## 选项卡面向对象拓展带定时器

```
/*
    1. 能多个tab切换
    2. 都能自动播放
    3. 让第一个自动播放,第二个不用
*/
function Tab(box){//类
    this.box = document.getElementById(box);
    this.btns = this.box.getElementsByTagName('input');
    this.divs = this.box.getElementsByTagName('div');
    this. oBtn = this. btns[0];
    this. oDiv = this. divs[0];
    this.timer = null;
    this. num = 0;
    this. init():
}
Tab. prototype. init = function() {
    //console.log(this);//new Tab
    let _this = this;
    for (let i=0; i<this. btns. length; i++) {
        this.btns[i].onclick = function() {
            //this->input input.change -> new Tab.change
            _this.change(i);
    }
Tab. prototype. change = function(i) {
    this. oBtn. className = '';
    this. oDiv. className = ';
    this.btns[i].className = 'active';
    this.divs[i].className = 'show';
    this. oBtn = this. btns[i];
    this.oDiv = this.divs[i];
}
Tab. prototype. autoPlay = function() {
    var this = this;
    clearInterval(this.timer);
    this. timer = setInterval(function() {
        this.num++;
        _this.change(_this.num%=3);
    },500);
Tab. prototype. stop = function() {
```

```
clearInterval(this.timer);
    this.timer = null;
}
Tab. prototype. isPlay = function() {
   return !!this.timer;//this.timer->!this.timer=> !false
var t1 = new Tab('box');
var btn1 = document.getElementById('btn1');
btn1. onclick = function() {
   t1. stop();
t1. autoPlay();
var t2 = new Tab('box2');
var btn2 = document.getElementById('btn2');
btn2. onclick = function() {
    t2. autoPlay();
var btn3 = document.getElementById('btn3');
btn3. onclick = function() {
    t1. autoPlay();
    t2. autoPlay();
var btn4 = document.getElementById('btn4');
btn4. onclick = function() {
    if(t1. isPlay()) {
        t1. stop();
    }else{
        t1.autoPlay();
    if (t2. isPlay()) {
        t2. stop();
    }else{
        t2. autoPlay();
```