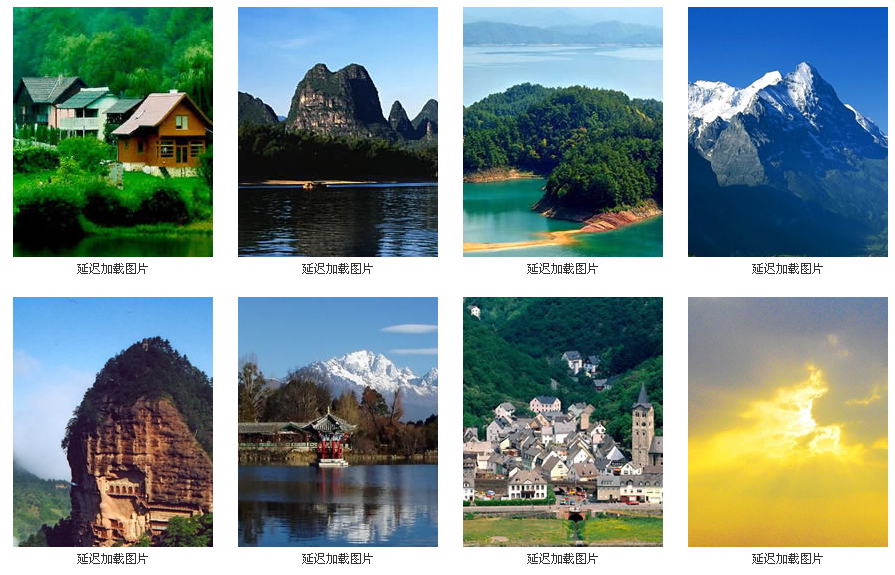
**封装库--延迟加载**

学习要点：

1. 问题所在
2. 设置代码

本节课，我们将编写一个图片加载的功能：延迟加载和预加载；顾名思义，延迟就是推后加载，预加载就是提前加载的意思。

1. **问题所在**



1. **设置代码**

//HTML代码

<div id="photo">

<dl>

<dt><img xsrc="images/p1.jpg" src="images/wait\_load.jpg"

class="wait\_load" /></dt>

<dd>延迟加载图片</dd>

</dl>

<dl>

<dt><img xsrc="images/p2.jpg" src="images/wait\_load.jpg"

class="wait\_load" /></dt>

<dd>延迟加载图片</dd>

</dl>

<dl>

<dt><img xsrc="images/p3.jpg" src="images/wait\_load.jpg"

class="wait\_load" /></dt>

<dd>延迟加载图片</dd>

</dl>

</div>

//CSS代码

#photo {

width:900px;

float:left;

}

#photo dl {

width:225px;

height:270px;

float:left;

margin:5px 0 15px 0;

}

#photo dl dt {

width:200px;

height:250px;

background:#eee;

margin:0 auto;

}

#photo dl dt img {

display:block;

width:200px;

height:250px;

cursor:pointer;

}

#photo dl dd {

height:25px;

line-height:25px;

text-align:center;

}

//JS代码

//图片延迟加载

var wait\_load = $('.wait\_load');

wait\_load.opacity(0);

$(window).bind('scroll', function () {

setTimeout(function () {

for (var i = 0; i < wait\_load.length(); i ++) {

var \_this = wait\_load.ge(i);

if ((getInner().height + getScroll().top) >= offsetTop(\_this)) {

$(\_this).attr('src', $(\_this).attr('xsrc')).animate({

attr : 'o',

target : 100,

t : 30,

step : 10

});

}

}

}, 100);

});

//获取元素到顶点的距离

function offsetTop(element) {

var top = element.offsetTop;

var parent = element.offsetParent;

while (parent !== null) {

top += parent.offsetTop;

parent = parent.offsetParent;

}

return top;

}

//获取或设置属性

Base.prototype.attr = function (attr, value) {

for (var i = 0; i < this.elements.length; i ++) {

if (arguments.length == 1) {

return this.elements[i].getAttribute(attr);

} else if (arguments.length == 2) {

this.elements[i].setAttribute(attr ,value);

}

}

return this;

};