COMP 2015 – Lab 4

Due at the beginning of Lesson 5 to the Dropbox > 'Lab 4' folder on D2L (learn.bcit.ca)

Submission

Write **one .js file** named **firstname-lastname-lab4.js** and submit that file to the Lab 4 dropbox on D2L. For example, if your name is Chris Harris, your file must be called **chris-harris-lab4.js**

Only submit your .js file, **do not include any HTML or images**.

Instructions

An .html test file and 4 images have been provided for you, so all you need to do is code your solution inside of an external Javascript file (using the naming convention above) and link to it in the head of the .html file.

You are welcome to use your own images for the lab (if you want them to look nice, use a 3x2 ratio with a minimum width of 600px and minimum height of 400px), but they **must use the same names as the provided images** – **dog0.jpg**, **dog1.jpg**, **dog2.jpg** and **dog3.jpg**. Those are the filenames your submission will be tested against.

In Lab 5 we are building a very basic image slideshow using animations and onclick events.

Part 1

Wrap your script in window.onload = function() {}

Part 2

The page contains four divs with class *slide*, each of which has an empty image tag inside of it. Loop through the divs and assign a *src* to each, i.e. the first slide will have src 'img0,jpg', the second will have src 'img1.jpg', and so forth.

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Part 3

First, create a **timer** variable that is initially set to *null* and a variable named *position* that is initially set to zero.

Next, attach an **onclick** event to the **button** that calls a function named *run*. Inside of run(), start and stop the animation based on the state of your timer variable.

If the timer variable is null, **start** the animation using setInterval(), which should call a function named *startSlideShow* every **4** seconds. e.g. `setInterval(startSlideShow, 4000);`

If the timer variable is **not** null, **end** the animation and set your timer variable back to **null**.

Part 4

Inside of your startSlideShow() function, check the value of the position variable. If it is greater than -1800, reduce the value of position by 600. If it is not greater than -1800, set the value of position back to zero.

After you have done the above calculations and assignments, **set the *style.left* property of the *.slide-container* element** to the value of position. Changing the *style.left* property of the *.slide-container* div is what will cause the images to appear to slide in and out of the frame.