

## Stage 8:

One question that arises is does the timer drift (for example, if a web page you are loading ties down the system, can more than 10 seconds pass before you update the timer). The way to check this is to remember the date each time the timer is updated. If more than 11 seconds has passed since the last date remembered, then instead of incrementing the timer by 10 seconds, you should increment it by the number of seconds that have actually passed. For good measure, you should also print a warning message on the web page so that you know that this is a problem. You may need to adjust this from 11 to 12 seconds or so depending on the time sampling rate of the browser.

## Conclusion:

Well, that covers the design of a simple web page for timing practice in cs3342. One question is: does it actually help? If you try to use it, you may notice things that would make it more useful. If you do, let me know. Depending on their complexity, new tasks based on your design suggestions may appear. Enjoy.

[Questions or suggestions relating to this task should be posted as comments on the blog page that announced its creation.]