#### **Date**

- 1. Current Date and Time: const now = new Date();
- 2. Specific Date: const specificDate = new Date(2024, 10, 29);
- 3. Date from String: const dateFromString = new Date("2024-11-29");
- 4. Using Timestamps: const fromTimestamp = new Date(1732845690000);

## **Date & Time Components**

```
    const now = new Date();
    console.log(now.getFullYear()); // Year (e.g., 2024)
    console.log(now.getMonth()); // Month (0-11, 0 = January)
    console.log(now.getDate()); // Day of the month (1-31)
    console.log(now.getDay()); // Day of the week (0-6, 0 = Sunday)
    console.log(now.getHours()); // Hour (0-23)
    console.log(now.getMinutes()); // Minutes (0-59)
    console.log(now.getSeconds()); // Seconds (0-59)
    console.log(now.getMilliseconds()); // Milliseconds (0-999)
```

## **Setting Date Components**

```
1. const date = new Date();
2. date.setFullYear(2030); // Set the year
3. date.setMonth(5); // Set the month (0 = January)
4. date.setDate(15); // Set the day of the month
5. date.setHours(10); // Set the hour
6. date.setMinutes(45); // Set the minutes
7. date.setSeconds(30); // Set the seconds

console.log(date); // Modified date
```

# **Formatting Dates**

```
    console.log(date.toString()); // e.g., Fri Nov 29 2024
        10:30:00 GMT+0530 (India Standard Time)
    console.log(date.toISOString()); // ISO format:
        2024-11-29T05:00:00.000Z
    console.log(date.toUTCString()); // UTC format: Fri, 29 Nov
        2024 05:00:00 GMT
    console.log(date.toLocaleDateString()); // e.g., 11/29/2024
    console.log(date.toLocaleTimeString()); // e.g., 10:30:00 AM
    console.log(date.toLocaleString()); // e.g., 11/29/2024,
        10:30:00 AM
```

#### **Another format**

```
new Date(year, month, day, hours, minutes, seconds,
milliseconds);
```

# **Date Calculations**

```
const date1 = new Date("2024-11-01");
const date2 = new Date("2024-11-29");

const difference = date2 - date1; // Difference in milliseconds

date.setDate(date.getDate() + 7);
console.log(date);
```

# **Countdown Timer**