LAB8

```
const div <html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
</head>
<body>
   <script>
        const add = (a,b)=>{
    console.log(a+b)
const multi = (a,b)=>{
    console.log(a*b)
= (a,b)=>{
   console.log(a/b)
const sub = (a,b)=>{
   console.log(a-b)
   </script>
</body>
```

```
img {
     width: 100%;
   /* CSS for next and previous buttons */
   .prev, .next {
     cursor: pointer;
     position: absolute;
     top: 50%;
     width: auto;
     padding: 16px;
     margin-top: -22px;
     color: white;
     font-weight: bold;
     font-size: 18px;
     transition: 0.6s ease;
     border-radius: 0 3px 3px 0;
   .next {
     right: 0;
     border-radius: 3px 0 0 3px;
   .prev:hover, .next:hover {
     background-color: rgba(0, 0, 0, 0.8);
 </style>
</head>
<body>
<div class="slideshow-container">
 <!-- Slides -->
 <div class="mySlides">
   <img src="image1.jpg" alt="Image 1">
 </div>
 <div class="mySlides">
   <img src="image2.jpg" alt="Image 2">
 </div>
 <div class="mySlides">
   <img src="image3.jpg" alt="Image 3">
 </div>
 <!-- Previous and Next buttons -->
 <a class="prev" onclick="plusSlides(-1)">&#10094;</a>
 <a class="next" onclick="plusSlides(1)">&#10095;</a>
</div>
```

```
<script>
  var slideIndex = 1;
 showSlides(slideIndex);
 function plusSlides(n) {
    showSlides(slideIndex += n);
 function showSlides(n) {
   var i;
   var slides = document.getElementsByClassName("mySlides");
   if (n > slides.length) {
     slideIndex = 1;
   if (n < 1) {
     slideIndex = slides.length;
    for (i = 0; i < slides.length; i++) {</pre>
      slides[i].style.display = "none";
    slides[slideIndex - 1].style.display = "block";
</script>
</body>
</html>
```

```
// JavaScript to create the animation
 const animatedElement = document.getElementById('animatedElement');
 let position = 0; // Initial position
 function animate() {
   // Move the element to the right
   position += 5;
   animatedElement.style.left = position + 'px';
   if (position >= window.innerWidth) {
     // Reset the position
     position = -animatedElement.clientWidth;
   // Request the next frame for the animation
   requestAnimationFrame(animate);
 animate();
</script>
</body>
</html>
```











