❏ **ACTIVITY 1 – Timer made with promises**

- Create a function that receives a number of milliseconds and generates a timer that writes the text "Time Complete" when the indicated milliseconds have elapsed.

- Actually the function is not written, but creates a promise whose result is the text "Time is Completed".

- In case the promise is not fulfilled, the result will be the text "Time is not going well"

- It will be decided that the promise has not been fulfilled when twice the indicated milliseconds have elapsed.

❏ **ACTIVITY 2 - Timer Function Module**

- Create a file called a **timer.js**, which will be a module that we can import into our main Javascript code.

- This module will consist of 2 functions:

  o The **timer** function created in the previous practice

  o The function **counts**. This function will be able to write a countdown, and display it in an HTML element. The parameters are:

    ▪ The number with which the countdown begins

    ▪ The element in which we will write the countdown. By default it will use the elemeto **body**.

    ▪ The interval in milliseconds at which each number changes. By default it will be 1000.

    ▪ A callback function, whose code is executed when the countdown ends.

- It also creates a web application that creates in 2 paragraphs so that the first one is counted down from 6, passing from second to second. In the second it will be counted from 60 but each number will move from tenth to tenth. Also, when you reach 0, we want you to type "End".
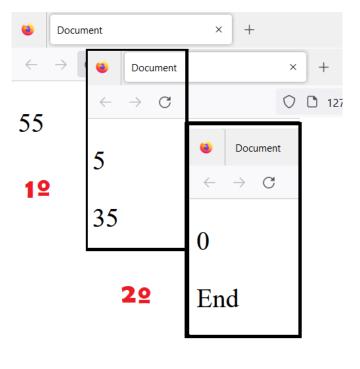
Document × +

← → Document × +

← → C ◯ ▢ 127

55

1º

Document × +

← → C

5

35

Document

← → C

0

End

2º

3º