

```

<!doctype html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <title>Stopwatch</title>
</head>
<body onload="show();">
    <div>Time: <span id="time"></span></div>
    <input type="button" value="start" onclick="start();">
    <input type="button" value="stop" onclick="stop();">
    <input type="button" value="reset" onclick="reset()">
    <script src="one.js"></script>
</body>
</html>

```

```

var clsStopwatch = function() {
    var startAt = 0;
    var lapTime = 0;
    var now = function() {
        return (new Date()).getTime();
    };

    this.start = function() {
        startAt = startAt ? startAt : now();
    };
    this.stop = function() {
        lapTime = startAt ? lapTime + now() - startAt : lapTime;
        startAt = 0;
    };
    this.reset = function() {
        lapTime = startAt = 0;
    };
    this.time = function() {
        return lapTime + (startAt ? now() - startAt : 0);
    };
};

var x = new clsStopwatch();

```

```
var $time;
var clocktimer;

function pad(num, size) {
var s = "0000" + num;
return s.substr(s.length - size);
}

function formatTime(time) {
var h = m = s = ms = 0;
var newTime = '';

h = Math.floor( time / (60 * 60 * 1000) );
time = time % (60 * 60 * 1000);
m = Math.floor( time / (60 * 1000) );
time = time % (60 * 1000);
s = Math.floor( time / 1000 );
ms = time % 1000;

newTime = pad(h, 2) + ':' + pad(m, 2) + ':' + pad(s, 2) + ':' + pad(
ms, 3);
return newTime;
}

function show() {
$time = document.getElementById('time');
update();
}

function update() {
$time.innerHTML = formatTime(x.time());
}

function start() {
clocktimer = setInterval("update()", 1);
x.start();
}
```

```
function stop() {  
  x.stop();  
  clearInterval(clocktimer);  
}
```

```
function reset() {  
  stop();  
  x.reset();  
  update();  
}
```