```
var time = new Date() // required, acts as a constant
var yr = time.getFullYear(); // get the year, e.g 2054
var mon = time.getMonth(); // gets the month, e.g september
if (mon == 0) { // the month is generated as a number, the code below here converts those numbers to text.
var mon = "January" // 0 is january
} if (mon == 1) {
var mon = "February" // 1 is february, etc.
} if (mon == 2) {
var mon = "March"
} if (mon == 3) {
var mon = "April"
} if (mon == 4) {
var mon = "May"
} if (mon == 5) {
var mon = "June"
} if (mon == 6) {
var mon = "July"
} if (mon == 7) {
var mon = "August"
} if (mon == 8) {
var mon = "September"
} if (mon == 9) {
var mon = "October"
} if (mon == 10) {
var mon = "November"
} if (mon == 11) {
var mon = "December" // december is 11
}
var day = time.getDate(); // gets the day, e.g 27
var hr = time.getHours(); // gets the current hour, e.g 9, it is in 24 hour time and formatting it to 12 hour time has bad side effects, like making
anything ≥ 10 be 0
var min = time.getMinutes(); // gets the current minutes, e.g. 12
var sec = time.getSeconds(); // gets current seconds, e.g. 34
var mil = time.getMilliseconds(); // gets current milliseconds, e.g. 876
var week = time.getDay(); // gets day of week, e.g. monday
if (week == 0) { // same as month, it's formatted in a number so this code below changes it the same way.
var week = "Sunday" } // sunday is 0
if (week == 1) {
var week = "Monday" // monday is 1
} if (week == 2) {
var week = "Tuesday"
} if (week == 3) {
var week = "Wednesday"
} if (week == 4) {
var week = "Thursday"
} if (week == 5) {
var week = "Friday"
} if (week == 6) {
var week = "Saturday" // saturday is 6
} if (mil < 100) { // used so in case milliseconds is e.g. 86, adds a to the beginning. it's impossible for any computer to have a < 10 millisecond, except
if it's 120fps or greater.
if (sec < 10) { // adds a zero to front of second if < 10
alert("the date is " + week + " " + mon + " " + day + ", " + yr + ", " + hr + ":" + min + ":0" + sec + ".0" + mil ) // what happens if millisecond is <
100 and seconds is < 10, e.g. 86 mil 8 secs
} else {
alert("the date is " + week + " " + mon + " " + day + ", " + yr + ", " + hr + ":" + min + ":" + sec + ".0" + mil ) // what happens if secs is  ≥  10, but
mil is < 100, e.g. 33 mil 17 secs
} } if (mil > 99) {
if (sec < 10) {
```

```
alert("the date is " + week + " " + mon + " " + day + ", " + yr + ", " + hr + ":" + min + ":0" + sec + "." + mil ) // what happens if mil ≥ 100, but secs
< 10, e.g. 167 mil 4 secs
} else {
alert("the date is " + week + " " + mon + " " + day + ", " + yr + ", " + hr + ":" + min + ":" + sec + "." + mil ) // what happens if mil ≥ 100 and secs ≥
10, e.g. 465 mil 24 secs
} }
```