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Timers, Dynamic UI & Modular De x +

127.0.0.1:5500/index.html

Class Scheduler (with Timers & Modules)

HTML Basics - 9:00 AM

CSS Design - 10:00 AM

JavaScript Logic - 11:00 AM

Next session starts in 4:43

Timers, Dynamic UI & Modular De x Timers, Dynamic UI & Modular De x +

127.0.0.1:5500/index.html

Class Scheduler (new)

Add Session

HTML Basics - 9:00 AM

CSS Design - 10:00 AM

JavaScript Logic - 11:00 AM

New Added Session - 12:00 PM

Next session starts in 0:57

```
n View Go Run Terminal Help ← → ⌂
```

index.html JS timer.js JS helper.js • JS ui.js JS main.js

```
ed JS helperjs > ...
1
2  export function formatTime(seconds) {
3    const m = Math.floor(seconds / 60);
4    const s = seconds % 60;
5    return `${m}:${s < 10 ? '0' + s : s}`;
6  }
7  // Log events (for debugging)
8  export function logEvent(msg) {
9    console.log("LOG → " + msg);
10 }
11 |
```

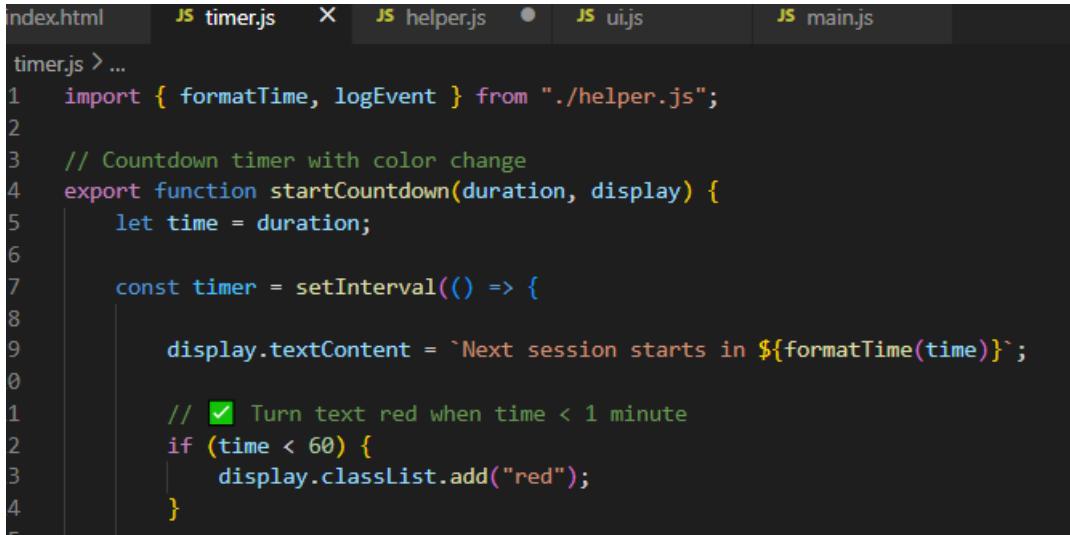
Ui.js

```
export function addNewSession() {
    const sessionsDiv = document.getElementById('sessions');

    const newSession = document.createElement("div");
    newSession.classList.add("session");
    newSession.dataset.time = "12:00";
    newSession.textContent = "New Added Session - 12:00 PM";

    sessionsDiv.appendChild(newSession);

    logEvent("New session added");
}
```



The screenshot shows a code editor interface with the following tabs:

- index.html
- JS timer.js**
- X
- JS helper.js**
-
- JS ui.js**
- | JS main.js

The **ui.js** tab is currently active. The code in **ui.js** is as follows:

```
timer.js > ...
1 import { formatTime, logEvent } from "./helper.js";
2
3 // Countdown timer with color change
4 export function startCountdown(duration, display) {
5     let time = duration;
6
7     const timer = setInterval(() => {
8
9         display.textContent = `Next session starts in ${formatTime(time)}`;
10
11        // ✓ Turn text red when time < 1 minute
12        if (time < 60) {
13            display.classList.add("red");
14        }
15    })
16}
```