

Assignment – 3

Image Traversal

```
<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

    <meta http-equiv="X-UA-Compatible" content="IE=edge">

    <meta name="viewport" content="width=device-width, initial-
scale=1.0">

    <title>Image Traversal</title>

    <style>

        body

        {

            background-color: antiquewhite;

        }

        button

        {

            background-color: coral;

        }

        img

    </style>

</head>

<body>

    <h1>Image Traversal</h1>

    <p>This is a simple image traversal application. It displays a grid of images and allows the user to click on them to see a larger version. The application uses CSS for styling and JavaScript for interactivity.</p>

    <div id="image-grid"></div>

    <script src="script.js"></script>

</body>

</html>
```

```
{  
    border: 2px solid black;  
    height: 450px;  
    width: 550px;  
}  
</style>  
</head>  
<body>  
    <img id="baloonImg" src="" alt="baloonImg">  
    <p>  
        Iterate image using next and previous button  
    </p>  
    <button onclick="prevBtn()">Previous</button>  
    <button onclick="nextBtn()">Next</button>  
    <script>  
        let  
        images=["./red_balloon.png","./blue_balloon.png","./green_balloon.p  
ng","./heart_balloon.jpg","./pink_baloons.jpg"];  
        document.getElementById("baloonImg").src=images[0]  
        let currentImage=0;  
        function nextBtn()  
        {
```

```
currentImage+=1

if(currentImage == images.length)

{

    currentImage=0

}

document.getElementById("balloonImg").setAttribute("src",images[currentImage])

}

function prevBtn()

{

    currentImage-=1

    if(currentImage == -1)

    {

        currentImage=images.length-1

    }

document.getElementById("balloonImg").setAttribute("src",images[currentImage])

}

</script>

</body>

</html>
```