STOPWATCH :-

```html
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Stopwatch App</title>
  <style>
    body {
      font-family: Arial, sans-serif;
      display: flex;
      align-items: center;
      justify-content: center;
      height: 100vh;
      margin: 0;
      background-color: #f0f0f0;
    }
    .stopwatch {
      text-align: center;
      background-color: #fff;
      padding: 20px;
      border-radius: 10px;
      box-shadow: 0 4px 8px rgba(0, 0, 0, 0.2);
      width: 300px;
    }
    .time {
      font-size: 2em;
      margin-bottom: 20px;
    }
    .buttons {
      display: flex;
      justify-content: space-around;
```

```css
    }
    button {
      padding: 10px 20px;
      font-size: 1em;
      border: none;
      border-radius: 5px;
      cursor: pointer;
      outline: none;
    }
    .start {
      background-color: #4caf50;
      color: white;
    }
    .pause {
      background-color: #f9a825;
      color: white;
    }
    .reset {
      background-color: #f44336;
      color: white;
    }
  </style>
</head>
<body>
  <div class="stopwatch">
    <div class="time" id="display">00:00:00</div>
    <div class="buttons">
      <button class="start" onclick="start()">Start</button>
      <button class="pause" onclick="pause()">Pause</button>
      <button class="reset" onclick="reset()">Reset</button>
    </div>
```

```html
    </div>

    <script>
      let minutes = 0;
      let seconds = 0;
      let milliseconds = 0;
      let timer;

      function updateDisplay() {
        const display = document.getElementById("display");
        display.innerHTML =
          (minutes < 10 ? "0" + minutes : minutes) + ":" +
          (seconds < 10 ? "0" + seconds : seconds) + ":" +
          (milliseconds < 10 ? "0" + milliseconds : milliseconds);
      }

      function start() {
        if (!timer) {
          timer = setInterval(() => {
            milliseconds++;
            if (milliseconds === 100) {
              milliseconds = 0;
              seconds++;
            }
            if (seconds === 60) {
              seconds = 0;
              minutes++;
            }
            updateDisplay();
          }, 10);
        }
```

```
    }

    function pause() {
      clearInterval(timer);
      timer = null;
    }

    function reset() {
      clearInterval(timer);
      timer = null;
      minutes = 0;
      seconds = 0;
      milliseconds = 0;
      updateDisplay();
    }
  </script>
</body>
</html>
```