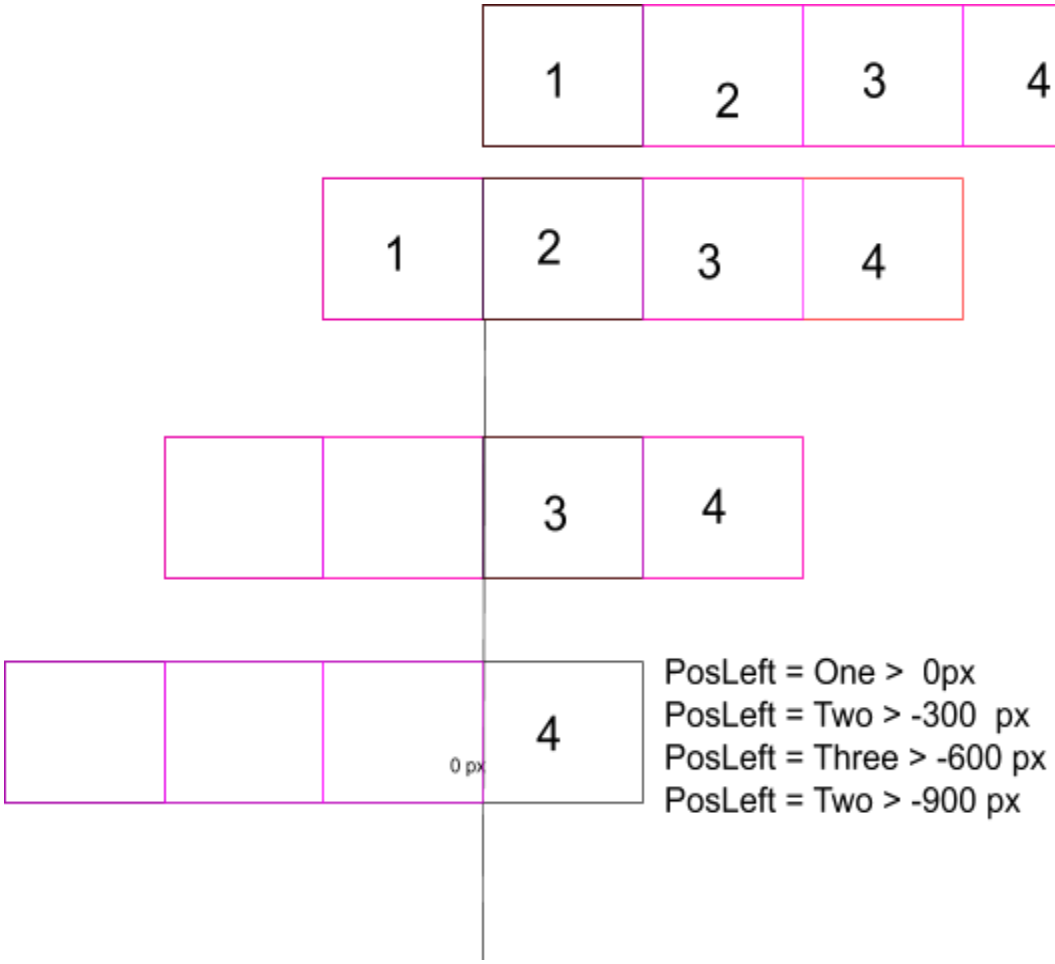
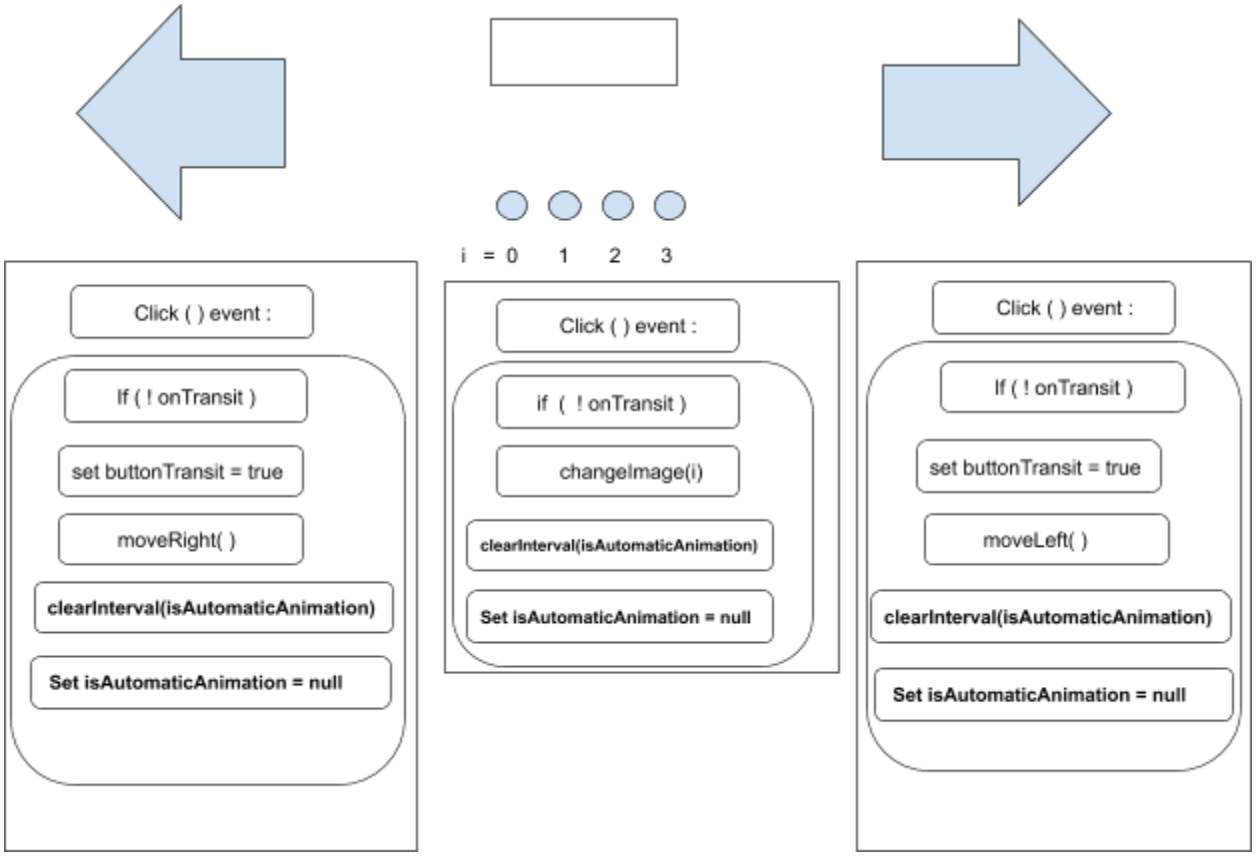
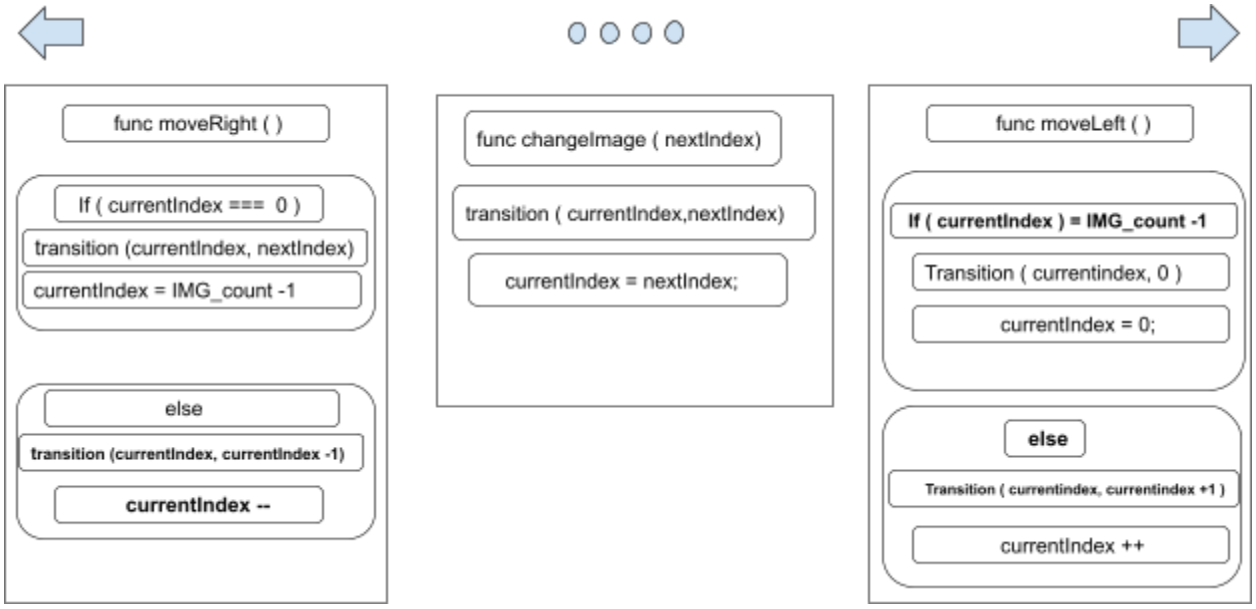
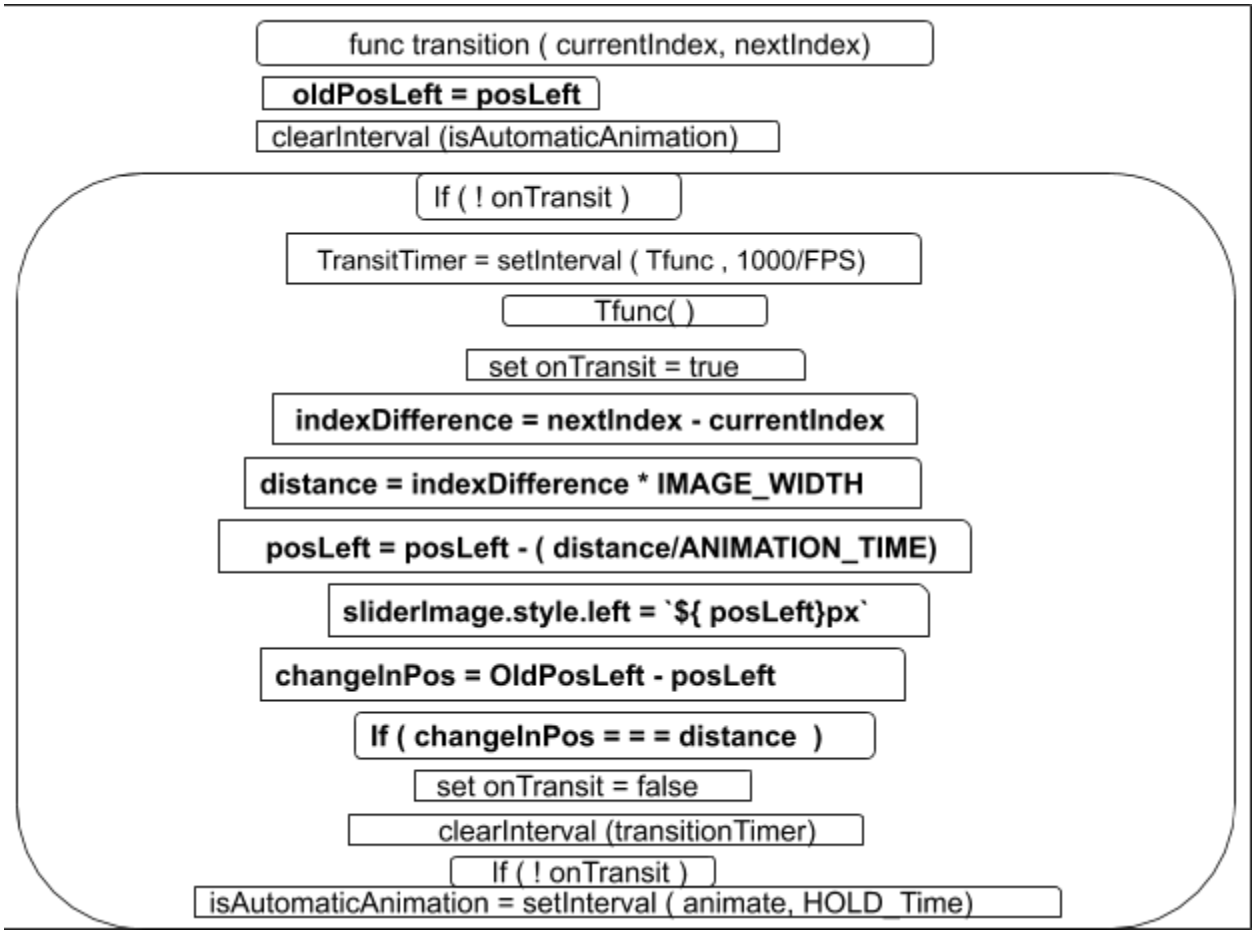
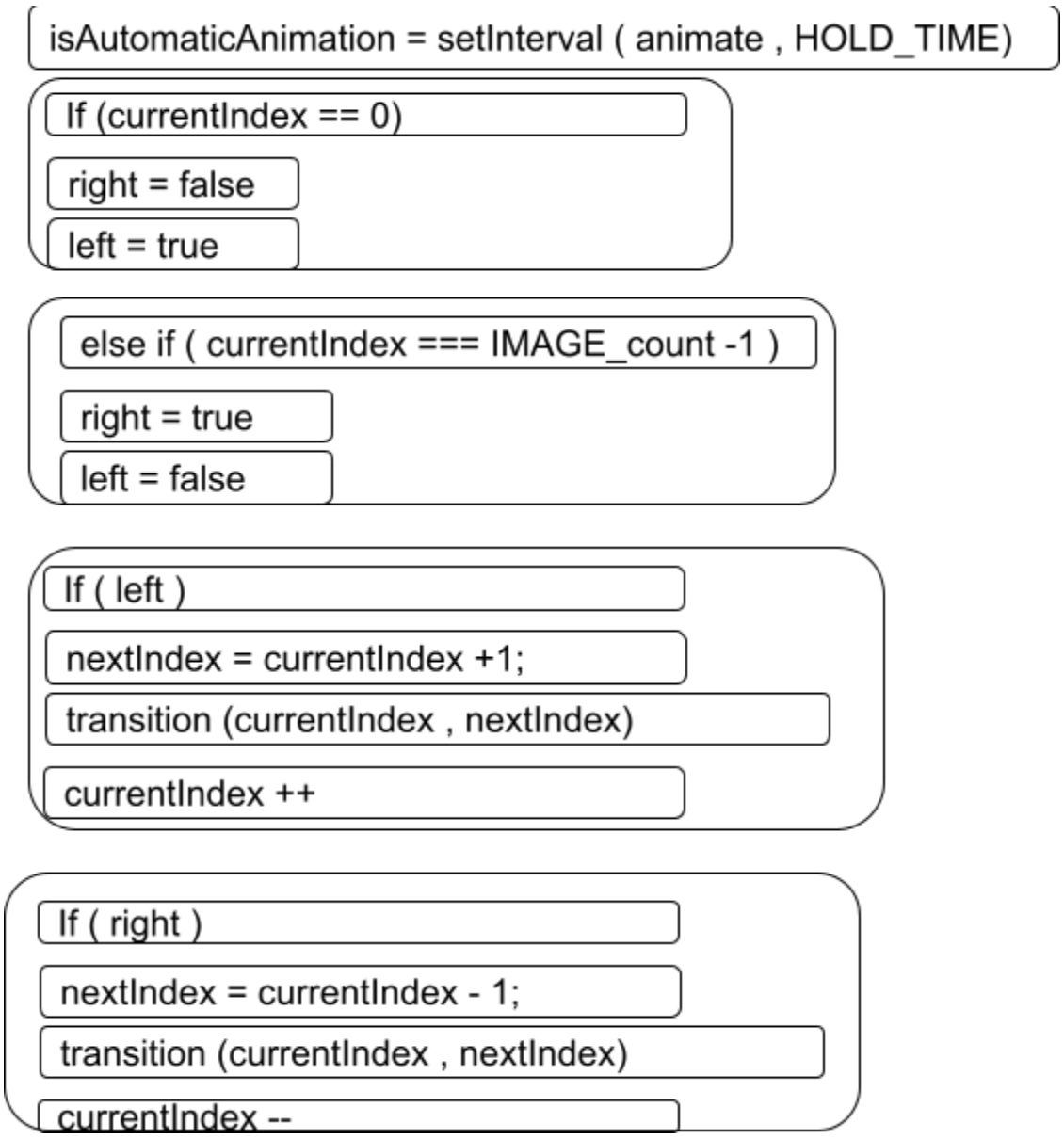


car-container
slider-image


i = 0 1 2 3
Click ( ) event :
If (! onTransit)
set buttonTransit = true
moveRight( )
clearInterval(isAutomaticAnimation)
Set isAutomaticAnimation = null
Click ( ) event :
if (! onTransit)
changeImage(i)
clearInterval(isAutomaticAnimation)
Set isAutomaticAnimation = null
Click ( ) event :
If (! onTransit)
set buttonTransit = true
moveLeft( )
clearInterval(isAutomaticAnimation)
Set isAutomaticAnimation = null


func moveRight ( )
If (currentIndex === 0)
transition (currentIndex, nextIndex)
currentIndex = IMG_count -1
else
transition (currentIndex, currentIndex -1)
currentIndex --
func changeImage (nextIndex)
transition (currentIndex,nextIndex)
currentIndex = nextIndex;
func moveLeft ( )
If (currentIndex) = IMG_count -1
Transition (currentindex, 0)
currentIndex = 0;
else
Transition (currentindex, currentindex +1)
currentIndex ++

transition function



isAutomaticAnimation