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1 // STOPWATCH ACTIVITY (SOLUTION)
2 // =====
3
4 // This code will run as soon as the page loads
5 window.onload = function() {
6     $("#lap").on("click", stopwatch.recordLap);
7     $("#stop").on("click", stopwatch.stop);
8     $("#reset").on("click", stopwatch.reset);
9     $("#start").on("click", stopwatch.start);
10 };
11
12 // Variable that will hold our setInterval that runs the stopwatch
13 var intervalId;
14
15 // prevents the clock from being sped up unnecessarily
16 var clockRunning = false;
17
18 // Our stopwatch object
19 var stopwatch = {
20
21     time: 0,
22     lap: 1,
23
24     reset: function() {
25
26         stopwatch.time = 0;
27         stopwatch.lap = 1;
28
29         // DONE: Change the "display" div to "00:00."
30         $("#display").text("00:00");
31
32         // DONE: Empty the "laps" div.
33         $("#laps").text("");
34     },
35     start: function() {
36
37         // DONE: Use setInterval to start the count here and set the clock to running.
38         if (!clockRunning) {
39             intervalId = setInterval(stopwatch.count, 1000);
40             clockRunning = true;
41         }
42     },
43     stop: function() {
44
45         // DONE: Use clearInterval to stop the count here and set the clock to not be
46         // running.
47         clearInterval(intervalId);
48         clockRunning = false;
49     },
50     recordLap: function() {
51
52         // DONE: Get the current time, pass that into the stopwatch.timeConverter
53         // function, and save the result in a variable.
54         var converted = stopwatch.timeConverter(stopwatch.time);
55
56         // DONE: Add the current lap and time to the "laps" div.
57         $("#laps").append("<p>Lap " + stopwatch.lap + " : " + converted + "</p>");
58
59         // DONE: Increment lap by 1. Remember, we can't use "this" here.

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59     stopwatch.lap++;
60 },
61 count: function() {
62     // DONE: increment time by 1, remember we cant use "this" here.
63     stopwatch.time++;
64     // DONE: Get the current time, pass that into the stopwatch.timeConverter
65     function,
66     //     and save the result in a variable.
67     var converted = stopwatch.timeConverter(stopwatch.time);
68     console.log(converted);
69     // DONE: Use the variable we just created to show the converted time in the
70     "display" div.
71     $("#display").text(converted);
72 },
73 timeConverter: function(t) {
74     var minutes = Math.floor(t / 60);
75     var seconds = t - (minutes * 60);
76     if (seconds < 10) {
77         seconds = "0" + seconds;
78     }
79     if (minutes === 0) {
80         minutes = "00";
81     }
82     else if (minutes < 10) {
83         minutes = "0" + minutes;
84     }
85     return minutes + ":" + seconds;
86 }
87 };
88
89 // Solution if you choose not to put it in an object
90 // var time = 0;
91 // var lap = 1;
92 // function reset() {
93 //     time = 0;
94 //     lap = 1;
95 //     $("#display").text("00:00");
96 //     $("#laps").text("");
97 // }
98 // function start() {
99 //     intervalId = setInterval(count, 1000);
100 // }
101 // function stop() {
102 //     console.log("stopping");
103 //     clearInterval(intervalId);

```

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117
118 // }
119
120 // function recordLap() {
121
122 //     var converted = timeConverter(time);
123 //     $("#laps").append("<p>Lap " + lap + " : " + converted + "</p>");
124 //     lap++;
125
126 // }
127
128 // function count() {
129
130 //     time++;
131 //     var converted = timeConverter(time);
132 //     $("#display").text(converted);
133
134 // }
135
136 // function timeConverter(t) {
137
138 //     var minutes = Math.floor(t / 60);
139 //     var seconds = t - (minutes * 60);
140
141 //     if (seconds < 10) {
142 //         seconds = "0" + seconds;
143 //     }
144
145 //     if (minutes === 0) {
146 //         minutes = "00";
147 //     }
148 //     else if (minutes < 10) {
149 //         minutes = "0" + minutes;
150 //     }
151
152 //     return minutes + ":" + seconds;
153 // }
154
```