

## Activity-10

```
<!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="/src/output.css">

  <title>Countdown Timer</title>


  <script src="https://cdn.tailwindcss.com"></script>

</head>

<body class="bg-purple-500 flex items-center justify-center min-h-screen">

  <div class="bg-white p-8 rounded-3xl shadow-lg text-center space-y-6 w-full max-w-md">

    <h1 class="text-2xl font-bold text-purple-600">Countdown Timer</h1>


    <input id="secondsInput" type="text" placeholder="Enter seconds" class="w-full p-2
border border-gray-300 rounded-lg text-center text-lg">


    <button onclick="startCountdown()" class="bg-purple-600 text-white px-4 py-2 rounded-
xl hover:bg-blue-700 transition">

      Start Countdown

    </button>


    <div class="mt-4 p-3 bg-purple-300 rounded-lg text-lg font-mono text-purple-700 font-
bold border border-gray-300">

      Time Left: <span id="timeLeft">00:00:00</span>

    </div>
```

</div>

<script>

```
let countdownInterval;
```

```
function startCountdown() {
```

```
    const input = document.getElementById("secondsInput");
```

```
    const timeLeftBox = document.getElementById("timeLeft");
```

```
    let totalSeconds = parseInt(input.value);
```

```
    if (isNaN(totalSeconds) || totalSeconds <= 0) {
```

```
        timeLeftBox.textContent = "Invalid input";
```

```
        return;
```

```
    }
```

```
    clearInterval(countdownInterval);
```

```
function updateTime() {
```

```
    const hours = Math.floor(totalSeconds / 3600);
```

```
    const minutes = Math.floor((totalSeconds % 3600) / 60);
```

```
    const seconds = totalSeconds % 60;
```

```
    timeLeftBox.textContent = `${String(hours).padStart(2, "0")}:${String(minutes).padStart(2, "0")}:${String(seconds).padStart(2, "0")}`;
```

```
    if (totalSeconds <= 0) {
```

```
        timeLeftBox.textContent = "Time's up!";  
        clearInterval(countdownInterval);  
    } else {  
        totalSeconds--;  
    }  
}  
  
updateTime();  
countdownInterval = setInterval(updateTime, 1000);  
}  
  
</script>  
</body>  
</html>
```



