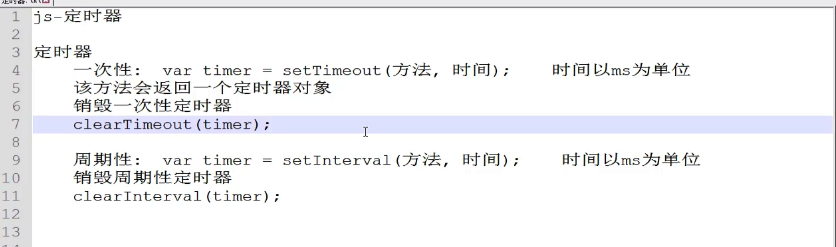
# JS定时器



### 一次性定时器 页面图片3秒之后消失

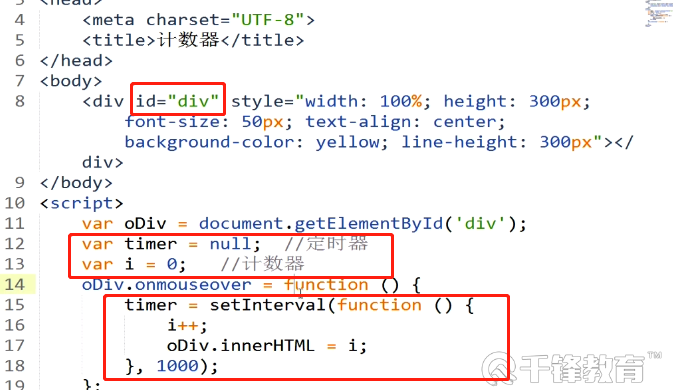


### 销毁定时器

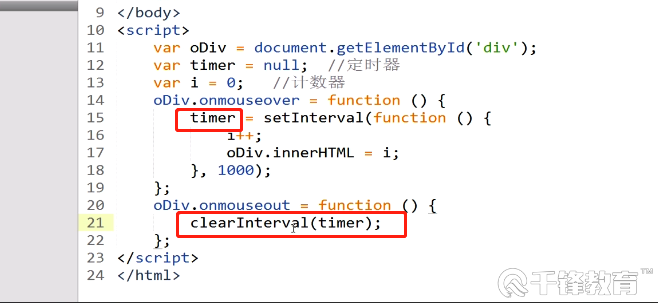


### 周期性定时器

### 一秒+1



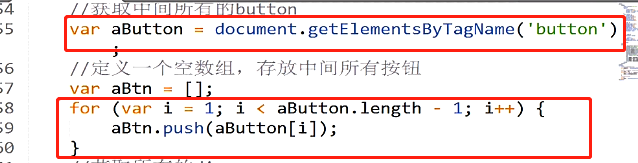
### 消除定时器

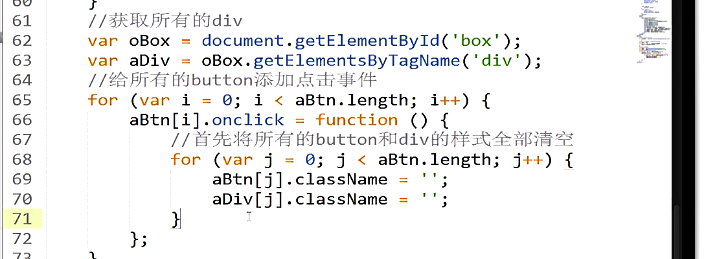


### 自动播放选项卡，实现table的自由切换

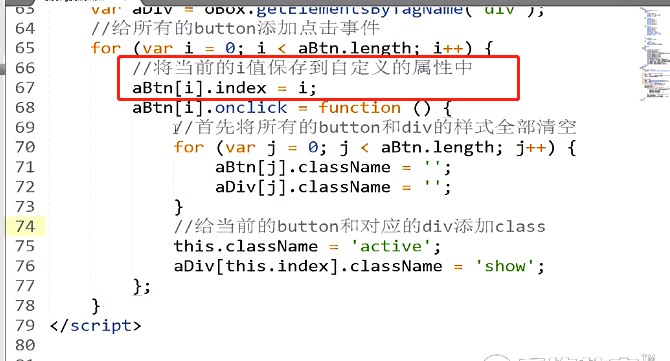


去除首尾的button

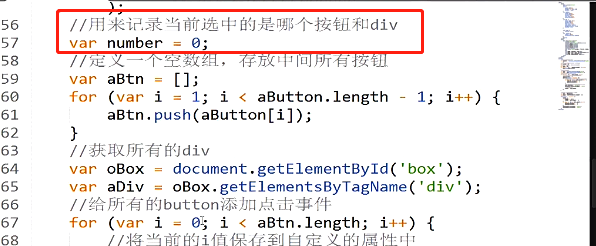


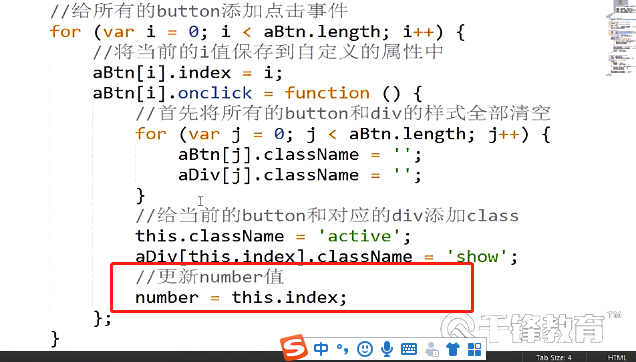


### 因为点击事件是在for循环内，所以当你点击的时候点击的永远都是最后一个button，所以

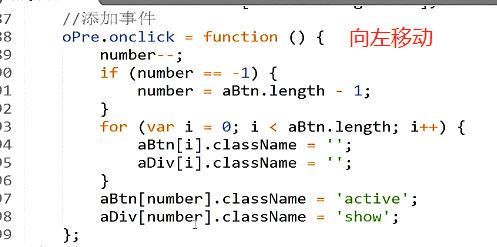


### 想要实现点击第一个按钮，不断向前递减转换

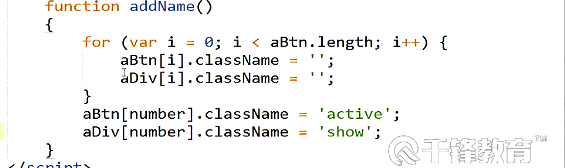




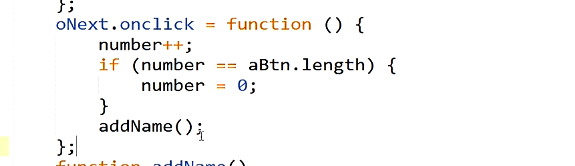




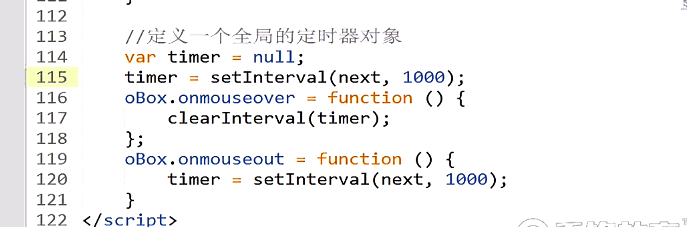
### 相同的代码封装一下，多次调用



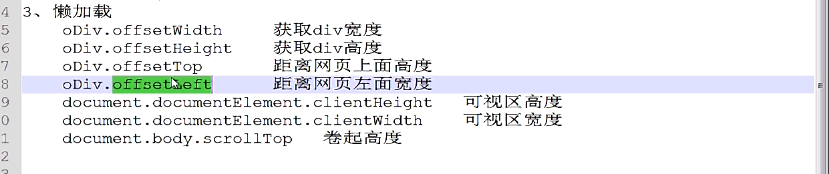
### 向右跳转



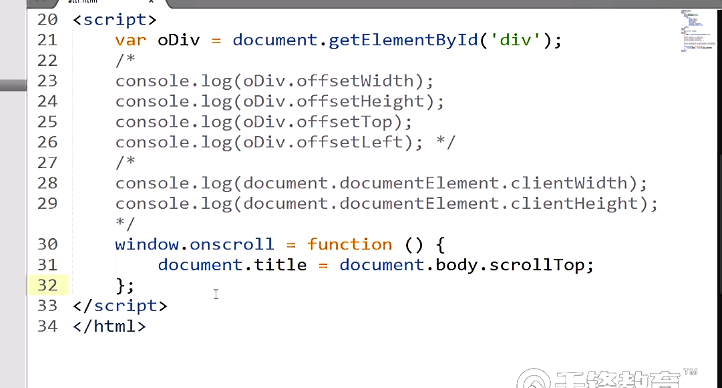
### 自动播放选项卡



# 懒加载

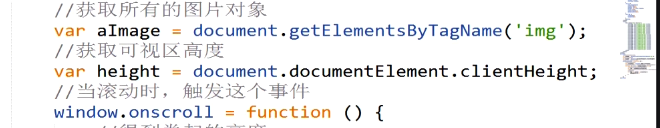


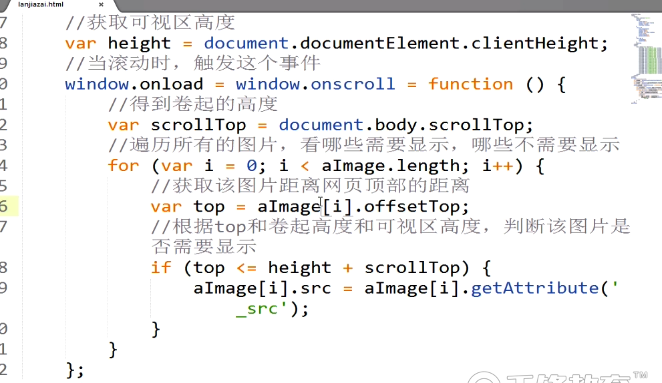




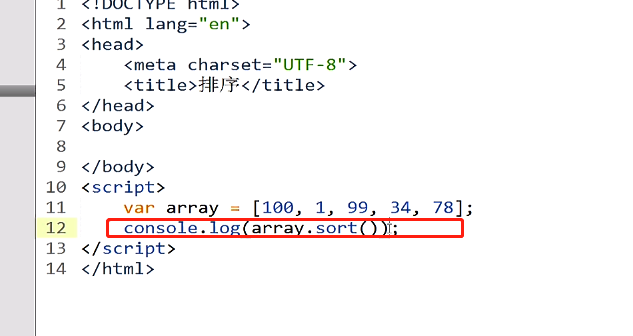
## 懒加载 即 延迟加载，只加载可视范围之内的数据

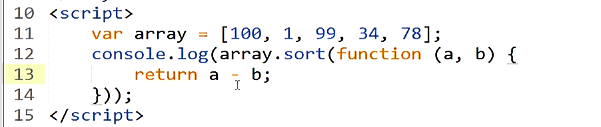
## 这样可以节省大批资源，提高用户的在线体验度，提高网页的加载效率



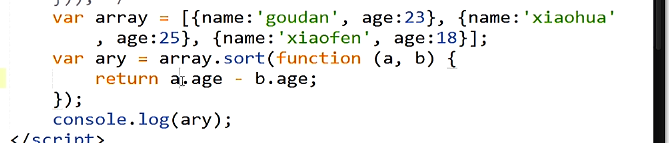


### JS实现瀑布流 + 自动懒加载

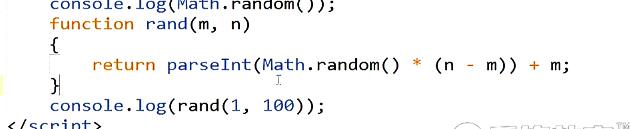




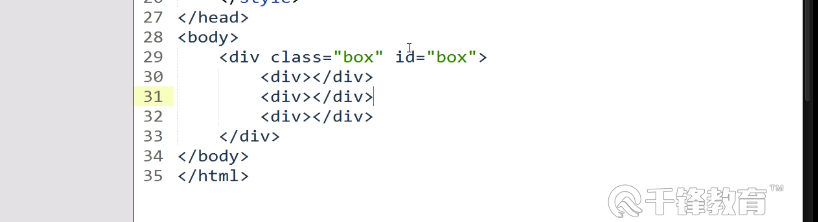
## 如果数组中是jS对象，则写法如下



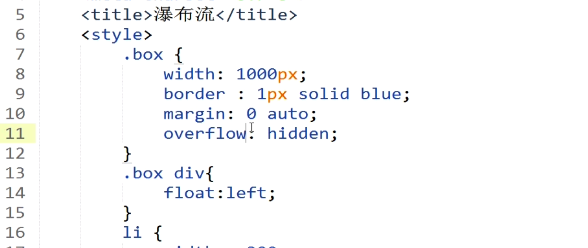
## JS中随机数的产生

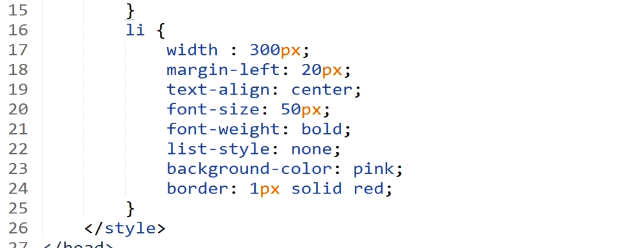


### 瀑布流的初始化 html代码

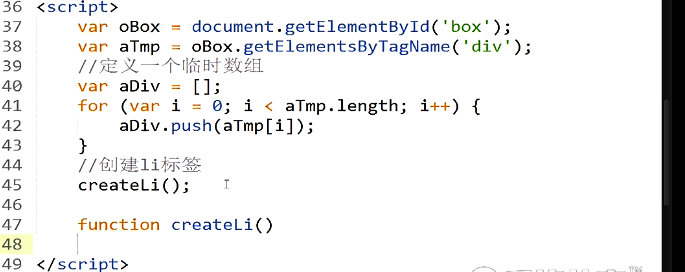


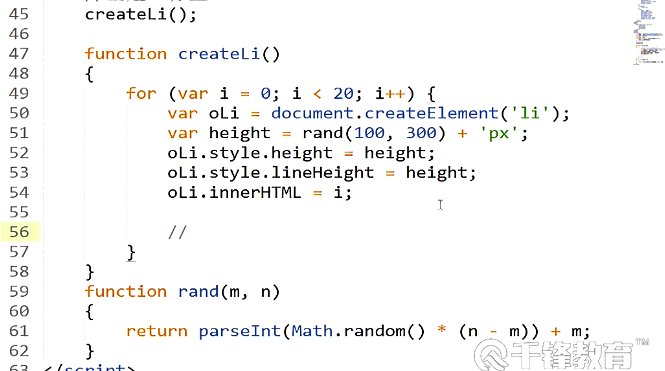
### Css代码





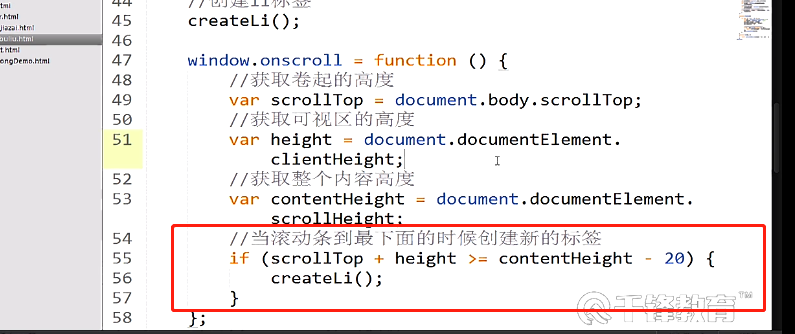
### JS代码部分







### 实现自动加载



### JS中的运动效果