**Countdown Timer Web Application**

**Code -:**

**Index.html**

<!DOCTYPE html>

<html lang="en">

<head>

  <meta charset="UTF-8" />

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

  <title>Countdown Timer</title>

  <link rel="stylesheet" href="style.css" />

</head>

<body>

  <div class="container">

    <h1>Countdown Timer ⏳</h1>

    <div class="input-box">

      <label for="datetime">Select Date & Time:</label>

      <input type="datetime-local" id="datetime" />

      <button id="startBtn">Start</button>

    </div>

    <div class="timer">

      <div><span id="days">00</span><p>Days</p></div>

      <div><span id="hours">00</span><p>Hours</p></div>

      <div><span id="minutes">00</span><p>Minutes</p></div>

      <div><span id="seconds">00</span><p>Seconds</p></div>

    </div>

    <p id="endMessage"></p>

  </div>

  <script src="script.js"></script>

</body>

</html>

**style.css**

body {

  font-family: 'Segoe UI', Tahoma, Geneva, Verdana, sans-serif;

  background: #09162e;

  color: white;

  text-align: center;

  margin: 0;

  padding: 0;

}

.container {

  margin-top: 50px;

}

h1 {

  font-size: 2rem;

  margin-bottom: 20px;

}

.input-box {

  margin-bottom: 30px;

}

input[type="datetime-local"] {

  padding: 10px;

  margin-right: 10px;

  border-radius: 4px;

  border: none;

}

button {

  padding: 10px 15px;

  border: none;

  background-color: #00c4ff;

  color: white;

  border-radius: 4px;

  cursor: pointer;

}

.timer {

  display: flex;

  justify-content: center;

  gap: 30px;

  margin-top: 20px;

  font-size: 1.5rem;

}

.timer div {

  background-color: #123456;

  padding: 20px;

  border-radius: 10px;

}

#endMessage {

  font-size: 1.2rem;

  margin-top: 20px;

  color: #ff4444;

}

**script.js**

const startBtn = document.getElementById("startBtn");

const dateTimeInput = document.getElementById("datetime");

const daysEl = document.getElementById("days");

const hoursEl = document.getElementById("hours");

const minutesEl = document.getElementById("minutes");

const secondsEl = document.getElementById("seconds");

const endMessage = document.getElementById("endMessage");

let countdownInterval;

startBtn.addEventListener("click", () => {

  const selectedTime = new Date(dateTimeInput.value);

  const now = new Date();

  if (selectedTime <= now || isNaN(selectedTime)) {

    alert("Please select a valid future date and time.");

    return;

  }

  clearInterval(countdownInterval);

  endMessage.textContent = "";

  countdownInterval = setInterval(() => {

    const now = new Date();

    const diff = selectedTime - now;

    if (diff <= 0) {

      clearInterval(countdownInterval);

      endMessage.textContent = "⏰ Time's up!";

      daysEl.textContent = "00";

      hoursEl.textContent = "00";

      minutesEl.textContent = "00";

      secondsEl.textContent = "00";

      return;

    }

    const days = Math.floor(diff / (1000 \* 60 \* 60 \* 24));

    const hours = Math.floor((diff / (1000 \* 60 \* 60)) % 24);

    const minutes = Math.floor((diff / (1000 \* 60)) % 60);

    const seconds = Math.floor((diff / 1000) % 60);

    daysEl.textContent = days.toString().padStart(2, "0");

    hoursEl.textContent = hours.toString().padStart(2, "0");

    minutesEl.textContent = minutes.toString().padStart(2, "0");

    secondsEl.textContent = seconds.toString().padStart(2, "0");

  }, 1000);

});