Html:

<!DOCTYPE html>

<html>

<head>

<meta charset=”UTF-8”>

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

<title>Stopwatch</title>

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

</head>

<body>

<div class=”stopwatch”>

<div id=”display”>00:00:00</div>

<div class=”controls”>

<button id=”start”>Start</button>

<button id=”pause”>Pause</button>

<button id=”reset”>Reset</button>

<button id=”lap”>Lap</button>

</div>

<div id=”laps”></div>

</div>

<script src=”script.js”></script>

</body>

</html>

Css:

Body {

Display: flex;

Justify-content: center;

Align-items: center;

Height: 100vh;

Background-color: #f0f0f0;

Font-family: Arial, sans-serif;

}

.stopwatch {

Background: #fff;

Padding: 20px;

Border-radius: 10px;

Box-shadow: 0 0 10px rgba(0, 0, 0, 0.1);

Text-align: center;

}

#display {

Font-size: 2em;

Margin-bottom: 20px;

}

.controls button {

Margin: 5px;

Padding: 10px 20px;

Font-size: 1em;

Border: none;

Border-radius: 5px;

Cursor: pointer;

}

#laps {

Margin-top: 20px;

Text-align: left;

}

#laps div {

Padding: 5px;

Border-bottom: 1px solid #ccc;

}

Js:

Let startTime = 0;

Let updatedTime = 0;

Let difference = 0;

Let tInterval;

Let running = false;

Let paused = false;

Let laps = [];

Const display = document.getElementById(‘display’);

Const startBtn = document.getElementById(‘start’);

Const pauseBtn = document.getElementById(‘pause’);

Const resetBtn = document.getElementById(‘reset’);

Const lapBtn = document.getElementById(‘lap’);

Const lapsContainer = document.getElementById(‘laps’);

Function startTimer() {

If (!running) {

startTime = Date.now() – difference;

tInterval = setInterval(getShowTime, 1);

paused = false;

running = true;

}

}

Function pauseTimer() {

If (running) {

clearInterval(tInterval);

difference = Date.now() – startTime;

paused = true;

running = false;

}

}

Function resetTimer() {

clearInterval(tInterval);

difference = 0;

paused = false;

running = false;

display.innerHTML = ’00:00:00’;

laps = [];

lapsContainer.innerHTML = ‘’;

}

Function lapTimer() {

If (running) {

Let lapTime = display.innerHTML;

Laps.push(lapTime);

Let lapElement = document.createElement(‘div’);

lapElement.innerHTML = `Lap ${laps.length}: ${lapTime}`; lapsContainer.appendChild(lapElement);

}

}

Function getShowTime() {

updatedTime = Date.now() – startTime;

let hours = Math.floor((updatedTime % (1000 \* 60 \* 60 \* 24)) / (1000 \* 60 \* 60));

let minutes = Math.floor((updatedTime % (1000 \* 60 \* 60)) / (1000 \* 60));

let seconds = Math.floor((updatedTime % (1000 \* 60)) / 1000);

hours = (hours < 10) ? “0” + hours : hours;

minutes = (minutes < 10) ? “0” + minutes : minutes;

seconds = (seconds < 10) ? “0” + seconds : seconds;

display.innerHTML = hours + ‘:’ + minutes + ‘:’ + seconds;

}

startBtn.addEventListener(‘click’, startTimer);

pauseBtn.addEventListener(‘click’, pauseTimer);

resetBtn.addEventListener(‘click’, resetTimer);

lapBtn.addEventListener(‘click’, lapTimer);