Clock-Timer

Vesi

Your task is to make the clock and the timer work properly. You will need to make modify the JS file provided to you so each of the five buttons do what their label says.

You’ll have some predefined GLOBAL variables. You have the three arrows of the clock and the three arrows of the timer selected. Also two interval placeholder variables which you’ll see what are they going to be used for later. **timer\_date** is an object which can be used to keep track of the time for the timer.

Now for the buttons. Start Clock sets the clock to the current date (look up new “js date” on the Internet) and update the clock every second (look up setInterval() on the Internet). Stop Clock clears the interval and stops the clock (look up “clear interval in js” on the Internet). Start Timer starts the timer from the beginning or from where it was stopped. Stop Timer freezes the timer. Reset Timer restarts the timer by setting the arrows to their default position.

You can define the following functions to help you. **setTime(hours, mins, secs, device)** is to be called when the time on a clock or a timer needs to be changed. You can use the device argument to determine if you need to change the time of the clock or the timer. For example setTime(12, 45, 2, ‘clock’) sets the time on the clock and moves the arrows so they show 12:45 and 02 seconds. **startClock** to start the clock. **stopClock** to stop the clock. **startTimer** to start the timer. **stopTimer** to stop the timer. **clearTimer** to restart the timer.

To change the position of an arrow you need to change its transform rotate CSS property. You can check on the Internet how to do this. You will need to use degrees. For example rotation with 180 degrees will be the arrow at the 12 of the clock, 0 degrees will be at 6 and so on…

Good luck and if you have any uncertainties regarding the task, please ask me right away. Please upload the modified JS file before **28.02.18**.