

FINAL

WEB DEVELOPMENT
JESSICA TONTHAT

EXPLANATION OF SOURCE CODE && ISSUES

```
<script>
/* Function to update the clock*/
function updateClock() {
    var now = new Date(); // current date
    var hours = now.getHours();
    var minutes = now.getMinutes();
    var seconds = now.getSeconds();
    minutes = minutes < 10 ? '0' + minutes : minutes;
    seconds = seconds < 10 ? '0' + seconds : seconds;
    var strTime = hours + ':' + minutes + ':' + seconds;
    document.getElementById("clock").innerHTML = strTime;
}

setInterval(updateClock, 1000); // Setting timer to updat
</script>
```

SETTING AN INTERVAL:

SETINTERVAL(UPDATECLOCK, 1000); CALLS THE UPDATECLOCK FUNCTION EVERY 1000 MILLISECONDS (OR EVERY SECOND). THIS ENSURES THAT THE CLOCK ON THE WEBPAGE UPDATES IN REAL TIME.

FORMATTING TIME:

MINUTES = MINUTES < 10 ? '0' + MINUTES : MINUTES;

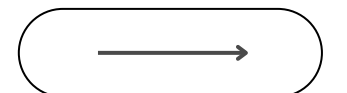
SECONDS = SECONDS < 10 ? '0' + SECONDS : SECONDS;

- CHECKS IF MINUTES ARE LESS THAN 10. IF THEY ARE, IT ADDS A LEADING ZERO (E.G., '09') FOR PROPER FORMATTING. IF NOT, IT KEEPS THE ORIGINAL MINUTES.

WHAT I LEARNED THIS HALF OF SEM

**GSAP
ANIMATIONS**

JAVASCRIPT

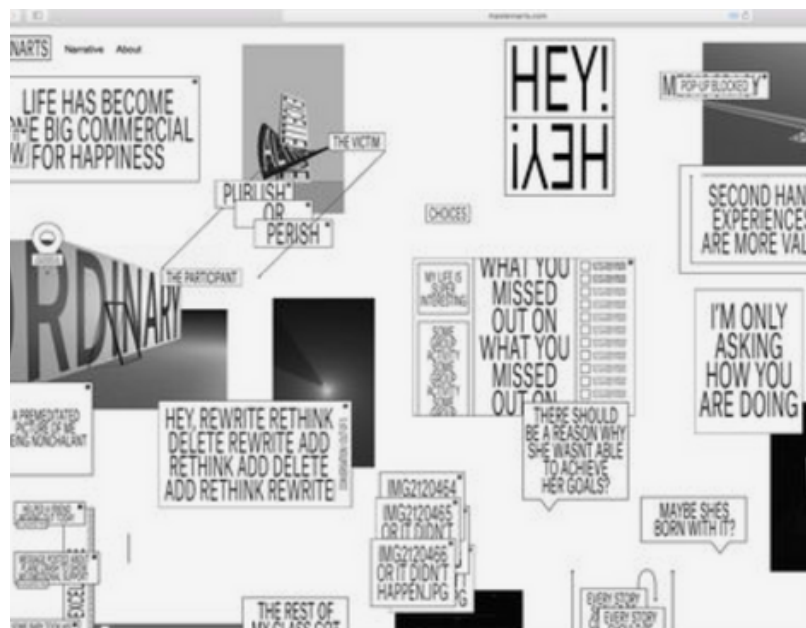


WEB DEV SPRING 24

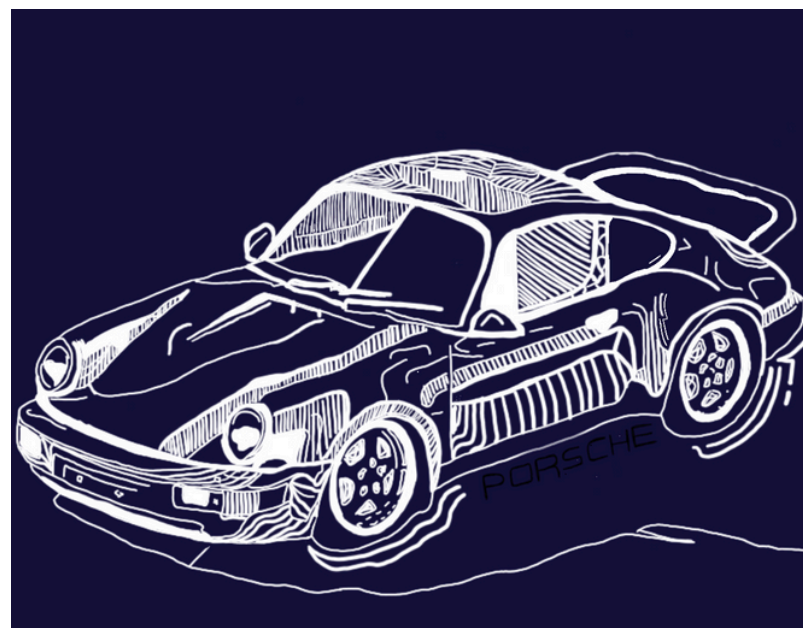
Final Project

IF I HAD MORE TIME

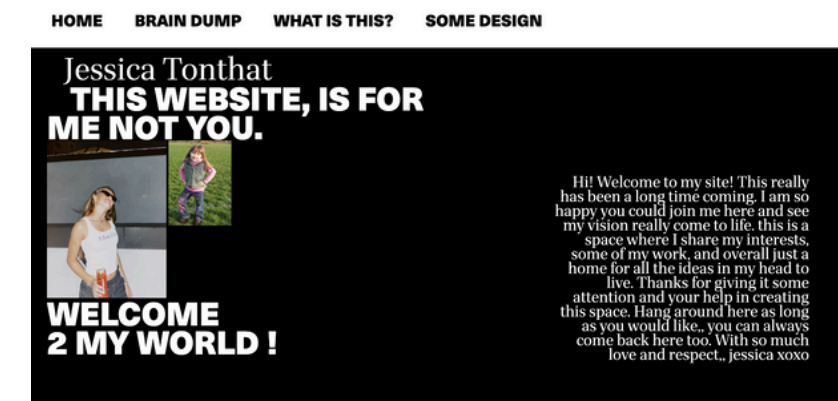
JESSICA TONTHAT
Presentation



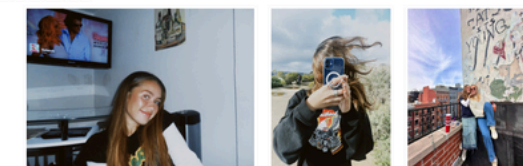
OVERLAP GRID- FLEX



ADD MORE CONTENT



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