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let VeranderImgButton = document.querySelector('button');
let Img = document.querySelector('img');

let EvolutiesBilly = ['images/billy1.png', 'images/billy2.png', 'images/billy3.png', 'images/billy4.png', 'images/billy5.png', 'images/billy6.png', 'images/billy7.png', 'images/billy8.png', 'images/billy9.png', 'images/billy10.png', 'images/billy11.png', 'images/gefeliciteerd.png'];

let BeginImg = 0;
let clicks = 0;

let progressBar = document.querySelector('progress');

let audio = new Audio('billyvoice.mp3');

VeranderImgButton.addEventListener('click', function() {

    //klik +1, img + 1
    BeginImg++;
    clicks++;

    audio.play();

    //controleren of img binnen array is
    if (BeginImg < EvolutiesBilly.length) {

        //afbeelding kiezen
        Img.src = EvolutiesBilly[BeginImg];
    }

    //waarde progress op basis van clicks instellen
    progressBar.value = clicks * 10;

    //checken of 11de img bereikt is
    if (BeginImg === EvolutiesBilly.length - 1) {

        //klicks, img terug naar 0
        BeginImg = 0;
        clicks = 0;

        progressBar.value = 0;
    }
})

function autoTerugzetten() {

    //checken of img groter dan 0 is
    if (BeginImg > 0) {

        //img, clicks verlagen
        BeginImg--;
        clicks--;

        //bron afbeelding vastellen
        Img.src = EvolutiesBilly[BeginImg];

        //prgress aanpassen op bais kliks
        progressBar.value = clicks * 10;
    }
}

//automatisch terug zetten img
setInterval(autoTerugzetten, 1500);

//bron(progress.value)https://www.w3schools.com/jsref/prop\_progress\_value.asp
//bron(src property)https://www.w3schools.com/jsref/prop\_img\_src.asp
//bron(operators)https://www.w3schools.com/jsref/jsref\_operators.asp
//bron(audio)https://www.w3schools.com/jsref/met\_audio\_play.asp

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