

```

1
2 // Slideshow Activity
3 // ** SOLUTION **
4
5 // TODO: Put links to our images in this image array.
6 var images = ["images/bootstrap.png", "images/github-logo.jpg",
7 "images/logo_JavaScript.png"];
8
9 // Variable showImage will hold the setInterval when we start the slideshow
10 var showImage;
11
12 // Count will keep track of the index of the currently displaying picture.
13 var count = 0;
14
15 // TODO: Use jQuery to run "startSlideshow" when we click the "start" button.
16 $("#start").click(startSlideshow);
17
18 // TODO: Use jQuery to run "stopSlideshow" when we click the "stop" button.
19 $("#stop").click(stopSlideshow);
20
21 // This function will replace display whatever image it's given
22 // in the 'src' attribute of the img tag.
23 function displayImage() {
24     $("#image-holder").html("");
25 }
26
27 function nextImage() {
28     // TODO: Increment the count by 1.
29     count++;
30
31     // TODO: Show the loading gif in the "image-holder" div.
32     $("#image-holder").html("<img src='images/loading.gif' width='200px' />");
33
34     // TODO: Use a setTimeout to run displayImage after 1 second.
35     setTimeout(displayImage, 1000);
36
37     // TODO: If the count is the same as the length of the image array, reset the count
38     // to 0.
39     if (count === images.length) {
40         count = 0;
41     }
42 }
43
44 function startSlideshow() {
45     // TODO: Use showImage to hold the setInterval to run nextImage.
46     showImage = setInterval(nextImage, 3000);
47 }
48
49 function stopSlideshow() {
50     // TODO: Put our clearInterval here:
51     clearInterval(showImage);
52 }
53
54 // This will run the display image function as soon as the page loads.
55 displayImage();

```

