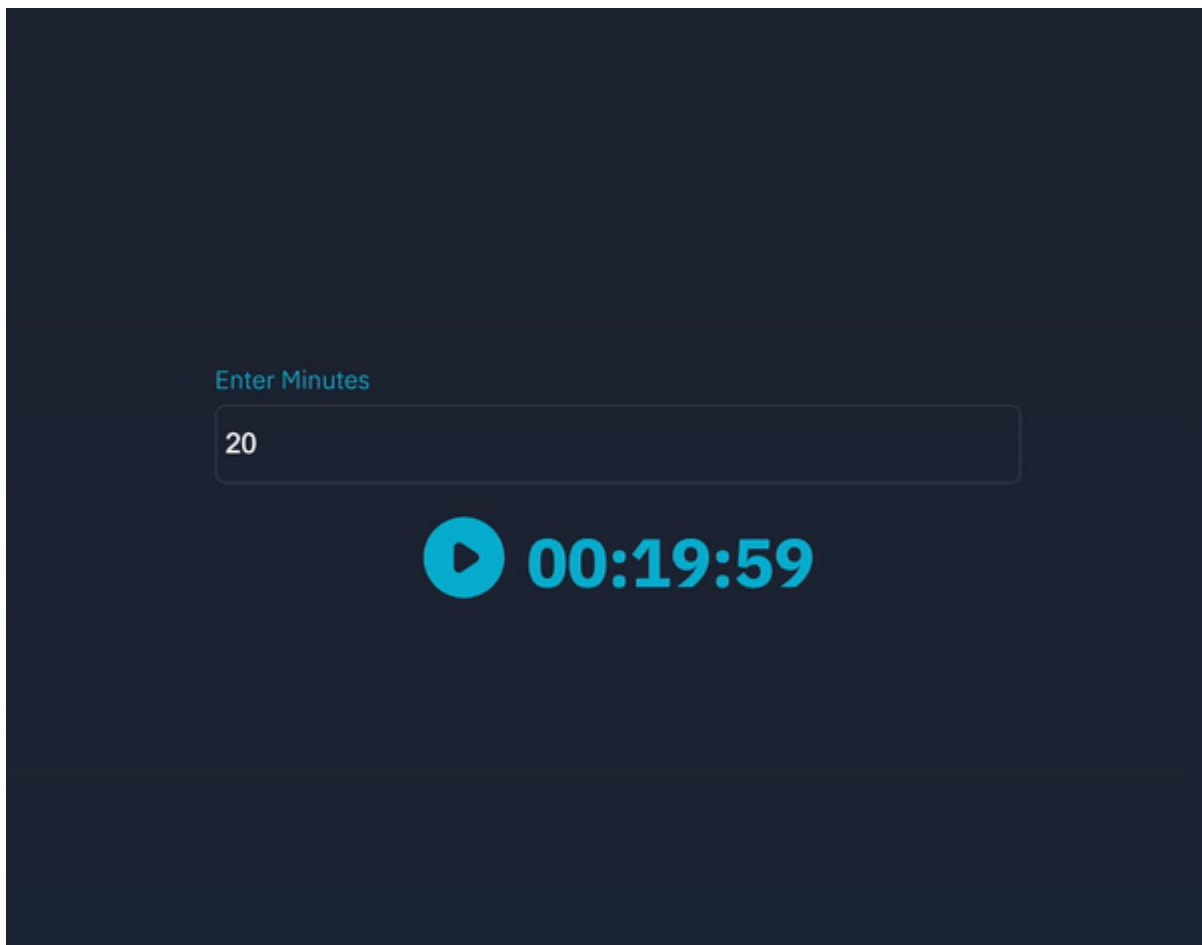# Countdown Timer

A countdown timer consists of hours, minutes, and seconds that count down to zero when started. You are required to create a Countdown component that takes in an input of minutes. When started, it counts down to zero and prints the countdown on the screen.

Tasks

1. Create a countdown timer that takes in an input as the minutes that you want the countdown to start from.
2. When clicked on the Play Icon, the timer should start counting to 0.
3. If the input is changed in the middle, the countdown should stop and reset.
4. Once played, the countdown cannot be stopped.
5. Create a Reset button to reset the timer.
6. Bonus: Create a Pause button to pause the timer.

UI

PS- Please don't try to use any AI tool or copy the solution from somewhere. We will be checking your project through [Plagiarism Detection (stanford.edu)](). No external library is to be used except for icons. You need to share the GitHub link and hosted site as your solution.