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<b>Division : BE 8</b>	<b>Batch : Q8</b>
<b>Subject : Javascript</b>	<b>Date :</b>

### Experiment 5: Create a countdown timer using JavaScript.

#### CODE:

##### 1. HTML

```
<!DOCTYPE html>
<html>
<script src="Expt_5.js"></script>

<center>
  <h1>Countdown Timer </h1>
</center>

<body>
  <center>
    <br>
    Enter Day (DD): <input type="int" id="day"></inputtype>
    <br> <br>
    Enter Month (MM) : <input type="int" id="month"></inputtype>
    <br> <br>
    Enter Year (YYYY): <input type="int" id="year"></inputtype>
    <br> <br>
    Enter Time (HH:MM:SS) : <input type="str" id="time"></inputtype>
    <br> <br>
    <button onclick="countdown()">Time Left</button>
    <br>
    <p id="output"></p>
    <br>
  </center>
</body>
</html>
```

##### 2. JS

```
function countdown() {
  var day = document.getElementById("day").value;
  var month = document.getElementById("month").value;
  var year = document.getElementById("year").value;
  var time = document.getElementById("time").value;
  const timeBlock = time.split(":");
  var x = setInterval(function () {
    var currentDate = new Date().getTime();
    var countDownDate = new Date(year, month - 1, day, timeBlock[0], timeBlock[1],
timeBlock[2]).getTime();
    var timeLeft = countDownDate - currentDate;
    var days = Math.floor(timeLeft / (1000 * 60 * 60 * 24));
    var hours = Math.floor((timeLeft % (1000 * 60 * 60 * 24)) / (1000 * 60 * 60));
    var minutes = Math.floor((timeLeft % (1000 * 60 * 60)) / (1000 * 60));
    var seconds = Math.floor((timeLeft % (1000 * 60)) / 1000);

    document.getElementById("output").innerHTML = "Time Left : " + days + " Days " + hours +
" Hours " + minutes + " Minutes " + seconds + " Seconds ";
  }, 1000);
}
```

```
    if (timeLeft <= 0) {  
        clearInterval(x);  
        document.getElementById("output").innerHTML = "Countdown Timer Expired";  
    }  
}  
, 500);  
}
```