

Javascript Week 2, Exercise 1

Figure out how long the page has been loaded for.

- Create a button labelled “STOP TIME” that calls a function called stopTime()
- Create a new instance of date and set a variable equal to it (ie `var start = new Date()`) that runs when the page loads
- Get the current unixtime (getTime)
- Create a function called stopTime that creates an instance of date, then figures out how many seconds have passed since the page has been loaded

