<!DOCTYPE html>

<html>

<body>

<p>Click "Try it". Wait 3 seconds, and the page will alert "Hello".</p>

<button onclick="setTimeout(myFunction, 3000);">Try it</button>

<script>

function myFunction() {

alert('Hello');

}

</script>

</body>

</html>

<script language="JavaScript">

TargetDate = "12/31/2020 5:00 AM";

BackColor = "palegreen";

ForeColor = "navy";

CountActive = true;

CountStepper = -1;

LeadingZero = true;

DisplayFormat = "%%D%% Days, %%H%% Hours, %%M%% Minutes, %%S%% Seconds.";

FinishMessage = "It is finally here!";

</script>

<script language="JavaScript" src="http://scripts.hashemian.com/js/countdown.js"></script>

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| --- | --- |
| up vote124down voteaccepted | I have two demos, one with jQuery and one without. Neither use date functions and are about as simple as it gets.  [**Demo with vanilla JavaScript**](http://jsfiddle.net/wr1ua0db/17/)  function startTimer(duration, display) {  var timer = duration, minutes, seconds;  setInterval(function () {  minutes = parseInt(timer / 60, 10);  seconds = parseInt(timer % 60, 10);  minutes = minutes < 10 ? "0" + minutes : minutes;  seconds = seconds < 10 ? "0" + seconds : seconds;  display.textContent = minutes + ":" + seconds;  if (--timer < 0) {  timer = duration;  }  }, 1000);  }  window.onload = function () {  var fiveMinutes = 60 \* 5,  display = document.querySelector('#time');  startTimer(fiveMinutes, display);  };  [**Demo with jQuery**](http://jsfiddle.net/df773p9m/4/)  function startTimer(duration, display) {  var timer = duration, minutes, seconds;  setInterval(function () {  minutes = parseInt(timer / 60, 10);  seconds = parseInt(timer % 60, 10);  minutes = minutes < 10 ? "0" + minutes : minutes;  seconds = seconds < 10 ? "0" + seconds : seconds;  display.text(minutes + ":" + seconds);  if (--timer < 0) {  timer = duration;  }  }, 1000);  }  jQuery(function ($) {  var fiveMinutes = 60 \* 5,  display = $('#time');  startTimer(fiveMinutes, display);  });  **However if you want a more accurate timer that is only slightly more complicated:**  function startTimer(duration, display) {  var start = Date.now(),  diff,  minutes,  seconds;  function timer() {  // get the number of seconds that have elapsed since  // startTimer() was called  diff = duration - (((Date.now() - start) / 1000) | 0);  // does the same job as parseInt truncates the float  minutes = (diff / 60) | 0;  seconds = (diff % 60) | 0;  minutes = minutes < 10 ? "0" + minutes : minutes;  seconds = seconds < 10 ? "0" + seconds : seconds;  display.textContent = minutes + ":" + seconds;  if (diff <= 0) {  // add one second so that the count down starts at the full duration  // example 05:00 not 04:59  start = Date.now() + 1000;  }  };  // we don't want to wait a full second before the timer starts  timer();  setInterval(timer, 1000);  }  window.onload = function () {  var fiveMinutes = 60 \* 5,  display = document.querySelector('#time');  startTimer(fiveMinutes, display);  };  <body>  <div>Registration closes in <span id="time"></span> minutes!</div>  </body> |

<https://www.youtube.com/watch?v=u_6CqjQ-L8Q>

window.onload=function(){

var start=Date.now(),r=document.getElementById('r');

(function f(){

var diff=Date.now()-start,ns=(((3e5-diff)/1e3)>>0),m=(ns/60)>>0,s=ns-m\*60;

r.textContent="Registration closes in "+m+':'+((''+s).length>1?'':'0')+s;

if(diff>3e5){

start=Date.now()

}

setTimeout(f,1e3);

})();

}

<div>

Registration closes in <span id="timer">05:00<span> minutes!

</div>

<script>

window.onload = function(){

var hou = 2;

var sec = 60;

setInterval(function(){

document.getElementById("timer").innerHTML = hou +" : " + sec ;

sec--;

if(sec == 00)

{

hou--;

sec = 60;

if (hou == 0)

{

hou = 2;

}

}

},500);

}

</script>