DATE: 12/06/2022

Last day

For the last day we included the needed code that was missing.

While getting everything together we fixed our issue we encountered with the stopwatch code

|  |
| --- |
| <!--stopwatch--> |
|  | <section class="stopwatch"> |
|  | <div class="container grid"> |
|  | <div class="stopwatch-text"> |
|  | <h1>Whack a Mole!</h1> |
|  | <br><br> |
|  | </div> |
|  | <div class="watch"> |
|  | <div id="watch" class="stopwatch-form card"> |
|  | <h1 class="timer hidden" id="duration">00.00</h1> |
|  |  |
|  | <div id="starter" class="flex"> |
|  | <button class="coin" id="token"> |
|  | <h4>TOKEN</h4> |
|  | </button> |
|  | <div class="box"></div> |
|  | <div class="box2"></div> |
|  | </div> |
|  | </div> |
|  | </div> |
|  | </div> |
|  | </section> |

function run(){

const i = Math.floor(Math.random() \* holes.length)

const hole = holes[i]

let timer = null

timer = setTimeout(() => {

hole.removeChild(img)

run()

}, 1500)