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Practical No: 4 Write a JavaScript program to compare two strings using various methods.

Code:

**Index.html**

<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

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

    <title>String Comparison</title>

</head>

<body>

    <h1>String Comparison</h1>

    <label for="string1">String 1:</label>

    <input type="text" id="string1" placeholder="Enter first string">

    <br>

    <label for="string2">String 2:</label>

    <input type="text" id="string2" placeholder="Enter second string">

    <br>

    <button id="compareButton">Compare</button>

    <p id="result"></p>

    <script src="script.js"></script>

</body>

</html>

**Script.js**

const timerDisplay = document.getElementById("timerDisplay");

const minutesInput = document.getElementById("minutes");

const startButton = document.getElementById("startButton");

const countdownTimer = {

    intervalId: null,

    targetTime: 0,

    startCountdown(minutes) {

        const endTime = Date.now() + minutes \* 60 \* 1000;

        this.targetTime = endTime;

        this.intervalId = setInterval(() => {

            const remainingTime = this.targetTime - Date.now();

            if (remainingTime <= 0) {

                this.stopCountdown();

                timerDisplay.textContent = "Time's up!";

            } else {

                const minutes = Math.floor(remainingTime / (60 \* 1000)).toString().padStart(2, "0");

                const seconds = Math.floor((remainingTime % (60 \* 1000)) / 1000).toString().padStart(2, "0");

                timerDisplay.textContent = `${minutes}:${seconds}`;

            }

        }, 1000);

        startButton.disabled = true;

        minutesInput.disabled = true;

    },

    stopCountdown() {

        clearInterval(this.intervalId);

        startButton.disabled = false;

        minutesInput.disabled = false;

    }

};

startButton.addEventListener("click", () => {

    const minutes = parseInt(minutesInput.value, 10);

    if (isNaN(minutes) || minutes <= 0) {

        alert("Please enter a valid positive number of minutes.");

        return;

    }

    countdownTimer.startCountdown(minutes);

});

Output:

