions/63945537/how-to-allow-an-image-to-be-resized-by-zooming-in-while-setting-its-initial-siz -->
<div id="mydiv">
  <div class="buttons">
    <button onclick="zoomIn();">Zoom in</button>
    <button onclick="zoomOut();">Zoom out</button>
  </div>
  
</div>
<script>
const myimg = document.getElementById('myimg');
const step = 20; //or however many vw (= % of div width) you want the div to zoom on a
click
const maxsteps = 20; //the maximum number of zoom steps you allow the user to take

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myimg.addEventListener("wheel", zoom);
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</script>
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</body>
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