Objects and Arrays

Using the supplied files, build a slide show with the following specifications.

Specifications

- Write your JS in an external file.
- Declare a global name space to hold any global variables
- Make sure that the bulk of the JavaScript is not processed before the DOM is ready. Rather than creating a named function called "init", declare it directly in the call to `addEventListener`:

```javascript
something.addEventListener("someEvent", function () {
  // all the initialization stuff
});
```

- Write a function that will be called from the init function that will cache all the supplied image files in an Array.
- Left image tag rollover effect
  - Set up `mouseover` and `mouseout` event handlers on the left image tag that will run a function that shows a message in large text instead of the image when the mouse is over the image. Use the image's alt text as the message. `display:none` and `display:block` CSS properties could be useful here.
- Right image slide show
  - Add "next" and "previous" elements below the right image. Try using a unordered list that is styled so that the list items float one next to the other.
  - Write handlers for next and previous elements that allow the user to cycle through a slideshow of all the images on the right image tag.
    - When user clicks next on last image, should go back to first image.
    - When user clicks previous on first image, should go to last image.

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