

# Coding Challenge #1: Chronometer

This coding exercise is designed to help you revise the concepts of animation that you have covered so far.

## WE'LL COVER THE FOLLOWING ^

- Problem Statement

## Problem Statement #

Write an interactive web page with a button to start and stop a chronometer counting the number of elapsed seconds.

Output

JavaScript

HTML

CSS (SCSS)

Start

0 elapsed second(s)



Console

Clear