

Practical – 3

Write HTML/Javascript code to make an animation for displaying set of images. It takes frequency (in milliseconds) of image repetition as input from the user. Also, it shows button to start/stop (single button which toggles) the animation.

CODE :

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Practical 3</title>
</head>
<body>
  <h3>Q. Image animation with start/stop toggle button and user-defined frequency</h3>
  <label for="imgfreq">Frequency (ms):</label>
  <input type="number" id="imgfreq" placeholder="e.g. 1000" min="100"><br><br>
  <div>
    
  </div>
  <br>
  <button id="toggleBtn">Start</button>
  <span id="status" style="margin-left:10px">Stopped</span>
  <script>
    const imgs = ["uploads/img1.jpg", "uploads/img2.jpg", "uploads/img3.jpg",
"uploads/img4.jpg"];
    const imgElem = document.getElementById('animImg');
    const freqInput = document.getElementById('imgfreq');
    const toggleBtn = document.getElementById('toggleBtn');
    const status = document.getElementById('status');
    let intervalId = null;
    let currentIndex = 0;
    function startAnimation() {
      let ms = parseInt(freqInput.value, 10);
      imgElem.src = imgs[currentIndex];
      intervalId = setInterval(() => {
        currentIndex = (currentIndex + 1) % imgs.length;
        imgElem.src = imgs[currentIndex];
      }, ms);
      toggleBtn.textContent = 'Stop';
    }
  </script>
</body>
</html>
```

```
        status.textContent = 'Running';
    }
    function stopAnimation() {
        clearInterval(intervalId);
        intervalId = null;
        toggleBtn.textContent = 'Start';
        status.textContent = 'Stopped';
    }
    toggleBtn.addEventListener('click', () => {
        if (intervalId) {
            stopAnimation();
        } else {
            startAnimation();
        }
    });
</script>
</body>
</html>
```

OUTPUT :



Q. Image animation with start/stop toggle button and user-defined frequency

Frequency (ms):



Running