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<!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.jsdelivr.net/npm/@tailwindcss/browser@4"></script>
</head>
<body>
  <div class="container flex flex-col items-center justify-center h-screen bg-blue-400">
    <div class="h-[350px] w-[350px] bg-white rounded-[24px] flex flex-col items-center border-2 border-white p-[20px]">
      <h1 class="text-center text-[25px] mt-4 font-bold text-blue-600">Countdown
Timer</h1>
      <input type="text" id="timeInput" placeholder="Enter time in seconds"
class="border-2 border-blue-800 rounded-md p-2 m-5 w-[300px]">
      <button class="bg-blue-600 text-white rounded-md p-4 font-bold"
onclick="startCountdown()">Start Countdown</button>
      <div id="display" class="p-2 rounded-md m-5 text-blue-900 text-[20px] font-
semibold bg-blue-300">Your countdown starts!</div>
    </div>
  </div>
  <script>
    function startCountdown() {
      const input = document.getElementById("timeInput");
      const display = document.getElementById("display");
      let time = parseInt(input.value);

      if (isNaN(time) || time <= 0) {
        alert("⊖ Please enter a valid time in seconds.");
        return;
      }
    }
  </script>

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input.disabled = true;
const button = document.querySelector("button");
button.disabled = true;
button.innerHTML = "⌚ Counting...";
display.innerHTML = `🕒 ${time} seconds remaining`;
const countdownInterval = setInterval(() => {
  time--;
  if (time > 0) {
    display.innerHTML = `🕒 ${time} seconds remaining`;
  } else {
    clearInterval(countdownInterval);
    display.innerHTML = "✅ Time's up!";
    input.disabled = false;
    button.disabled = false;
    button.innerHTML = "Restart Countdown";
  }
}, 1000);
</script>
</body>
</html>
```

Countdown Timer

 Counting...

 758 seconds remaining