

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport"
content="width=device-width, initial-
scale=1.0">
  <title>Countdown Timer</title>
  <style>

body {
  display: flex;
  align-items: center;
  justify-content: center;
  height: 100vh;
  margin: 0;
  background-color: orangered;
}

#countdown {
  font-size: 2em;
```

```
}  
</style>
```

```
</head>
```

```
<body>
```

```
  <div id="countdown"></div>
```

```
  <script>
```

```
document.addEventListener('DOMContentLoaded', function () {
```

```
  // Set the date we're counting down to
```

```
  const countDownDate = new
```

```
Date("Dec 31, 2023 00:00:00").getTime();
```

```
  // Update the countdown every 1
```

```
second
```

```
  const x = setInterval(function () {
```

```
    // Get the current date and time
```

```
    const now = new Date().getTime();
```

```
    // Calculate the remaining time
```

```
const distance = countdownDate -  
now;  
  
// Calculate days, hours, minutes,  
and seconds  
const days = Math.floor(distance /  
(1000 * 60 * 60 * 24));  
const hours = Math.floor((distance  
% (1000 * 60 * 60 * 24)) / (1000 * 60 * 60));  
const minutes =  
Math.floor((distance % (1000 * 60 * 60)) /  
(1000 * 60));  
const seconds =  
Math.floor((distance % (1000 * 60)) /  
1000);  
  
// Display the countdown  
  
document.getElementById('countdown').inn  
erHTML = `${days}d ${hours}h ${minutes}m  
${seconds}s`;
```

```
        // If the countdown is over, display a
message
        if (distance < 0) {
            clearInterval(x);

document.getElementById('countdown').inn
erHTML = "EXPIRED";
        }
    }, 1000);
});
</script>
</body>
</html>
```