



How to create a basic slide show

Step 1: Get some images!

The first step, needless to say, is to first fetch the images you want to include in the slideshow. For this tutorial, we'll be using these three images:



"firstcar.gif"



"secondcar.gif"



"thirdcar.gif"

Imagine yourself as a car salesman, and these three cars are the ones you are selling!

Step 2: Preload the images using JavaScript.

The term "preload" in JavaScript refers to the loading of images into cache prior to displaying them. Preloading images is "necessary" in a slide show, since the switching between images have to be instantaneous, without any delay:

```

<head>
<script type="text/javascript">

var slideimages = new Array() // create new array to preload images
slideimages[0] = new Image() // create new instance of image object
slideimages[0].src = "firstcar.gif" // set image src property to image path, preloading image in the process
slideimages[1] = new Image()
slideimages[1].src = "secondcar.gif"
slideimages[2] = new Image()
slideimages[2].src = "thirdcar.gif"

</script>
</head>

```

We've created three instances of the image object and stored them inside a JavaScript Array, each referring to one of the images that make up the slide show. By doing so, the images are loaded into cache, standing by for us to display at anytime. Notice that the entire code is inserted in the <head> section of the page. Detailed discussion of preloading images can be found [here](#).

Step 3: Add in the HTML codes necessary to display the first image of the slide show.

```

<body>

</body>

```

All we've done above is insert the first image of the slide show using HTML. Notice how we gave the image a "ID" attribute. By naming the image with an arbitrary ID value, it enables JavaScript to access and manipulate the image, which we will see next.

Step 4: With everything in place, all we need now is a script that accesses the above image and changes the src of the image periodically, creating a slide show. The below lists the complete script:

```

<script type="text/javascript">

//variable that will increment through the images
var step=0

function slideit(){
  //if browser does not support the image object, exit.
  if (!document.images)
    return
  document.getElementById('slide').src = slideimages[step].src
  if (step<2)
    step++
  else
    step=0
  //call function "slideit()" every 2.5 seconds
  setTimeout("slideit()",2500)
}

slideit()

</script>

```

The core of this script is the part in red: