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## Timing Based Events [10:31:00]

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- Set Timeout()
- Set Interval()
- Clear Timeout()
- Clear Interval()

JavaScript Timing Event

The windows object allow execution of code at specified time intervals. • these time intervals are called timing event.

There are two key method to use with javascript are.

1) setTimeout (function, milliseconds)

- Execution a function, after waiting specified number of milliseconds.

Count Down  
~~stop~~ 2) setInterval

2) setInterval (function, milliseconds)

Same as a timeout(), but repeats the execution of the function continuously.

1) setTimeout()

Reference → button show

id = "showMyName"

id = btn

can

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```

const showMyName = () => {
  setTimeout(() => {
    ← myName.innerHTML = "Mokul Arun"
  }, 1000)
}

```

3) clearTimeout()

One time click stop  
my reference use setTimeout.

Start <button onclick = "myVar = setTimeout(myFunction, 2000)"  
 > Try it </button>

Stop <button onclick = "clearTimeout(myVar)" > stop it  
 </button>

② setInterval() Game & view then stop  
 • can you stop me when I reach 5

Count  
Down

Same →

```

setInterval(() => {
  stopNum.innerHTML = ` ${num} `;
  num++;
}, 1000)

```

4) clearInterval

one more add button stop  
for reference.

⑧

Difference Between setTimeout and setInterval.