

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

```
  <title>Running Aide App</title>
```

```
  <script type="text/javascript" src="./js/assi6.js"></script>
```

```
  <meta charset="UTF-8" />
```

```
  <meta http-equiv="X-UA-Compatible" content="IE=edge" />
```

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

```
</head>
```

```
<body>
```

```
  <div>
```

```
    <h1>Runner Aide</h1>
```

```
  </div>
```

```
  <div>
```

```
    <form>
```

```
      <fieldset>
```

```
        <legend>Calculate pace chart:</legend>
```

```
        Distance
```

```
        <br>
```

```
        <input type="text" id="distance">
```

```
        <label for="distance">mi</label>
```


Target pace

<input type="text" id="pace" />

<label for="pace">Min/Mi(mm:ss)</label>

<input type="button" value="Calculate" onclick="calculateTable();" />

</fieldset>

</form>

</div>

<table id="table">

<tr>

<th>Miles</th>

<th>Time</th>

</tr>

</table>

</body>

</html>

```
function calculateTable() {  
  
    clearTable();  
  
    var miles = document.getElementById("distance").value;  
  
    var pace = document.getElementById("pace").value.split(":");  
  
    var table = document.getElementById("table"); //because we need  
table so that we can add things to the table  
  
  
  
    var markup = table.innerHTML;  
  
    var hrs = 0;  
  
    var min = 0;  
  
    var sec = 0;  
  
  
  
    pace[0] = parseInt(pace[0]);  
    pace[1] = parseInt(pace[1]);  
  
  
  
    for (var i = 1; i <= miles; i++) {  
  
        var time = "";  
  
        console.log(i);  
  
  
        min += pace[0];  
  
        sec += pace[1];  

```

```

        if (sec >= 60) {
            min++;
            sec -= 60;
        }

        if (min >= 60) {
            hrs++;
            min -= 60;
        }

        time =
            (hrs > 0 ? (hrs < 10 ? "0" : "") + hrs + ":" : "") + (min < 10 ?
"0" : "") +
            min + ":" + (sec < 10 ? "0" : "") + sec;

        markup += "<tr><td>" + (i > miles ? miles : i) + "</td><td>" +
time + "</td></tr>";
    }

    table.innerHTML = markup;
}

//clear the table

function clearTable() {

```

```
    document.getElementById("table").innerHTML = "<tr> <th>Miles</th>  
<th>Time</th> </tr>";  
}
```