

```
<!DOCTYPE html>
```

```
<html lang="en">
```

```
<head>
```

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

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

```
  <title>Document</title>
```

```
  <style>
```

```
    body {
```

```
      background-color: rgb(197, 216, 233);
```

```
      display: flex;
```

```
      flex-direction: column;
```

```
      align-items: center;
```

```
    }
```

```
    h1 {
```

```
      font-size: 50px;
```

```
    }
```

```
    #container {
```

```
      display: flex;
```

```
      justify-content: center;
```

```
      flex-direction: column;
```

```
      align-items: center;
```

```
      width: 600px;
```

```
      border: 5px solid;
```

```
      border-radius: 15px;
```

```
    }
```

```
    #display {
```

```
      font-size: 90px;
```

```
    font-family: monospace;
}
```

```
#controls button {
    padding: 10px;
    width: 100px;
    margin-bottom: 20px;
    margin-right: 22px;
    border: none;
    border-radius: 15px;
    font-weight: bold;
    font-size: 20px;
}
```

```
#Start {
    background-color: rgb(122, 216, 122);
    color: white;
}
```

```
#Start:hover {
    background-color: rgb(108, 196, 108);
    color: white;
}
```

```
#Stop {
    background-color: rgb(180, 208, 104);
    color: white;
}
```

```
#Stop:hover {
    background-color: rgb(142, 168, 71);
```

```
    color: white;
}
```

```
#Reset {
    background-color: rgb(216, 182, 122);
    color: white;
}
```

```
#Reset:hover {
    background-color: rgb(217, 169, 87);
    color: white;
}
```

```
</style>
```

```
</head>
```

```
<body>
```

```
<h1>Stop Watch</h1>
```

```
<div id="container">
```

```
<div id="display">00:00:00:00</div>
```

```
<div id="controls">
```

```
<button id="Start" onclick="start()">Start</button>
```

```
<button id="Stop" onclick="stop()">Stop</button>
```

```
<button id="Reset" onclick="restart()">Reset</button>
```

```
</div>
```

```
</div>
```

```
<script>
```

```
    let display = document.getElementById("display");
```

```
    let timer = null;
```

```
    let elapsed = 0;
```

```
    let startTime = 0;
```

```
let run = false;
```

```
function start() {  
  if (!run) {  
    startTime = Date.now() - elapsed;  
    timer = setInterval(uptade, 10);  
    run = true;  
  }  
}
```

```
function stop() {  
  if (run) {  
    clearInterval(timer);  
    elapsed = Date.now() - startTime;  
    run = false;  
  }  
}
```

```
function restart() {  
  clearInterval(timer);  
  elapsed = 0;  
  startTime = 0;  
  run = false;  
  display.textContent = "00:00:00:00";  
}
```

```
function uptade() {  
  let current = Date.now();  
  elapsed = current - startTime;  
  
  let hours = Math.floor(elapsed / (1000 * 60 * 60));
```

```
let minuts = Math.floor(elapsed / (1000 * 60) % 60);
```

```
let sec = Math.floor((elapsed / 1000 % 60));
```

```
let milli = Math.floor(elapsed % 1000 / 10);
```

```
hours = String(hours).padStart(2, "0");
```

```
minuts = String(minuts).padStart(2, "0");
```

```
sec = String(sec).padStart(2, "0");
```

```
milli = String(milli).padStart(2, "0");
```

```
let NewOne = `${hours}:${minuts}:${sec}:${milli}`;
```

```
display.textContent = NewOne;
```

```
}
```

```
</script>
```

```
</body>
```

```
</html>
```