React Live Assignment

Hello 👋

This React Live Assignment Comprises Of 4 Levels And You Can Make A Choice Of Yours On Which Level You Wanna Code.

For Simplicity And Better Understanding, Go About Solving Level 1 First And Depending On How Confident You Are, Jump To Other Higher Levels.

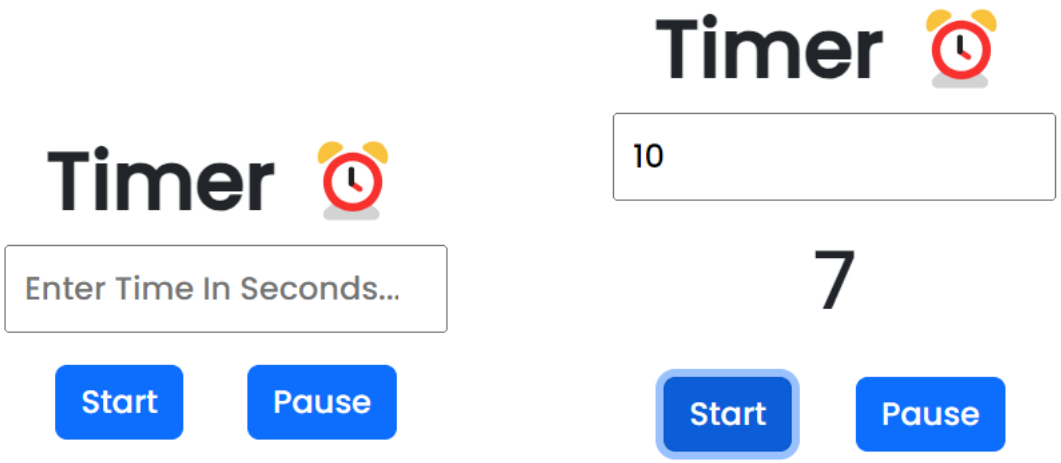
You Are Free To Use Any Concepts That Has Been Taught Throughout The React Sessions To Complete This React Live Assignment.

By The End Of The Time Given, You Will Have To Submit The Assignment By Zipping The Entire React Application Folder (Excluding node-modules)

Waiting For Your Creative Approaches, Good Luck! ✨

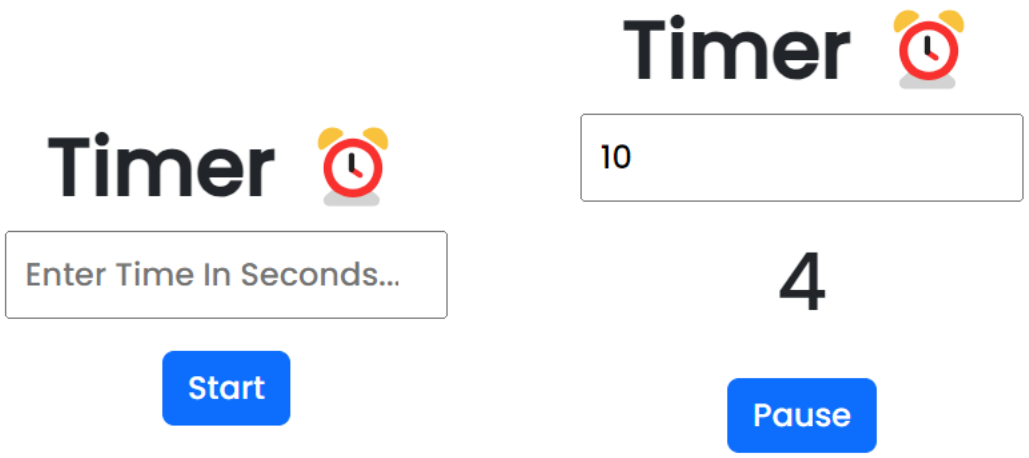
Level 1:

- **Design A Timer Which Consists An Input Field Of Type Number And 2 Buttons (Start) & (Pause)**
- **The User Enters The Time In Seconds And Decides To Start The Timer On Click Of The Start Button**
- **As Soon As The Start Button Is Clicked The Timer Shall Be Visible And Running**
- **On Click Of The Pause Button The Timer Shall Stop On Whatever Number The Timer Is**
- **On Again Clicking The Start Button, The Timer Shall Resume From Where It Had Paused.**
- **Make Sure To Go Down To The Notes And Super Note Section For Other Information Needed To Be Taken Care**



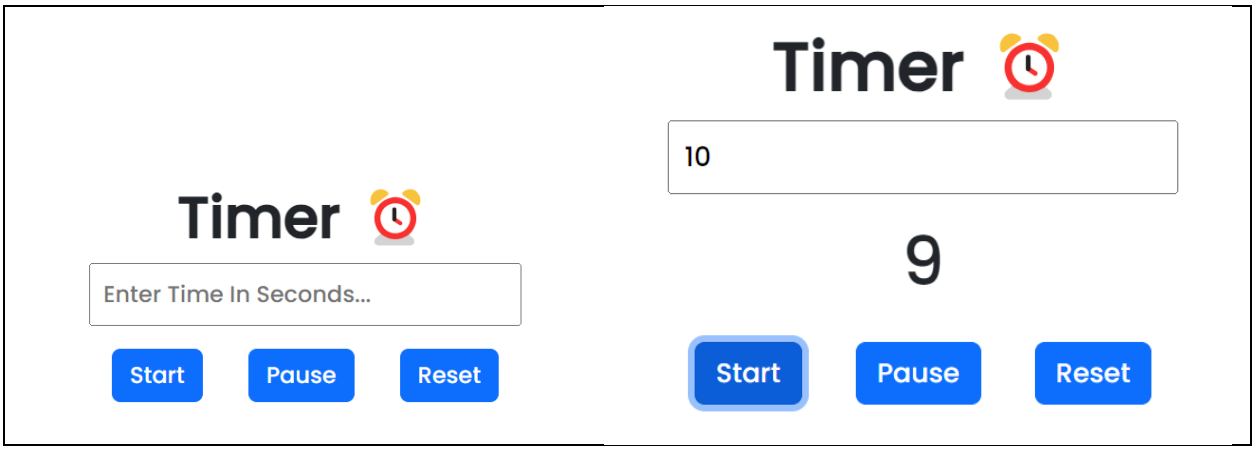
Level 2:

- **Design A Timer Which Consists An Input Field Of Type Number And A Button Which Toggles It's State - (Start) Or (Pause)**
- **The User Enters The Time In Seconds And Decides To Start The Timer On Click Of The Start Button**
- **As Soon As The Start Button Is Clicked The Timer Shall Be Visible And Running. Also, Toggle The State Of The Button From Start To Pause**
- **On Click Of The Pause Button The Timer Shall Stop On Whatever Number The Timer Is; And Toggle The Button Back To Start**
- **On Again Clicking The Start Button, The Timer Shall Resume From Where It Had Paused And State Would Toggle To Pause Again**
- **On Completion Of The Timer, Keep The State On Start Button As It Initially Was**
- **Make Sure To Go Down To The Notes And Super Note Section For Other Information Needed To Be Taken Care**



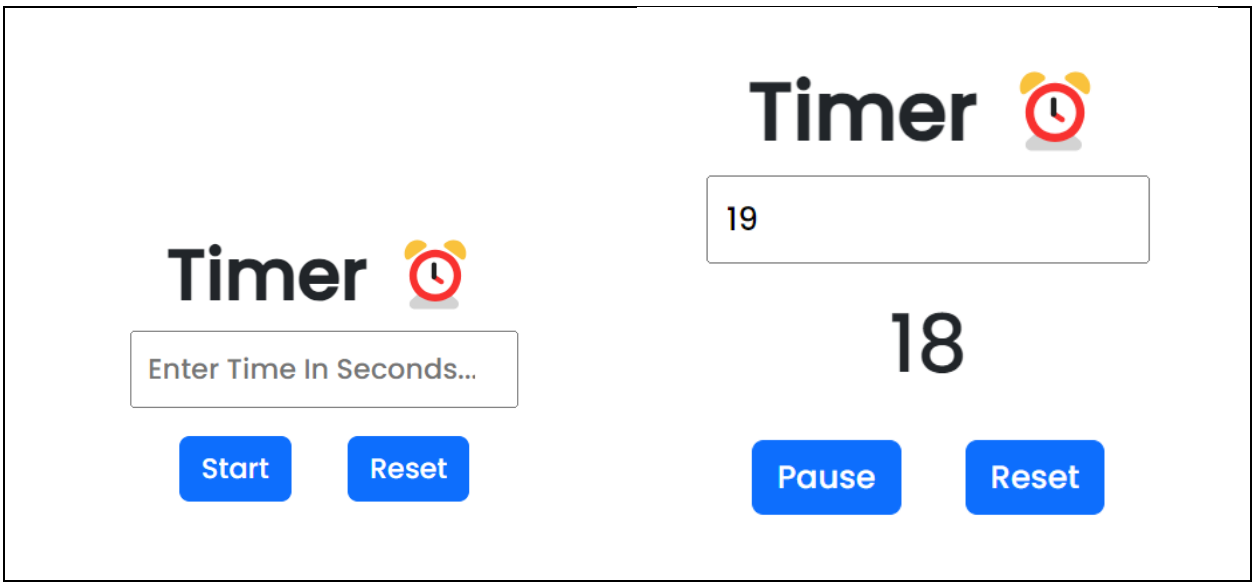
Level 3:

- **Design A Timer Which Consists An Input Field Of Type Number And 3 Buttons (Start) And (Pause) And (Reset)**
- **The User Enters The Time In Seconds And Decides To Start The Timer On Click Of The Start Button**
- **As Soon As The Start Button Is Clicked The Timer Shall Be Visible And Running.**
- **On Click Of The Pause Button The Timer Shall Stop On Whatever Number The Timer Is**
- **On Again Clicking The Start Button, The Timer Shall Resume From Where It Had Paused**
- **On Clicking The Reset Button, The Timer Shall Vanish And On Click Of Start Button It Would Take The Value In The Input Field And Begin Again**
- **Make Sure To Go Down To The Notes And Super Note Section For Other Information Needed To Be Taken Care**



Level 4:

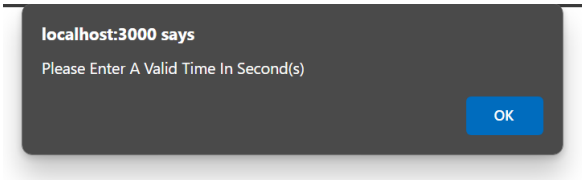
- **Design A Timer Which Consists An Input Field Of Type Number And 2 Buttons – One Which Toggles It's State - (Start) Or (Pause) And Another For Reset**
- **The User Enters The Time In Seconds And Decides To Start The Timer On Click Of The Start Button**
- **As Soon As The Start Button Is Clicked The Timer Shall Be Visible And Running. Also, Toggle The State Of The Button From Start To Pause**
- **On Click Of The Pause Button The Timer Shall Stop On Whatever Number The Timer Is; And Toggle The Button Back To Start**
- **On Again Clicking The Start Button, The Timer Shall Resume From Where It Had Paused And State Would Toggle To Pause Again**
- **On Clicking The Reset Button, The Timer Shall Vanish And On Click Of Start Button It Would Take The Value In The Input Field And Begin Again**
- **On Completion Of The Timer, Keep The State On Start Button As It Initially Was**
- **Make Sure To Go Down To The Notes And Super Note Section For Other Information Needed To Be Taken Care**

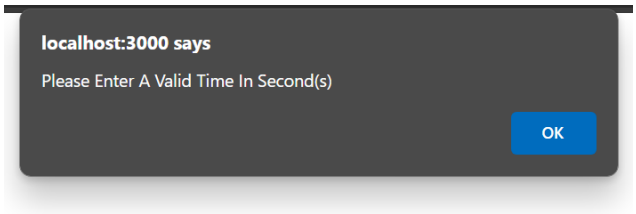


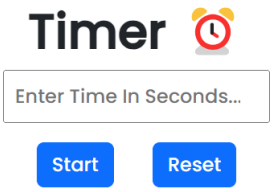
Notes:

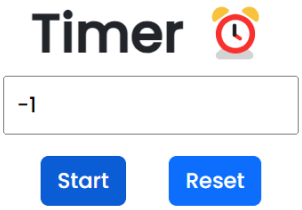
- **Once The Timer Completes, The Timer Should Be Vanished As It Was In The Starting Screen Without Any Number**
- **You Need To Handle Certain Scenarios When The User Enters Negative Value Or Leaves The Input Field Blank.**
- **As And When The Timer Automatically Times Out, The User Should Get Notified That The Timer That He/She Had Set Is Done.**
- **Do NOT Get Confused With The Buttons In The Images Provided Below, That's Uploaded For One Level Of Use Case. You Will Have To Follow The Above Notes Irrespective Of The Levels You Are Trying To Code.**

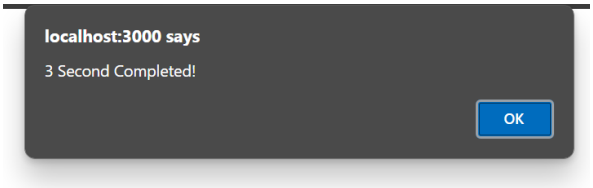
Snapshots Supporting Notes Attached Below

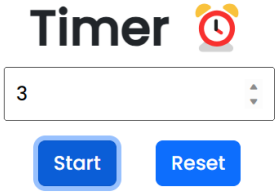












Super Note (For Those Who Wanna Go An Extra Mile):

- **Install A Package Called Sweet Alert (https://sweetalert2.github.io/), Explore/Research More And Replace It With The Actual Alert.**

Snapshots Supporting Super Note Attached Below