

Javascript Test

TEST NAME: Stopwatch

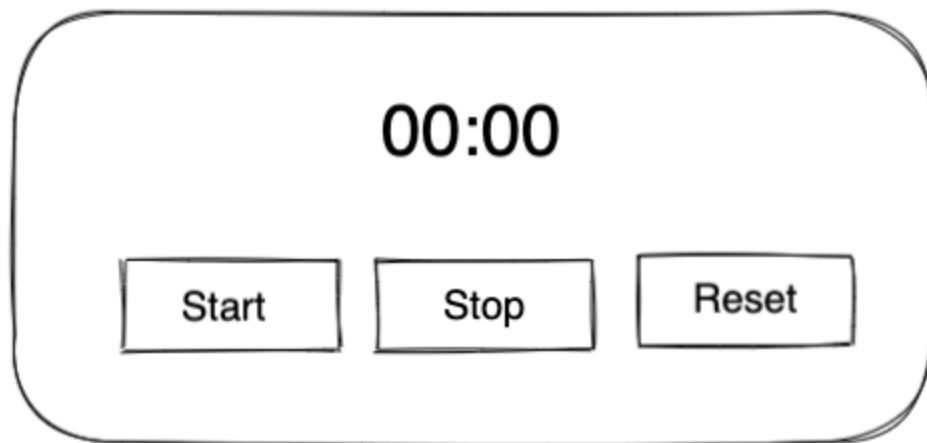
Problem statement

Create a stopwatch app. Use ONLY vanilla javascript, no libraries or frameworks allowed for Javascript (you can use any css framework like Bootstrap).

Instructions

- You are **ALLOWED** to style the app any way you like.
- You are **ALLOWED** to google and read how to approach the problem.
- **DO NOT** copy and paste code from the internet.
- **DO NOT** cheat with other students. ***REMEMBER:** These tests are for YOU so that you can learn something new. Cheating won't help. It's better to not submit the solution than to cheat and submit. PS: There will be a plagiarism check and when found cheating, you won't be allowed to give future tests.*
- Once you have finished with the test, make a video recording your computer screen (via phone or a software like OBS/screencastify etc) and **explaining how you have approached the problem** in code and **showing the final product**. The video can be **UPTO 5 mins** long. ***Please don't record videos longer than that.***
- **Upload** and **Host** the code on github as well.
- Once you have recorded the video, upload it on youtube (unlisted or whatever), drive or wherever you want to upload it and provide the link.
- **Hosting on Github is compulsory, I will be rejecting the submission if not hosted!**

(This is just a rough sketch, make it pretty using CSS)



Features

- **Start timer**
 - On click of start button, start the timer
 - If timer is 0 start from beginning else start from wherever last stopped
- **Stop timer**
 - Stop timer once clicked on the stop button
- **Reset button**
 - On click of reset stop the watch (if already started) and set timer as 0

Points on which the project will be judged

- All functionalities mentioned above
- Github
 - Readme.md file
 - Hosted code on Github
- Code
 - Comments
 - Structuring of code
 - Indentation
 - Variables and functions naming
- Styling
- Hosting
- Design

- Video (explanation about the project)
- Creativity