Assignment Description

1. Create the div on top centre of the page with some background colour different the background colour.
2. The div should contain a timer, play button, reset button, and a small box.
3. On clicking the reset button, a prompt should appear which asks for time in minutes and reset the timer text to the time entered in seconds and minutes accordingly.
4. Play button should only be active till there is time in the timer else the play button should be deactivated and the.
5. On clicking the play button after setting the time the background colour of the play button should change and the icon also changes to pause and vice versa, timer should start normally updating the text, small box changing its size and changing the background colour of the clock after every second passes.
6. On clicking the pause button, the background colour of the pause button changes and the icon changes to play icon, clock should be on hold with the current background colour, small box size and time remaining.
7. After the timer reaches the end that is zero seconds remain the clock should be on hold with the current background colour, small box size and the pause button icon should change pause to play and is disabled till the time is given again.

CODE

Html

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta http-equiv="X-UA-Compatible" content="IE=edge">

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

<title>index5</title>

<link rel="stylesheet" href="./style5.css">

<script defer src="./fill5.js"></script>

</head>

<body>

<div class="box">

<span class="min">00</span>

<span>:</span>

<span class="sec">00</span>

<button class="btn1" onclick="change()"></button>

<button class="btn2" onclick="call()"></button>

<div class="smbx"></div>

</div>

</body>

</html>

CSS

\*{

margin:0;

padding:0;

}

.box{

height:200px;

width:300px;

background-color: bisque;

margin: auto;

padding: 20px;

}

span{

font-weight: bold;

font-size: 30px;

}

.btn1{

margin-left: 20px;

height:40px;

width:40px;

background-image: url(./play.png);

background-position: center;

background-repeat: no-repeat;

background-size: cover;

border: none;

}

.btn2{

margin-left: 20px;

height:40px;

width:40px;

background-image: url(./reset.png);

background-position: center;

background-repeat: no-repeat;

background-size: cover;

border: none;

}

.smbx{

height: 50px;

width:50px;

background-color: yellowgreen;

margin-top: 50px;

margin-left: 100px;

transform: scale(1);

}

Javascript

let btn1=document.querySelector(".btn1");

let min=document.querySelector(".min");

let sec=document.querySelector(".sec");

let box=document.querySelector(".box");

let smbx=document.querySelector(".smbx");

let bgclr=["orange","blue","yellow","red","green","violet","indigo","pink"];

let j=1;

let i=0;

function change(){

if(j==0){

if(i==0){

i=1

start();

}

else{

stop();

i=0;

}

}

}

let c;

let s;

let ij=null;

function call(){

c=prompt("please enter time duration in minutes","");

console.log(c);

s=c\*60;

let mi=Math.floor(s/60);

let se=Math.floor(s%60);

min.innerHTML=mi.toString().padStart(2,"0");

sec.innerHTML=se.toString().padStart(2,"0");

j=0;

}

function tc(){

let mi=Math.floor(s/60);

let se=s%60;

min.innerHTML=mi.toString().padStart(2,"0");

sec.innerHTML=se.toString().padStart(2,"0");

console.log(mi+" "+se);

}

function start(){

btn1.style.backgroundColor="red";

btn1.style.backgroundImage="url(./pause.png)";

if(s>=0){

ij=setInterval(()=>{

s=s-1;

if(s<0)

{

stop();

}

else{

tc();

changebgclr();

zoom();

}

},1000);

}

else{

stop();

}

}

function stop(){

btn1.style.backgroundColor="green";

btn1.style.backgroundImage="url(./play.png)";

if(ij!=null)

{

clearInterval(ij);

ij=null;

}

}

let rc=0

function changebgclr(){

let len=bgclr.length;

if(rc>=len){

rc=0;

}

console.log(bgclr[rc]);

box.style.backgroundColor=bgclr[rc];

rc=rc+1;

}

let m=0;

function zoom(){

if(m==0){

smbx.style.transform="scale(1.5)";

m=1;

}

else{

smbx.style.transform="scale(1)";

m=0;

}

}

ScreenShots











