



Develop a StopWatch Using 🥰 (HTML ,CSS & JS)



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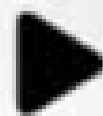




Preview

STOPWATCH

00:00:00



Swipe for Code >>



HTML (1/3) →

```
index.html

1 <!DOCTYPE html>
2 <html lang="en">
3   <head>
4     <meta charset="UTF-8" />
5     <meta http-equiv="X-UA-Compatible" content="IE=edge" />
6     <meta name="viewport" content="width=device-width,
7       initial-scale=1.0" />
8     <title>STOPWATCH</title>
9     <link rel="stylesheet" href="./style.css" />
10    <link
11      rel="stylesheet"
12      href="https://cdnjs.cloudflare.com/
13        ajax/libs/font-awesome/6.2.0/css/all.min.css"
14    />
15  </head>
```



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HTML(2/3) →

```
index.html

1 <body class="flex">
2   <div class="container flex">
3     <div class="stopwatch flex">
4       <h1>STOPWATCH</h1>
5       <div class="circle flex">
6         <span class="time" id="display">00:00:00</span>
7       </div>
8     </div>
9   </div>
10 </body>
11 </html>
```

HTML(3/3)

```
index.html

1 <div class="controls">
2   <button class="buttonPlay">
3     <i class="fa-solid fa-play" id="playButton"></i>
4   </button>
5   <button class="buttonPlay">
6     <i class="fa-solid fa-circle-pause" id="pauseButton"></i>
7   </button>
8   <button class="buttonReset">
9     <i class="fa-solid fa-shuffle" id="resetButton"></i>
10  </button>
11 </div>
12 </div>
13 </div>
14 <script src="./script.js"></script>
15 </body>
16 </html>
```

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CSS (1/4) →

```
style.css

1 body {
2     width: 100%;
3     height: 100vh;
4     background-color: white;
5 }
6 .flex {
7     display: flex;
8     align-items: center;
9     justify-content: center;
10 }
11 .container {
12     width: 50%;
13     height: 60%;
14     flex-direction: column;
15 }
16 .stopwatch {
17     flex-direction: column;
18 }
```



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CSS (2/4) →

```
style.css

1 .stopwatch h1 {
2   font-family: cursive;
3   font-size: 50px;
4   margin-bottom: 40px;
5 }
6 .circle {
7   width: 240px;
8   height: 240px;
9   border-radius: 50%;
10  box-shadow: rgba(50, 50, 93, 0.25)
11             0px 50px 100px -20px,
12             rgba(0, 0, 0, 0.3)
13             0px 30px 60px -30px,
14             rgba(10, 37, 64, 0.35)
15             0px -2px 6px 0px inset;
16 }
```





CSS (3/4) →

```
style.css

5 .circle span {
6   font-weight: 500;
7   font-size: 40px;
8 }
9
10 .controls button {
11   background-color: transparent;
12   border: none;
13   outline: none;
14 }
15
16 .controls button i {
17   margin: 0 20px;
18   cursor: pointer;
19   font-size: 40px;
20 }
21
22 .controls {
23   margin-top: 50px;
24 }
```

CSS (4/4) →

```
style.css

7 .controls {
8   margin-top: 50px;
9 }
10
11 #playButton {
12   display: block;
13 }
14
15 #pauseButton {
16   /* display: none; */
17 }
18
```



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JavaScript (1/3) →

```
JS script.js

1 function timeToString(time) {
2     let diffInHrs = time / 3600000;
3     let hh = Math.floor(diffInHrs);
4
5     let diffInMin = (diffInHrs - hh) * 60;
6     let mm = Math.floor(diffInMin);
7
8     let diffInSec = (diffInMin - mm) * 60;
9     let ss = Math.floor(diffInSec);
10
11     let diffInMs = (diffInSec - ss) * 100;
12     let ms = Math.floor(diffInMs);
13
14     let formattedMM = mm.toString().padStart(2, "0");
15     let formattedSS = ss.toString().padStart(2, "0");
16     let formattedMS = ms.toString().padStart(2, "0");
17
18     return `${formattedMM}:${formattedSS}:${formattedMS}`;
19 }
```



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JavaScript (2/3) →

```
JS script.js

2 let startTime;
0 let elapsedTime = 0;
1 let timerInterval;
2
3 // Create function to modify innerHTML
4
5 function print(txt) {
6     document.getElementById("display").innerHTML = txt;
7 }
8
9 // Create "start", "pause" and "reset" functions
0
1 function start() {
2     startTime = Date.now() - elapsedTime;
3     timerInterval = setInterval(function printTime() {
4         elapsedTime = Date.now() - startTime;
5         print(timeToString(elapsedTime));
6     }, 10);
7     showButton("PAUSE");
8 }
9
0 function pause() {
1     clearInterval(timerInterval);
2     showButton("PLAY");
3 }
4
```





JavaScript (3/3) →

```
JS script.js

4 function reset() {
5     clearInterval(timerInterval);
6     print("00:00:00");
7     elapsedTime = 0;
8     showButton("PLAY");
9 }
10
11 // Create function to display buttons
12
13 function showButton(buttonKey) {
14     const buttonToShow = buttonKey ===
15     "PLAY" ? playButton : pauseButton;
16     const buttonToHide = buttonKey ===
17     "PLAY" ? pauseButton : playButton;
18     buttonToShow.style.display = "block";
19     buttonToHide.style.display = "none";
20 }
21
22 // Create event listeners
23
24 let playButton = document.getElementById("playButton");
25 let pauseButton = document.getElementById("pauseButton");
26 let resetButton = document.getElementById("resetButton");
27
28 playButton.addEventListener("click", start);
29 pauseButton.addEventListener("click", pause);
30 resetButton.addEventListener("click", reset);
31
```

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