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Subject: JST104 : Synchronous & Asynchronous in java script
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The implementation for your timer application, including HTML, CSS, and JavaScript files.

1. index.html

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width,
initial-scale=1.0">
  <title>Timer Application</title>
  <link rel="stylesheet" href="styles.css">
</head>
<body>
  <div class="timer-container">
    <h1 id="timer">00:00</h1>
    <div class="button-container">
      <button id="startBtn">Start</button>
      <button id="stopBtn">Stop</button>
      <button id="resetBtn">Reset</button>
    </div>
  </div>
  <script src="script.js"></script>
</body>
</html>
```

2. styles.css

```
body {
    display: flex;
    justify-content: center;
    align-items: center;
    height: 100vh;
    background-color: #f0f0f0;
    font-family: Arial, sans-serif;
}

.timer-container {
    text-align: center;
    background-color: #fff;
    padding: 20px;
    border-radius: 10px;
    box-shadow: 0 4px 10px rgba(0, 0, 0, 0.1);
}

#timer {
    font-size: 48px;
    margin-bottom: 20px;
}

.button-container button {
    padding: 10px 20px;
    margin: 5px;
    font-size: 16px;
    border: none;
    border-radius: 5px;
    cursor: pointer;
    transition: background-color 0.3s;
}

button:hover {
    background-color: #e0e0e0;
}
```

3. script.js

```
let timerInterval;
let secondsElapsed = 0;

const timerDisplay = document.getElementById("timer");
const startBtn = document.getElementById("startBtn");
const stopBtn = document.getElementById("stopBtn");
const resetBtn = document.getElementById("resetBtn");

function updateTimer() {
    secondsElapsed++;
    const minutes = Math.floor(secondsElapsed / 60);
    const seconds = secondsElapsed % 60;
    timerDisplay.textContent = `${String(minutes).padStart(2, '0')}:${String(seconds).padStart(2, '0')}`;
}

startBtn.addEventListener("click", () => {
    if (!timerInterval) {
        timerInterval = setInterval(updateTimer, 1000);
    }
});

stopBtn.addEventListener("click", () => {
    clearInterval(timerInterval);
    timerInterval = null;
});

resetBtn.addEventListener("click", () => {
    clearInterval(timerInterval);
    timerInterval = null;
    secondsElapsed = 0;
    timerDisplay.textContent = "00:00";
});
```