

Dynamic Clock using HTML,CSS,JS

Code:

```
<!DOCTYPE html>

<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Dynamic Clock Using DOM Only</title>
  <style>
    body {
      display: flex;
      justify-content: center;
      align-items: center;
      height: 100vh;
      background-color: black;
      color: white;
      font-family: Arial, sans-serif;
    }
    .clock {
      position: relative;
      width: 200px;
      height: 200px;
      display: flex;
      justify-content: center;
      align-items: center;
    }
    .H, .M, .S {
      position: absolute;
      background-color: white;
      transform-origin: bottom;
    }
    .H {
      width: 6px;
      height: 50px;
      top: 50px;
    }
    .M {
      width: 4px;
      height: 70px;
      top: 30px;
    }
    .S {
      width: 2px;
      height: 90px;
      top: 10px;
    }
  </style>
</head>
</html>
```

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        background-color: red;
    }
    .numbers {
        position: absolute;
        width: 100%;
        height: 100%;
        display: flex;
        justify-content: center;
        align-items: center;
    }
    .numbers div {
        position: absolute;
        font-size: 16px;
        text-align: center;
    }
    .tick {
        position: absolute;
        width: 2px;
        height: 10px;
        background-color: white;
        transform-origin: center;
    }
</style>
</head>
<body>
    <div class="clock">
        <div class="H"></div>
        <div class="M"></div>
        <div class="S"></div>
        <div class="numbers">
            <script>
                for (let i = 1; i <= 12; i++) {
                    const angle = (i * 30) * (Math.PI / 180);
                    const x = Math.sin(angle) * 75;
                    const y = -Math.cos(angle) * 75;
                    document.write(`<div style="left:${100 + x}px; top:${100 +
y}px;">${i}</div>`);
                }
                for (let i = 0; i < 60; i++) {
                    const minuteAngle = (i * 6) * (Math.PI / 180);
                    const tickX = Math.sin(minuteAngle) * 90;
                    const tickY = -Math.cos(minuteAngle) * 90;
                    const rotation = (i * 6);
                    document.write(`<div class="tick" style="left:${100 +
tickX}px; top:${100 + tickY}px; transform: rotate(${rotation}deg);"></div>`);
                }
            </script>
        </div>

```

```

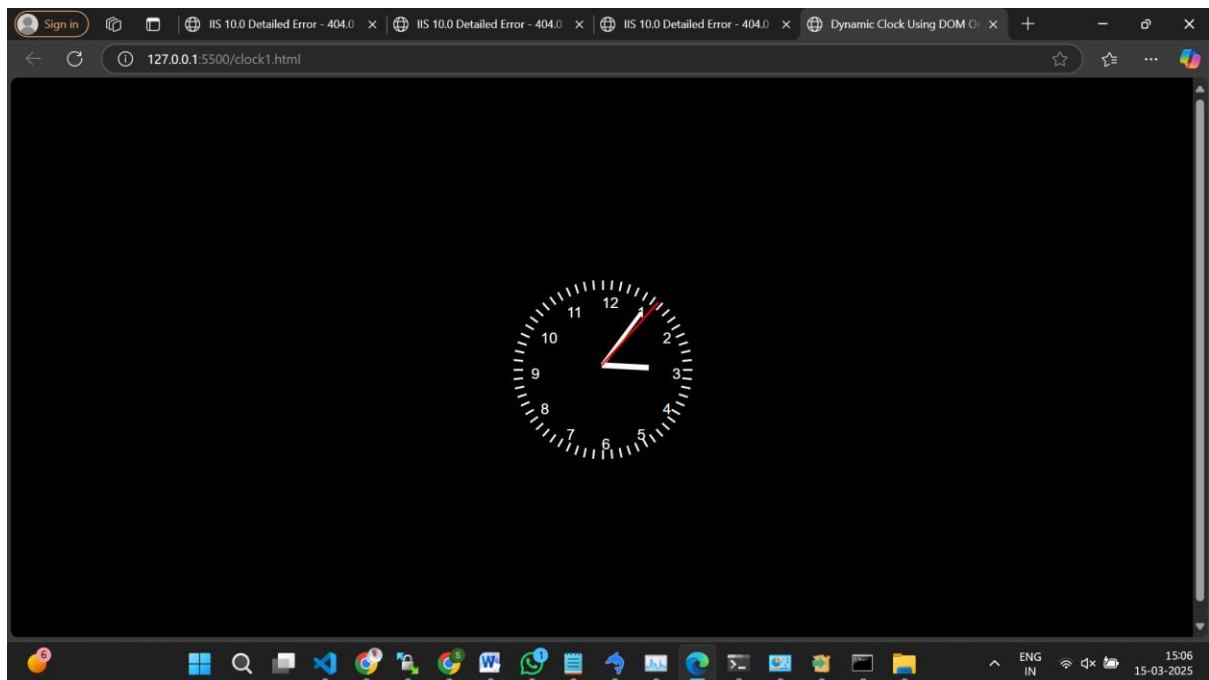
</div>
<script>
    function updateClock() {
        const now = new Date();
        const hours = now.getHours() % 12;
        const minutes = now.getMinutes();
        const seconds = now.getSeconds();

        const hourDeg = (hours * 30) + (minutes * 0.5);
        const minuteDeg = (minutes * 6) + (seconds * 0.1);
        const secondDeg = seconds * 6;

        document.querySelector('.H').style.transform =
`rotate(${hourDeg}deg)`;
        document.querySelector('.M').style.transform =
`rotate(${minuteDeg}deg)`;
        document.querySelector('.S').style.transform =
`rotate(${secondDeg}deg)`;
    }
    setInterval(updateClock, 1000);
    updateClock();
</script>
</body>
</html>

```

Output:



Sandbox Link: https://codesandbox.io/p/sandbox/github/AjeersMyna/FEWD_LAB