<!DOCTYPE html>

<html>

<head>

<style>

body {

font-family: Arial, sans-serif;

}

.timer {

font-size: 36px;

}

button {

margin: 10px;

padding: 10px 20px;

font-size: 18px;

}

</style>

</head>

<body>

<div class="timer" id="timer">00:00:00</div>

<button onclick="startTimer()">Start</button>

<button onclick="stopTimer()">Stop</button>

<button onclick="resetTimer()">Reset</button>

<button onclick="restartTimer()">Restart</button>

<script>

let timeLeft = 0;

let timerInterval;

function formatTime(seconds) {

const hours = Math.floor(seconds / 3600);

seconds %= 3600;

const minutes = Math.floor(seconds / 60);

seconds %= 60;

return `${String(hours).padStart(2, '0')}:${String(minutes).padStart(2, '0')}:${String(seconds).padStart(2, '0')}`;

}

function updateTimerDisplay() {

const timerDisplay = document.getElementById('timer');

timerDisplay.textContent = formatTime(timeLeft);

}

function startTimer() {

if (timeLeft > 0 && !timerInterval) {

timerInterval = setInterval(() => {

if (timeLeft <= 0) {

clearInterval(timerInterval);

timerInterval = null;

alert('Timer Finished!');

} else {

timeLeft--;

updateTimerDisplay();

}

}, 1000);

}

}

function stopTimer() {

if (timerInterval) {

clearInterval(timerInterval);

timerInterval = null;

}

}

function resetTimer() {

timeLeft = 0;

updateTimerDisplay();

if (timerInterval) {

clearInterval(timerInterval);

timerInterval = null;

}

}

function restartTimer() {

timeLeft = 3600; // Change this value to set the timer duration (e.g., 3600 seconds = 1 hour)

updateTimerDisplay();

}

// Initialize the timer display

updateTimerDisplay();

</script>

</body>

</html>