HTML:

<!doctype html>

<html lang="en">

<head>

<title>Project 1 JS</title>

<meta charset="utf-8" />

<link href="Project1style.css" type="text/css" rel="stylesheet" />

</head>

<body>

<h1>My Favorite Things</h1>

<h2>Made By Kyle Osterman</h2>

<h3>Date: 4/2/2023</h3>

<br>

<div class="slider">

<div class="box">

<img src="Project1images\Godzillaimg.png" class="slider-img" />

</div>

<button class="prev" onclick="prevImage()">Prev</button>

<button class="next" onclick="nextImage()">Next</button>

</div>

<script src="Project1jscode.js" type="text/javascript">

</script>

</body>

</html>

CSS:

img{ width: 100%; height: 600px;}

.slider { width: 500px;

height: 600px;

margin: 20px auto;

position: relative;

border: 5px solid black;

}

button{

padding: 20px;

border: none;

background: cyan;

font-size: 30px;

color: black;

position: absolute;

top: 45%;

cursor: pointer;

}

.next{ margin-left: 400px;}

JavaScript:

var slider\_img = document.querySelector('.slider-img');

//Images I'm using//

var images = [ 'Godzillaimg.png', 'Twisterimg.png',

'Minecraftimg.png',

'Bigbangtheoryimg.png', 'Topgunimg.png'];

var i = 0;

//To go to previous Image//

function prevImage(){

if (i <= 0) i = images.length;

i--;

return setImg();

}

//To go to next Image//

function nextImage(){

if (i >= images.length - 1) i = -1;

i++;

return setImg();

}

function setImg() {

return slider\_img.setAttribute('src', 'Project1images/' + images[i]);

}

//Function for Autoplaying the slideshow//

var enableAutoplay = true;

var autoplayInterval = 3000;

if (enableAutoplay) {

setInterval(function() {

nextImage();

}, autoplayInterval);

}