

# COUNTDOWN TIMER

## Overview:

This document outlines the structure, styling and JavaScript logic for a simple countdown timer. The timer allows users to input a duration in minutes, play the countdown, reset it and pause it. The displayed time format is in `00:00:00`.

## HTML Structure

### Input Section:

- Label and input field for specifying countdown minutes.
- Play, Reset and Pause buttons for timer control.

### Timer Display:

- `

` element to display the countdown timer.

## CSS Styling

### General Styling:

- Basic styling for the body including font family, text alignment and margin.

### Timer Displaying Styling:

- Increased font size and set margin for the timer display.

### Button Styling:

- Set font size, margin and padding for the buttons.

# JavaScript Logic

## Initialization:

- Declare variables for the timer, countdown and total seconds.

## Play Button Click Event:

- Get the input value for minutes and convert it to total seconds.
- Alert if the input is invalid.
- Initialize and start the countdown interval.
- Update the timer display every second.
- Disable input and buttons while the timer is running.

## Update Timer Display:

- Calculate hours, minutes and seconds from total seconds.
- Format and update the timer display with leading zeros.

## Reset Button Click Event:

- Clear the countdown interval.
- Reset the timer display to `00:00:00`.
- Enable input and buttons.

## Pause Button Click Event:

- Clear the countdown interval to pause the timer.

## Note

- The `setInterval` function is used for repeated execution.
- The `clearInterval` function is used to stop the interval.
- Input validation ensures a valid number of minutes is entered before starting the timer.

- Buttons are disabled/enabled to control user interaction during the countdown.