

Arrays and Loops

CSC 262 Handout

```
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<title>Pre-Fetching</title>
<script language="JavaScript" type="text/javascript">
<!--

// prefetch all the images used in this page
if (document.images) {
  // list all the image URLs here
  var imgfiles = new Array('g/button1.gif','g/button2.gif')

  // this array will hold (undisplayed) Image objects
  var prefetched = new Array(imgfiles.length)

  // loop over all images to preload them
  for (i = 0; i < imgfiles.length; i++) {
    prefetched[i] = new Image()
    // by setting the .src property, force the browser to preload the file.
    prefetched[i].src = imgfiles[i]
  }
}

// replaces the image displayed by the specified replacement file
function doRoll(imgname,replacement) {
  document.getElementById[imgname].src = replacement;
}
//-->
</script>
</head>

<body>
<a href="../cs130.html" onMouseOver="doRoll('abutton','g/button2.gif')"
  onMouseOut="doRoll('abutton','g/button1.gif')">
</a>
</body>
```

*Modify this
part for your
own pages*

```
</html>

<html>
<head>
<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1">
<title>Motion Example</title>
<script language="JavaScript" type="text/JavaScript">
<!--
function animate() {
  var i
  // move square to the right
  for (i = 0; i < 20; i++) {
    setTimeout('document.getElementById("div1").style.left = "'+(i*5)+'px"',i*50)
  }
}
//-->
</script>
</head>

<body onLoad="animate()">
<div id="div1" style="height: 20px; width: 20px; background-color: black; position:
relative; top: 0px; left: 0px;">
&nbsp;
</div>
</body>
</html>
```

The first time through the loop, i is 0, so this becomes
document.getElementById("div1").style.left = "0px"

*setTimeout() makes something happen in the future. The first argument
says what should happen, and the second says how many milliseconds
later it should take place.*