Week 4 - Dynamic webpage to display a random image using Javascript

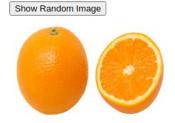
```
Code:
<head>
<meta charset=utf-8 />
<title>Display a random image.</title>
</head>
<body>
<div>
<button id="jsstyle"
onclick="display_random_image();">Show Random Image</button>
<script>
function display_random_image()
var thelmages = [{
src: "https://upload.wikimedia.org/wikipedia/commons/7/7b/Orange-Whole-%26-Split.jpg",
width: "240",
height: "160"
}, {
src: "https://5.imimg.com/data5/YD/PM/MY-40752733/fresh-mango-500x500.jpg",
width: "320",
height: "195"
}, {
src: "https://5.imimg.com/data5/YY/EN/MY-8155364/fresh-apple-500x500.jpg",
width: "500",
height: "343"
}];
var preBuffer = [];
for (var i = 0, j = thelmages.length; <math>i < j; i++) {
preBuffer[i] = new Image();
preBuffer[i].src = theImages[i].src;
preBuffer[i].width = theImages[i].width;
preBuffer[i].height = theImages[i].height;
// create random image number
function getRandomInt(min,max)
// return Math.floor(Math.random() * (max - min + 1)) + min;
imn = Math.floor(Math.random() * (max - min + 1)) + min;
return preBuffer[imn];
}// 0 is first image, preBuffer.length - 1) is last image
```

```
var newImage = getRandomInt(0, preBuffer.length - 1);
// remove the previous images
var images = document.getElementsByTagName('img');
var I = images.length;
for (var p = 0; p < I; p++) {
   images[0].parentNode.removeChild(images[0]);
}
// display the image
document.body.appendChild(newImage);
}
</script>
</div>
</body>
```

Output:

 \leftarrow \rightarrow ${\bf C}$ \odot File | /home/tanmay/Desktop/college/Web%20Dev/JS/js.html

Click on the button to generate a random image of any fruit



 \leftarrow \rightarrow \mathbf{C} \odot File | /home/tanmay/Desktop/college/Web%20Dev/JS/js.html

Click on the button to generate a random image of any fruit

Show Random Image

