

Resending code timer js

```
let codeSent = false;
```

```
let timer = null;
```

```
app.post('/send-code', (req, res) => {
```

```
  if (codeSent) {
```

```
    return res.status(400).json({ message: 'Please wait for 1 minute before requesting another code' });
```

```
  }
```

```
  // Generate and send code to client
```

```
  const code = Math.floor(100000 + Math.random() * 900000);
```

```
  // Send code to client via SMS or email
```

```
  codeSent = true;
```

```
  timer = setTimeout(() => {
```

```
    codeSent = false;
```

```
  }, 60000); // 1 minute
```

```
  res.json({ message: 'Code sent successfully' });
```

```
});
```

Sever side

```
let timer = null;
```

```
document.getElementById('send-code-btn').addEventListener('click', () => {
```

```
fetch('/send-code', {
  method: 'POST',
  headers: {
    'Content-Type': 'application/json'
  }
})
.then(response => response.json())
.then(data => {
  if (data.message === 'Code sent successfully') {
    // Start timer and disable button
    timer = setTimeout(() => {
      document.getElementById('send-code-btn').disabled = false;
    }, 60000); // 1 minute
    document.getElementById('send-code-btn').disabled = true;
  } else {
    alert(data.message);
  }
})
.catch(error => console.error('Error:', error));
});
```