**Output:**



**Code:**

### 1. HTML:

```html
<!DOCTYPE html>
<html lang="en">
<head>
<script type="text/javascript" src="timer.js"></script>
<link rel="stylesheet" href="style.css">
```

```html
        <meta charset="UTF-8">
        <meta name="viewport" content="width=device-width, initial-scale=1.0">
        <title>Document</title>
    </head>
    <body>
        <h1>Countdown Timer</h1>

      <div class="shape-box">
        <!-- Input Section -->
        <div class="form-section">
          <label class="area-label" for="endtime">Set End Date & Time:</label>
          <input type="datetime-local" id="endtime">
          <button onclick="startCountdown()">Start Timer</button>
        </div>

        <!-- Output Section -->
        <div class="result-section">
          <div class="area-label">Time Left:</div>
          <div id="timer" class="area-box">--d --h --m --s</div>
        </div>
      </div>
    </body>
```
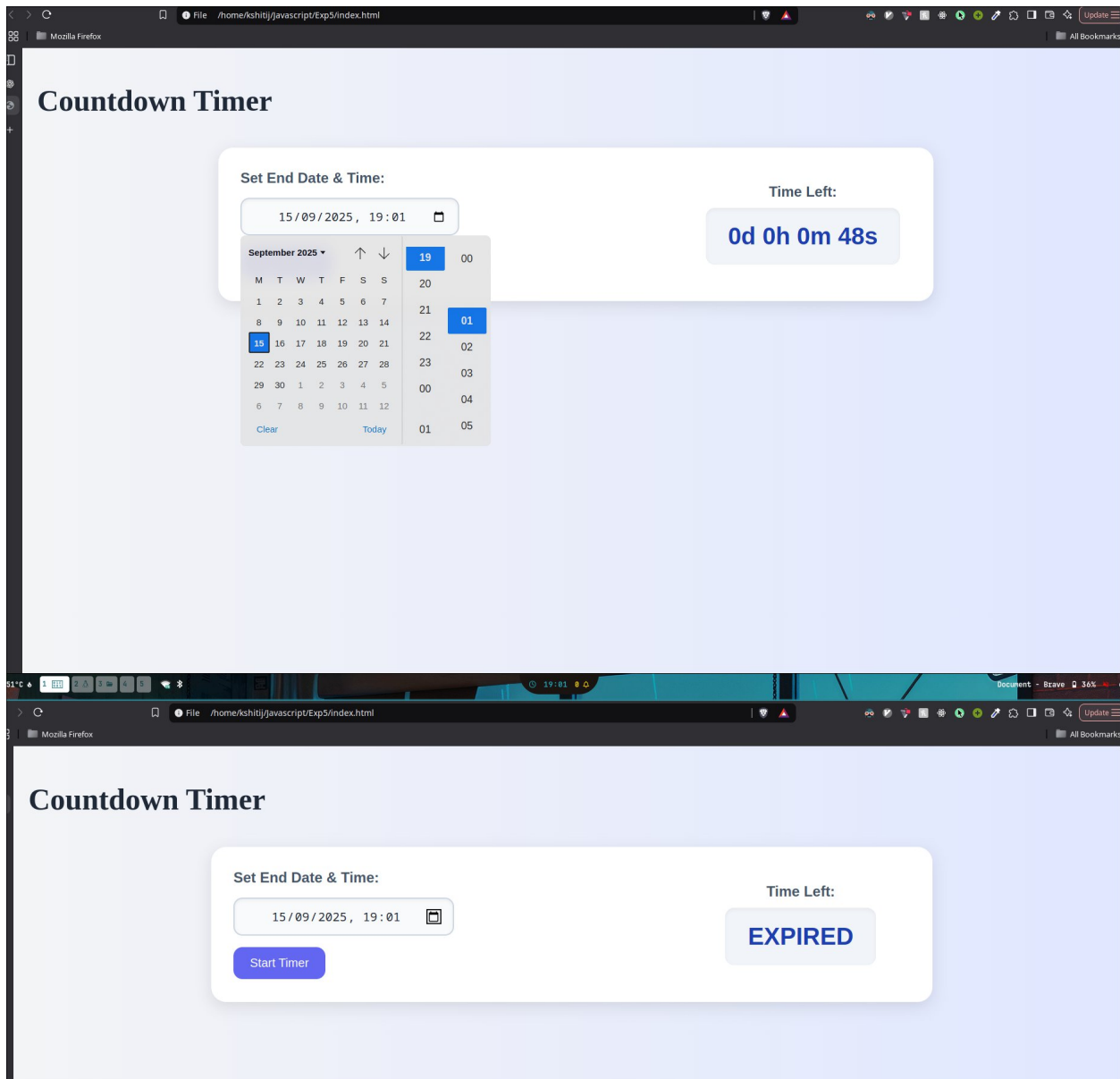
## 2. Javascript:

```javascript
let countdownInterval;

// set default value to current date/time
window.onload = function () {
  let now = new Date();
  let local = new Date(now.getTime() - now.getTimezoneOffset() * 60000)
    .toISOString()
    .slice(0, 16);
  document.getElementById("endtime").value = local;
};

function startCountdown() {
  clearInterval(countdownInterval); // reset if already running

  let endTimeInput = document.getElementById("endtime").value;
  if (!endTimeInput) {
```

```
    alert("Please select a valid end date and time!");
    return;
  }

  let countDownDate = new Date(endTimeInput).getTime();

  countdownInterval = setInterval(function () {
    let now = new Date().getTime();
    let distance = countDownDate - now;

    if (distance < 0) {
      clearInterval(countdownInterval);
      document.getElementById("timer").innerHTML = "EXPIRED";
      return;
    }

    let days = Math.floor(distance / (1000 * 60 * 60 * 24));
    let hours = Math.floor(
      (distance % (1000 * 60 * 60 * 24)) / (1000 * 60 * 60)
    );
    let minutes = Math.floor((distance % (1000 * 60 * 60)) / (1000 * 60));
    let seconds = Math.floor((distance % (1000 * 60)) / 1000);

    document.getElementById("timer").innerHTML =
      days + "d " + hours + "h " + minutes + "m " + seconds + "s";
  }, 1000);
}
```