

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 :

```

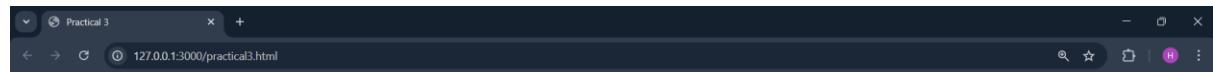
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>Practical 3</title>
</head>
<body>
<h3>Q. Image animation with start/stop toggle button and user-defined frequency</h3>
<label for="imgfreq">Frequency (ms):</label>
<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>

```

```
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