

[Start](#)[Stop](#)[Pause](#)[Next](#)[Prev](#)

```
HW3 > < index.html > script
1 <body>
2   <button id="startbtn", position: absolute>Start</button>
3   <button id="stopbtn", position: absolute>Stop</button>
4   <button id="pausebtn", position: absolute>Pause</button>
5   <button id="nextbtn", position: absolute>Next</button>
6   <button id="prevbtn", position: absolute>Prev</button>
7   <img id="image">
8 </body>
9 <head>
10  <style>
11    #image {
12      position: absolute;
13    }
14  </style>
15 </head>
16 <script>
17   let image = document.querySelector('#image')
18   let karesayisi = 10;
19   let index = 1;
20   let setTimeoutreturn;
21   let durum = true;
22   let setTimeoutWorking = false;
23
24
```

```
function play() {
  if (setTimeoutWorking) return;
  setTimeoutreturn = setTimeout(guncelle,150);
  setTimeoutWorking = true;
}
```

```
function devam() {
  image.style.marginLeft=index*60+"px";
  if(index>0 && index<11){
    fetch("https://ulengin.github.io/BLM305_Advance_Programing_FurkanUlenin/HW3/sprite/" + index + ".png")
    .then(res => res.blob())
    .then(blob => {
      var urlyap = window.URL || window.webkitURL;
      var myObject = urlyap.createObjectURL(blob);
      image.src = myObject;
    });
    index = (index % karesayisi) + 1;
    setTimeoutWorking = false;
    console.log(index);
  }
}
```

```
startbtn.addEventListener("click", function(){
  setTimeout(play(),150);
});
stopbtn.addEventListener("click", function(){
  clearTimeout(setTimeoutreturn);
  setTimeoutWorking=false;
});
pausebtn.addEventListener("click", function(){
  if(durum){
    clearTimeout(setTimeoutreturn);
    setTimeoutWorking=false;
    durum = false;
  }else{
    setTimeout(play(),150);
    durum=true;
  }
});
```