Arrays/If (continued): Exercises

Tools You Have in the language so far:

1. Functions – code sitting there waiting for you to call it.
2. Parameters – boxes in functions in which you can put numbers or strings, or anything else you want
3. Using the document's images objects, a way of changing an images:
    1. src
    2. width
    3. height
    4. alt
4. Arrays – boxes with more than one value in them
    1. myarray.length: a way of getting the number of things in the array
    2. myarray[2]: a way of getting at the value in myarray at location 2
5. If control statements – ways of controlling the conditions under which code is executed.

Your Turn:

1. Add 2 more images to the end of your array. Before you run it, what do you think will happen now? Will those two images show up? Why or why not?

2. Add another button to your web page for going back through the set of images (in other words, if you're viewing the image in arrayHolder[4], by hitting the back button, you should see the image in arrayHolder[3]. Now add a function that goes backwards through the images instead of forwards. Start with indexnum set to arrayHolder.length. Modify the function you just wrote so that if indexnum gets to 0, it loops back to arrayHolder.length. (Note: this isn't as straightforward as it seems. There are a few catches that make looping at the beginning and the end of the array tricky)

3. Add a "reset" button that calls the ChangePicToArray function. When you click on it, the picture returns to the original picture and the indexnum is reset back to 0 (note: you will probably want to add another parameter to ChangePicToArray)