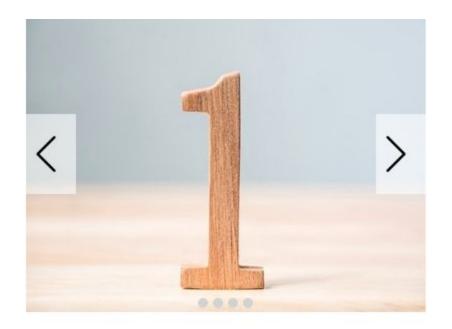
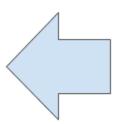
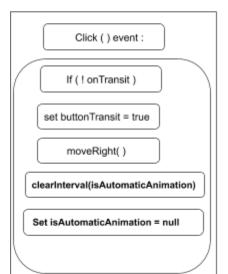


car-container slider-image











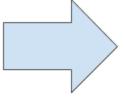
Click ( ) event :

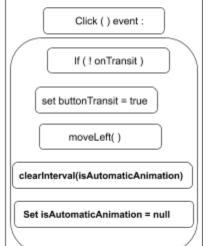
if (!onTransit)

changelmage(i)

clearInterval(isAutomaticAnimation)

Set isAutomaticAnimation = null









If ( currentIndex === 0 )

transition (currentIndex, nextIndex)

func moveRight ()

currentIndex = IMG\_count -1

else

transition (currentIndex, currentIndex -1)

currentIndex --



func changelmage ( 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

```
func transition ( currentIndex, nextIndex)
       oldPosLeft = posLeft
    clearInterval (isAutomaticAnimation)
                 If (! onTransit)
        TransitTimer = setInterval (Tfunc , 1000/FPS)
                             Tfunc()
                    set onTransit = true
       indexDifference = nextIndex - currentIndex
    distance = indexDifference * IMAGE_WIDTH
     posLeft = posLeft - ( distance/ANIMATION_TIME)
          sliderImage.style.left = `${ posLeft}px`
     changeInPos = OldPosLeft - posLeft
            If ( changeInPos = = = distance )
                 set onTransit = false
                 clearInterval (transitionTimer)
                    If (! onTransit)
isAutomaticAnimation = setInterval ( animate, HOLD Time)
```

## **isAutomaticAnimation**

```
isAutomaticAnimation = setInterval ( animate , HOLD_TIME)
If (currentIndex == 0)
 right = false
 left = true
 else if ( currentIndex === IMAGE_count -1 )
  right = true
  left = false
If (left)
nextIndex = currentIndex +1;
transition (currentIndex, nextIndex)
 currentIndex ++
If ( right )
nextIndex = currentIndex - 1;
transition (currentIndex, nextIndex)
currentIndex --
```