[ZANG] - [Chuanjie]

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### Question 1: What is the purpose of keeping track of whether a slideshow has been interrupted by the user using the isInterrupted property?

The isInterrupted property is used to track whether the user has manually stopped or paused the slideshow. This allows the plugin to determine whether to continue automatically advancing slides or respect the user's action to halt the slideshow.

### Question 2: What is the purpose of keeping track of whether a transition is in progress with the transitioning property?

The transitioning property is used to track whether a slide transition is currently taking place. This helps prevent multiple transitions from occurring at the same time, ensuring smooth animations and avoiding conflicts between transitions.

### Question 3: Describe how the plugin automatically creates controls to click a specific slide. What information is contained in the id name of each control? What information is available in the text of each control?

The plugin automatically creates controls for each slide by generating clickable elements that correspond to the individual slides.

* **ID name**: The id of each control typically contains the index or identifier of the specific slide (e.g., slide-control-1, slide-control-2).
* **Text**: The text of each control often displays the slide number or some other relevant label, such as "1", "2", "3", or even the title of the slide.

### Extra Credit: Create your own version of the slideshow plugin with options to:

#### a. Start, pause, or resume a slideshow.

Add methods to start, pause, and resume the slideshow by controlling the automatic slide transitions.

var isPlaying = true;

function startSlideshow() {

if (!isPlaying) {

// Start or resume the slideshow

isPlaying = true;

}

}

function pauseSlideshow() {

if (isPlaying) {

// Pause the slideshow

isPlaying = false;

}

}

#### b. Destroy a slideshow.

To destroy the slideshow, you would stop the transitions and remove any event handlers or elements created by the plugin.

function destroySlideshow() {

clearInterval(slideInterval); // Stop the automatic slideshow

$("#slideshow").empty(); // Remove the slideshow elements

}

#### c. Set a custom amount of time between slide transitions.

Customize the time between transitions by passing a time value as an option.

var slideInterval = setInterval(nextSlide, customTime);

#### d. Set a custom animation.

To set custom animations, you can use jQuery's .animate() or CSS transitions based on the user's preference.

function nextSlide() {

$("#slides").animate({

left: "-=300px"

}, customAnimationDuration);

}

### Question 4: The MediaElement plugin standardizes browser support for which two HTML5 elements?

The **MediaElement** plugin standardizes support for the <audio> and <video> HTML5 elements, ensuring consistent behavior across different browsers.

### Question 5: Which HTML5 element can be repeated inside a media element to allow the browser to render a supported format?

The <source> element can be repeated within the <audio> or <video> elements. This allows the browser to choose the best supported format for playback.

<video controls>

<source src="video.mp4" type="video/mp4">

<source src="video.webm" type="video/webm"></video>

### Question 6: Which three video formats are supported in the HTML5 specification?

The three video formats supported in the HTML5 specification are:

1. **MP4** (video/mp4)
2. **WebM** (video/webm)
3. **Ogg** (video/ogg)

### Question 7: Name the MediaElement configuration option that enables captions or subtitles.

The features option in MediaElement enables captions or subtitles by including "tracks" in the features array.

$("video").mediaelementplayer({

features: ['playpause', 'progress', 'tracks']

});

### Question 8: Which HTML5 attribute specifies when media content should download to the browser?

The preload attribute specifies when the media content should begin downloading to the browser. It can have values like:

* "none": No preloading.
* "metadata": Only metadata is preloaded.
* "auto": Preloads the entire media file.

<video preload="auto" controls>

<source src="movie.mp4" type="video/mp4"></video>