**Coding Assignment 2.2**

**Learning Outcome Addressed**

 7. Write a program that executes after some criteria are met

**Maintaining Information on a Page**

**Maintaining Information on a Web Page while Scheduling and Repeating Executions**

So far, we've seen how we can schedule a code execution after a set number of seconds has elapsed. We've also seen how we can make that execution repeatable over time. However, the content that we scheduled and displayed on the console has only been static so far.

In this task, we're going to add some dynamic content to be displayed on the console. This dynamic content will be scheduled, repeated, and will change over an interval of time. This could be helpful for example if you wanted to display a countdown clock on the checkout page of your e-commerce website.

**You task in this activity is to do the following:**

* Declare a variable called "counter" and set its value to 0.
* Write a function in JavaScript that will increment the variable "counter" by 1 every time it is called.
* Schedule the execution of the function you created to be executed every three seconds.
* Use console.log to show the results of the function call.

You will notice how JavaScript allows you to keep track of the dynamic "counter" content every time your code repeats execution (ex. counter clock counting down).

Task

Increment counter every three seconds

<!DOCTYPE html>

<html>

  <head>

    <title>Simulation - Repeater</title>

    <script src="./state.js"></script>

  </head>

  <body>

    <h1></h1>

    <p>When you're done coding, refresh this page</p>

  </body>

</html>

//Declare a variable called "counter" and set it to 0

//Write a function that increments the variable "counter" by 1 every time it is called

//Schedule the execution of the function every 3 seconds