**Source Code:**

**<!DOCTYPE html>**

**<html lang="en">**

**<head>**

**<meta charset="UTF-8">**

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

**<title>Countdown Timer</title>**

**<script src="https://cdn.tailwindcss.com"></script>**

**<style>**

**body {**

**background: linear-gradient(135deg, #9333EA 0%, #3B82F6 100%);**

**min-height: 100vh;**

**}**

**.timer-input::-webkit-inner-spin-button,**

**.timer-input::-webkit-outer-spin-button {**

**-webkit-appearance: none;**

**margin: 0;**

**}**

**.timer-input {**

**-moz-appearance: textfield;**

**}**

**@keyframes pulse-ring {**

**0% {**

**transform: scale(0.8);**

**opacity: 0.5;**

**}**

**100% {**

**transform: scale(1);**

**opacity: 0;**

**}**

**}**

**.pulse-ring::before {**

**content: '';**

**position: absolute;**

**left: 0;**

**right: 0;**

**top: 0;**

**bottom: 0;**

**border-radius: 9999px;**

**box-shadow: 0 0 0 2px rgba(255, 255, 255, 0.5);**

**animation: pulse-ring 1.5s cubic-bezier(0.4, 0, 0.6, 1) infinite;**

**}**

**</style>**

**</head>**

**<body class="flex items-center justify-center p-6">**

**<div class="w-full max-w-md">**

**<!-- Main Card -->**

**<div class="bg-white bg-opacity-95 backdrop-blur-sm rounded-3xl p-8 shadow-xl">**

**<h1 class="text-3xl font-bold text-gray-800 mb-8 text-center">Countdown Timer</h1>**

**<!-- Timer Input -->**

**<div class="relative mb-6">**

**<input type="number" id="timerInput"**

**class="timer-input w-full text-5xl font-bold text-center py-4 border-2 border-purple-200 rounded-xl focus:outline-none focus:border-purple-500 transition-colors"**

**value="50"**

**min="1"**

**max="999">**

**<div class="absolute right-4 top-1/2 -translate-y-1/2 flex flex-col gap-1">**

**<button class="text-gray-400 hover:text-purple-600 focus:outline-none" onclick="adjustTimer(1)">▲</button>**

**<button class="text-gray-400 hover:text-purple-600 focus:outline-none" onclick="adjustTimer(-1)">▼</button>**

**</div>**

**</div>**

**<!-- Control Buttons -->**

**<div class="grid grid-cols-3 gap-3 mb-6">**

**<button id="startButton"**

**class="py-4 bg-green-600 text-white text-xl font-semibold rounded-xl hover:bg-green-700 active:bg-green-800 transition-colors focus:outline-none focus:ring-2 focus:ring-green-500 focus:ring-offset-2">**

**Start**

**</button>**

**<button id="stopButton"**

**class="py-4 bg-yellow-600 text-white text-xl font-semibold rounded-xl hover:bg-yellow-700 active:bg-yellow-800 transition-colors focus:outline-none focus:ring-2 focus:ring-yellow-500 focus:ring-offset-2 disabled:opacity-50 disabled:cursor-not-allowed">**

**Stop**

**</button>**

**<button id="resetButton"**

**class="py-4 bg-red-600 text-white text-xl font-semibold rounded-xl hover:bg-red-700 active:bg-red-800 transition-colors focus:outline-none focus:ring-2 focus:ring-red-500 focus:ring-offset-2">**

**Reset**

**</button>**

**</div>**

**<!-- Timer Display -->**

**<div id="timerDisplay" class="mt-8 text-center">**

**<div id="timeLeft" class="text-6xl font-bold text-gray-800 hidden"></div>**

**<div id="timeUpMessage" class="text-4xl font-bold text-gray-800 hidden">Time's up!</div>**

**</div>**

**</div>**

**</div>**

**<script>**

**let countdown;**

**let isPaused = false;**

**let remainingTime = 0;**

**const timerInput = document.getElementById('timerInput');**

**const startButton = document.getElementById('startButton');**

**const stopButton = document.getElementById('stopButton');**

**const resetButton = document.getElementById('resetButton');**

**const timeLeft = document.getElementById('timeLeft');**

**const timeUpMessage = document.getElementById('timeUpMessage');**

**function adjustTimer(amount) {**

**let newValue = parseInt(timerInput.value) + amount;**

**if (newValue >= 1 && newValue <= 999) {**

**timerInput.value = newValue;**

**}**

**}**

**function startTimer() {**

**clearInterval(countdown);**

**// If timer was paused, use remaining time, otherwise use input value**

**const seconds = isPaused ? remainingTime : parseInt(timerInput.value);**

**if (isNaN(seconds) || seconds < 1) {**

**timerInput.value = 50;**

**return;**

**}**

**const now = Date.now();**

**const then = now + seconds \* 1000;**

**displayTimeLeft(seconds);**

**timeLeft.classList.remove('hidden');**

**timeUpMessage.classList.add('hidden');**

**startButton.disabled = true;**

**startButton.classList.add('opacity-50');**

**stopButton.disabled = false;**

**stopButton.classList.remove('opacity-50');**

**timerInput.disabled = true;**

**isPaused = false;**

**countdown = setInterval(() => {**

**const secondsLeft = Math.round((then - Date.now()) / 1000);**

**if (secondsLeft < 0) {**

**clearInterval(countdown);**

**timeUp();**

**return;**

**}**

**displayTimeLeft(secondsLeft);**

**remainingTime = secondsLeft;**

**}, 1000);**

**}**

**function stopTimer() {**

**clearInterval(countdown);**

**isPaused = true;**

**startButton.disabled = false;**

**startButton.classList.remove('opacity-50');**

**stopButton.disabled = true;**

**stopButton.classList.add('opacity-50');**

**startButton.textContent = 'Resume';**

**}**

**function resetTimer() {**

**clearInterval(countdown);**

**isPaused = false;**

**remainingTime = 0;**

**timerInput.value = 50;**

**timerInput.disabled = false;**

**startButton.disabled = false;**

**startButton.classList.remove('opacity-50');**

**stopButton.disabled = true;**

**stopButton.classList.add('opacity-50');**

**startButton.textContent = 'Start';**

**timeLeft.classList.add('hidden');**

**timeUpMessage.classList.add('hidden');**

**}**

**function displayTimeLeft(seconds) {**

**timeLeft.textContent = seconds;**

**}**

**function timeUp() {**

**timeLeft.classList.add('hidden');**

**timeUpMessage.classList.remove('hidden');**

**startButton.disabled = false;**

**startButton.classList.remove('opacity-50');**

**stopButton.disabled = true;**

**stopButton.classList.add('opacity-50');**

**timerInput.disabled = false;**

**timerInput.value = 50;**

**startButton.textContent = 'Start';**

**isPaused = false;**

**// Play notification sound**

**const audio = new Audio('data:audio/wav;base64,');**

**audio.play();**

**}**

**startButton.addEventListener('click', startTimer);**

**stopButton.addEventListener('click', stopTimer);**

**resetButton.addEventListener('click', resetTimer);**

**// Initialize stop button as disabled**

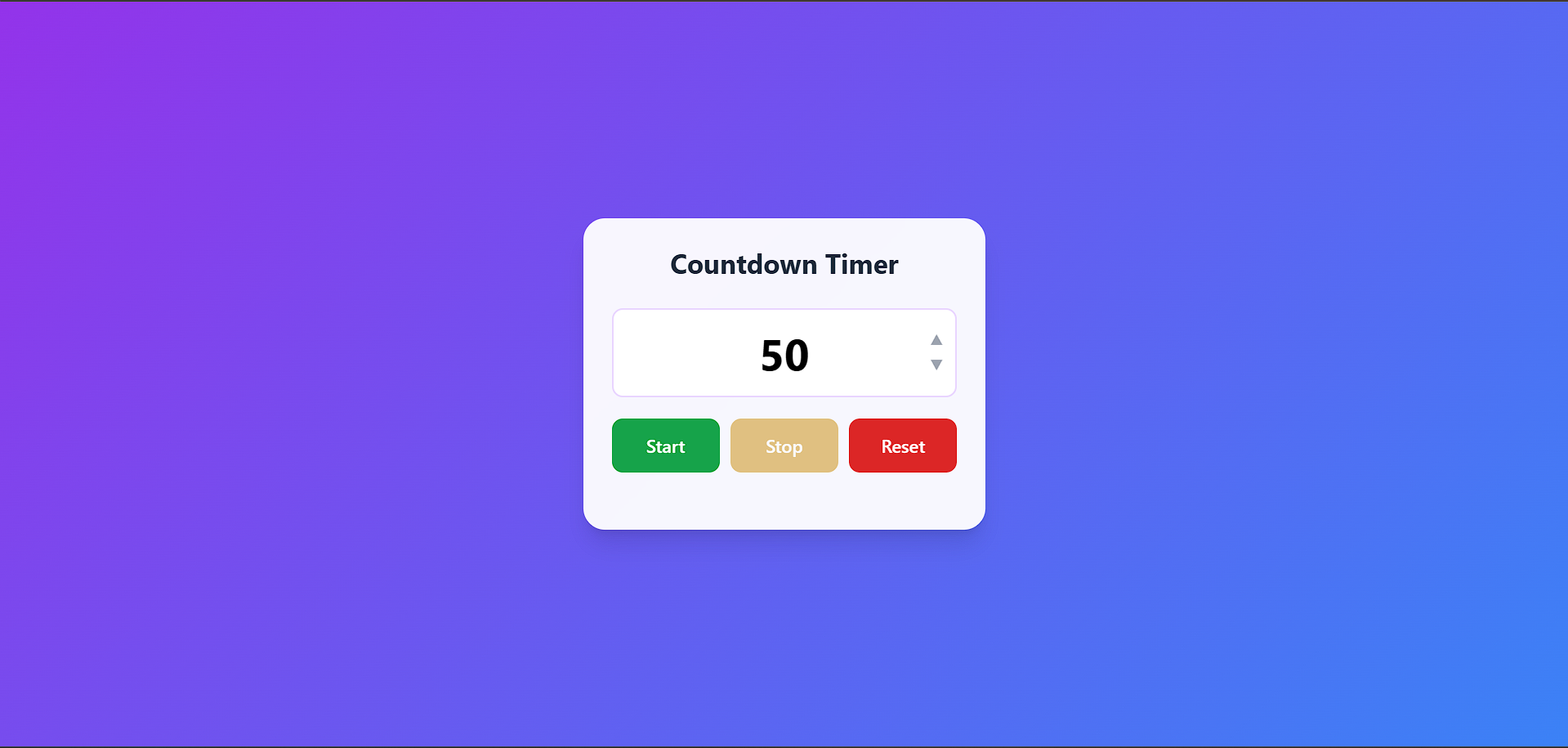
**stopButton.disabled = true;**

**stopButton.classList.add('opacity-50');**

**</script>**

**</body>**

**</html>**

**Output:  
**