

ASSIGNMENT – 5

Promise, Promise Chaining, Error Handling with Promises, Async and Await.

Assignment: Stopwatch and Pomodoro Clock.

STOP WATCH

```
<!DOCTYPE html>
<html lang="en">
<head>
  <title>Stop watch</title>
  <style>
    #display { font-size: 2rem; margin-bottom: 10px; }
    button { margin-right: 5px; }
  </style>
</head>
<body>
  <h1>Stop watch</h1>
  <div id="display">0</div>
  <button onclick="reset()">Reset</button>
  <button onclick="start()">Start</button>
  <button onclick="stop()">Stop</button>

  <script>
    let timer;
    let seconds = 0;
    function start() {
      if (!timer) {
        timer = setInterval(() => {
          seconds++;
          document.getElementById('display').textContent = seconds;
        }, 1000);
      }
    }

    function stop() {
      clearInterval(timer);
      timer = null;
    }

    function reset() {
      clearInterval(timer);
      timer = null;
      seconds = 0;
      document.getElementById('display').textContent = seconds;
    }
  </script>
</body>
</html>
```

Stop watch

5

Reset

Start

Stop

```
POMODORO CLOCK
<!DOCTYPE html>
<html lang="en">
<head>
  <title>Pomodoro Clock</title>
  <style>
    #timerDisplay { font-size: 2rem; margin-bottom: 10px; }
    button { margin-right: 5px; }
  </style>
</head>
<body>
  <h1>Pomodoro Clock</h1>
  <div id="timerDisplay">25:00</div>
  <button onclick="reset()">Reset</button>
  <button onclick="start()">Start</button>
  <button onclick="stop()">Stop</button>

  <script>
    let ptimer;
    let rem_time = 25 * 60;

    function format(seconds) {
      let minutes = Math.floor(seconds / 60);
      let secs = seconds % 60;
      return `${minutes.toString().padStart(2, '0')}:${secs.toString().padStart(2, '0')}`;
    }

    function update() {
      document.getElementById('timerDisplay').textContent = format(rem_time);
    }

    function start() {
```

```
if (!ptimer) {
  ptimer = setInterval(() => {
    if (rem_time > 0) {
      rem_time--;
      update();
    } else {
      alert("Time's up! Take a break!");
      clearInterval(ptimer);
    }
  }, 1000);
}

function stop() {
  clearInterval(ptimer);
  ptimer = null;
}

function reset() {
  clearInterval(ptimer);
  ptimer = null;
  rem_time = 25 * 60;
  update();
}

update();
</script>
</body>
</html>
```

Pomodoro Clock

24:54

Reset

Start

Stop