<!doctype html>

<html lang="en">

<head>

<!--

New Perspectives on HTML5 and CSS3, 8th Edition

Tutorial 9

Coding Challenge 2

Author:

Date: 05/26/2023

Filename: code9-2.html

-->

<meta charset="utf-8">

<title>Coding Challenge 9-2</title>

<link href="code9-2\_styles.css" rel="stylesheet" />

<script src="countdown9-2.js" defer></script>

</head>

<body>

<h1>Clock Countdown</h1>

<div id="clock">

<div id="seconds"></div>

<div id="Alert"></div>

</div>

</body>

</html>

"use strict"

/\*

New Perspectives on HTML5 and CSS3, 8th Edition

Tutorial 9

Coding Challenge 2

Countdown Clock

Author:

Date: 05/26/2023

\*/

var secsLeft = 10;

var clockID = setInterval(countdown, 1000);

function countdown() {

var secsString = addLeadingZero(secsLeft);

document.getElementById("seconds").innerHTML = secsString;

checkCountdown();

secsLeft--;

console.log("hellp");

}

function stopCountdown()

{

document.getElementById("Alert").innerHTML = "Time's Up";

clearInterval(clockID);

}

/\* ------------------------------------------------- \*/

/\* The checkCountdown() function tests whether there is any time left to make the

ticket order. If the time left is 0, the stopClock() function is run;

otherwise nothing happens and the program continues to run. \*/

function checkCountdown() {

if (secsLeft === 0) stopCountdown();

}

/\* The addLeadingZero() function adds a leading zero to values which are less than 10 \*/

function addLeadingZero(num) {

var numStr = (num < 10) ? ("0" + num) : "" + num;

return numStr;

}

**Summary**

*Figure 9–41* shows a preview of a page containing a countdown clock that counts down from 10 seconds to zero. When zero is reached, the page will show the message "Time’s Up".

Open the files code9-2.html and countdown9-2.js and in the comment section enter your **name** (First + Last) and the **date** (MM/DD/YYYY) into the Author: and Date: fields of each file.

Open the code9-2.html file and within the head section insert a script element connecting the page to the countdown9-2.js file. Add the defer attribute to the script element.

Open the countdown9-2.js file and directly below the initial comment section, declare the secsLeft variable, setting its initial value to **10**.

The setInterval function should follow the format specified in the function's documentation: setInterval(function, milliseconds). The function argument should not be passed as a string.