Ticking Clock

For another challenge, try using what we've learned to make a clock with moving hands. Similar to setTimeout() which we've used to create a delay, we can also use setInterval() to run some function every period of time. In the case for our clock we want it to update every 1000 milliseconds.

Starter CSS

#face {

background-color: #f3f3f3;

width: 300px;

height: 300px;

border-radius: 50%;

border: 6px solid black;

position: relative;

}

#minutes, #hour, #seconds {

position: absolute;

left: 50%;

top: 50%;

transform-origin: top center;

}

#seconds {

background-color: red;

height: 130px;

width: 2px;

}

#hour {

background-color: black;

height: 100px;

width: 8px;

transform: rotate(125deg);

}

#minutes {

background-color: grey;

height: 120px;

width: 4px;

transform: rotate(255deg);

}

### Starter JS

function getSecondsSinceStartOfDay() {

return new Date().getSeconds() +

new Date().getMinutes() \* 60 +

new Date().getHours() \* 3600;

}

setInterval( function() {

var time = getSecondsSinceStartOfDay();

console.log(time);

// your code here

}, 1000);

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