**Setting up a Javascript slideshow**

**Javascript is another programming language that is used alongside HTML in webpages to make them interactive. So, whenever you’re using a webpage and you see elements moving or changing colour it’s Javascript code that is doing this.**

**Step 1:** Get some images!

The first step, needless to say, is to first fetch the images you want to include in the slideshow. Save the pictures into the same folder as your webpage. E.g.

|  |  |  |
| --- | --- | --- |
| tn00607a.gif (1499 bytes) | tn00738a.gif (1685 bytes) | tn00897_.gif (2529 bytes) |
| **"firstcar.gif"** | **"secondcar.gif"** | **"thirdcar.gif"** |

**Step 2:** Preload the images using JavaScript.

The term "preload" in JavaScript refers to the loading of images into memory prior to displaying them. Preloading images is "necessary" in a slide show, since the switching between images have to be instantaneous, without any delay. Copy and paste the script below into the <HEAD> </HEAD> section of your HTML code:

<script type="text/javascript">

<!--

var image1=new Image()

image1.src="firstcar.gif"

var image2=new Image()

image2.src="secondcar.gif"

var image3=new Image()

image3.src="thirdcar.gif"

//-->

</script>

**Step 3:** Add in the html code necessary to display the first image of the slide show. Then, add a script that accesses the image and changes the src of the image periodically, creating a slide show. The below code completes what you need, copy and paste into the <BODY> </BODY> of your page:

<p><img src="firstcar.gif" width="500" height="300" name="slide" /></p>

 <script type="text/javascript">

 var step=1;

 function slideit()

 {

 document.images.slide.src = eval("image"+step+".src");

 if(step<3)

 step++;

 else

 step=1;

 setTimeout("slideit()",2500);

 }

 slideit();

 </script>