2<!-- index.html -->

<div class="slider-container">

<div class="slider">

<div class="slide">

<img src="image1.jpg" alt="Imagem 1">

</div>

<div class="slide">

<img src="image2.jpg" alt="Imagem 2">

</div>

<div class="slide">

<img src="image3.jpg" alt="Imagem 3">

</div>

<!-- adiciona mais slides aqui -->

</div>

<div class="slider-controls">

<button class="prev-btn">‹</button>

<button class="next-btn">›</button>

</div>

</div>

/\* styles.css \*/

.slider-container {

position: relative;

width: 800px; /\* ajuste o tamanho do container \*/

height: 600px; /\* ajuste o tamanho do container \*/

margin: 40px auto;

}

.slider {

position: relative;

width: 100%;

height: 100%;

overflow: hidden;

}

.slide {

position: relative;

width: 100%;

height: 100%;

display: none;

}

.slide.active {

display: block;

}

.slider-controls {

position: absolute;

bottom: 20px;

left: 50%;

transform: translateX(-50%);

}

// script.js

const slider = document.querySelector('.slider');

const slides = slider.querySelectorAll('.slide');

const prevBtn = document.querySelector('.prev-btn');

const nextBtn = document.querySelector('.next-btn');

let currentIndex = 0;

function showSlide(index) {

slides.forEach((slide) => {

slide.classList.remove('active');

});

slides[index].classList.add('active');

}

showSlide(currentIndex);

prevBtn.addEventListener('click', () => {

currentIndex--;

if (currentIndex < 0) {

currentIndex = slides.length - 1;

}

showSlide(currentIndex);

});

nextBtn.addEventListener('click', () => {

currentIndex++;

if (currentIndex >= slides.length) {

currentIndex = 0;

}

showSlide(currentIndex);

});

// autoplay

setInterval(() => {

nextBtn.click();

}, 5000); // troca de slide a cada 5 segundos