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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 theImages = [{
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 = theImages.length; 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 l = images.length;  
for (var p = 0; p < l; p++) {  
  images[0].parentNode.removeChild(images[0]);  
}  
// display the image  
document.body.appendChild(newImage);  
}  
</script>  
</div>  
</body>
```

Output :

