**CIPHERBYTE TECHNOLOGIES**

**TASK 2**

**COUNTDOWN TIMER**

● Build a countdown timer that counts down to a specific date and time.

● Include features like setting the countdown target and displaying the remaining time.

● Use HTML, CSS, JavaScript, and the Date object for time calculations

**CODE:**

Html:

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<title>Countdown Timer</title>

<link rel="stylesheet" href="styles.css">

</head>

<body>

<div class="countdown-container">

<h1>Countdown Timer</h1>

<div id="countdown">

<div class="time-section">

<span id="days">0</span>

<p>Days</p>

</div>

<div class="time-section">

<span id="hours">0</span>

<p>Hours</p>

</div>

<div class="time-section">

<span id="minutes">0</span>

<p>Minutes</p>

</div>

<div class="time-section">

<span id="seconds">0</span>

<p>Seconds</p>

</div>

</div>

</div>

<script src="script.js"></script>

</body>

</html>

Css:

body {

font-family: Times New Roman, sans-serif;

display: flex;

justify-content: center;

align-items: center;

height: 100vh;

margin: 0;

background-color:pink;

color: black;

}

.countdown-container {

text-align: center;

}

#countdown {

display: flex;

justify-content: center;

gap: 20px;

}

.time-section {

display: flex;

flex-direction: column;

align-items: center;

}

.time-section span {

font-size: 3em;

font-weight: bold;

}

JAVA SCRIPT:

// Set the target date and time

const targetDate = new Date('2024-06-30 15:30').getTime();

function updateCountdown() {

const now = new Date().getTime();

const distance = targetDate - now;

// Calculate time parts

const days = Math.floor(distance / (1000 \* 60 \* 60 \* 24));

const hours = Math.floor((distance % (1000 \* 60 \* 60 \* 24)) / (1000 \* 60 \* 60));

const minutes = Math.floor((distance % (1000 \* 60 \* 60)) / (1000 \* 60));

const seconds = Math.floor((distance % (1000 \* 60)) / 1000);

// Display the result

document.getElementById('days').innerText = days;

document.getElementById('hours').innerText = hours;

document.getElementById('minutes').innerText = minutes;

document.getElementById('seconds').innerText = seconds;

// If the countdown is over, stop the timer

if (distance < 0) {

clearInterval(countdownInterval);

document.getElementById('countdown').innerHTML = 'EXPIRED';

}

}

// Update the countdown every second

const countdownInterval = setInterval(updateCountdown, 1000);