In-class Exercises: Rewrite it in the “class” syntax.

function Clock({ template }) {

let timer;

function render() {

let date = new Date();

let hours = date.getHours();

if (hours < 10) hours = '0' + hours;

let mins = date.getMinutes();

if (mins < 10) mins = '0' + mins;

let secs = date.getSeconds();

if (secs < 10) secs = '0' + secs;

let output = template

.replace('h', hours)

.replace('m', mins)

.replace('s', secs);

console.log(output);

}

this.stop = function () {

clearInterval(timer);

};

this.start = function () {

render();

timer = setInterval(render, 1000);

};

}

let clock = new Clock({ template: 'h:m:s' });

clock.start();

"use strict";

class Clock {

constructor(obj) {

this.obj = obj;

}

render() {

let date = new Date();

let hours = date.getHours();

if (hours < 10) hours = '0' + hours;

let mins = date.getMinutes();

if (mins < 10) {

mins = '0' + mins;

}

let secs = date.getSeconds();

if (secs < 10) {

secs = '0' + secs;

}

let output = this.obj.template

.replace('h', hours)

.replace('m', mins)

.replace('s', secs);

console.log(output);

}

stop() {

clearInterval(this.timer);

}

start() {

this.render();

this.timer = setInterval(this.render, 1000);

}

}

let clock = new Clock({ template: 'h:m:s' });

clock.start();

clock.stop();