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Practical No: 4 Write a JavaScript program to compare two strings using various methods.

Code:

**Index.html**

<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

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

    <link rel="stylesheet" href="styles.css">

    <title>Date & Time Countdown Timer</title>

</head>

<body>

    <div class="container">

        <h1>Date & Time Countdown Timer</h1>

        <div class="timer-input">

            <label for="dateTime">Select Date and Time:</label>

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

            <button id="startButton">Start Countdown</button>

        </div>

        <div id="timerDisplay" class="timer">00:00:00</div>

    </div>

    <script src="script.js"></script>

</body>

</html>

**Script.js**

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

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

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

const countdownTimer = {

    intervalId: null,

    targetTime: 0,

    startCountdown(targetTime) {

        this.targetTime = targetTime;

        this.intervalId = setInterval(() => {

            const remainingTime = this.targetTime - Date.now();

            if (remainingTime <= 0) {

                this.stopCountdown();

                timerDisplay.textContent = "Time's up!";

            } else {

                const days = Math.floor(remainingTime / (24 \* 60 \* 60 \* 1000)).toString().padStart(2, "0");

                const hours = Math.floor((remainingTime % (24 \* 60 \* 60 \* 1000)) / (60 \* 60 \* 1000)).toString().padStart(2, "0");

                const minutes = Math.floor((remainingTime % (60 \* 60 \* 1000)) / (60 \* 1000)).toString().padStart(2, "0");

                const seconds = Math.floor((remainingTime % (60 \* 1000)) / 1000).toString().padStart(2, "0");

                timerDisplay.textContent = `${days}d ${hours}:${minutes}:${seconds}`;

            }

        }, 1000);

        startButton.disabled = true;

        dateTimeInput.disabled = true;

    },

    stopCountdown() {

        clearInterval(this.intervalId);

        startButton.disabled = false;

        dateTimeInput.disabled = false;

    }

};

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

    const selectedDateTime = new Date(dateTimeInput.value);

    const now = new Date();

    if (selectedDateTime <= now) {

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

        return;

    }

    countdownTimer.startCountdown(selectedDateTime.getTime());

});

Output:

