

## HTML

```
<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

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

<title>Stopwatch</title>

<link rel="stylesheet" href="body.css">

</head>

<body>


<div class="stopwatch">

  <div id="display">00:00:00</div>

  <button id="startStopButton" onclick="startStop()">Start</button>

  <button id="aae" onclick="reset()">Reset</button>

</div>

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

</body>

</html>
```

## CSS

```
body{

  font-family: Arial, sans-serif;

  display: flex;

  justify-content: center;

  align-items: center;

  height: 100vh;

  margin: 0;

  background: url(aa.jpg);

}
```

```
.stopwatch{
```

```
text-align: center;
```

```
}
```

```
#display{
```

```
font-size: 5em;
```

```
margin-bottom: 20px;
```

```
}
```

```
#startStopButton
```

```
{
```

```
background-color: grey;
```

```
border-radius: 20px;
```

```
font-size: 25px;
```

```
}
```

```
#aae{
```

```
background-color: grey;
```

```
border-radius: 20px;
```

```
font-size: 25px;
```

```
}
```

```
JAVA
```

```
let timer;
```

```
let minutes = 0;
```

```
let seconds = 0;
```

```
let milliseconds = 0;
```

```
let isRunning = false;
```

```
function startStop() {
```

```
if (isRunning) {
```

```
clearInterval(timer);
```

```
document.getElementById("startStopButton").innerText = "Start";
```

```
    isRunning = false;
  } else {
    timer = setInterval(updateTime, 10);
    document.getElementById("startStopButton").innerText = "Stop";
    isRunning = true;
  }
}
```

```
function reset() {
  clearInterval(timer);
  minutes = 0;
  seconds = 0;
  milliseconds = 0;
  isRunning = false;
  document.getElementById("display").innerText = "00:00:00";
  document.getElementById("startStopButton").innerText = "Start";
}
```

```
function updateTime() {
  milliseconds++;
  if (milliseconds >= 100) {
    milliseconds = 0;
    seconds++;
    if (seconds >= 60) {
      seconds = 0;
      minutes++;
    }
  }
}

let displayMinutes = minutes < 10 ? "0" + minutes : minutes;
let displaySeconds = seconds < 10 ? "0" + seconds : seconds;
let displayMilliseconds = milliseconds < 10 ? "0" + milliseconds : milliseconds;
```

```
document.getElementById("display").innerText = `${displayMinutes}:${displaySeconds}:${displayMilliseconds}`;  
}
```



