

```

1 /**
2  * @file Timer.js
3  * @description This file generates a timer for the game.
4  * @author Manyi Cheng
5  * @version Latest edition on April 10, 2021
6  */
7 import React, { useState, useEffect } from 'react';
8
9
10 /**
11  * @function Timer
12  * @param {*} props
13  * @returns A timer that counts down from 10 minutes on the upper right corner of
14  the web page during the game
15  */
16 const Timer = (props) => {
17     const { initialMinutes = 0, initialSeconds = 0 } = props;
18     const [minutes, setMinutes] = useState(initialMinutes);
19     const [seconds, setSeconds] = useState(initialSeconds);
20
21     useEffect(() => {
22         let myInterval = setInterval(() => {
23             if (seconds > 0) {
24                 setSeconds(seconds - 1);
25             }
26             if (seconds === 0) {
27                 if (minutes === 0) {
28                     clearInterval(myInterval);
29                 } else {
30                     setMinutes(minutes - 1);
31                     setSeconds(59);
32                 }
33             }
34             }, 1000);
35         return () => {
36             clearInterval(myInterval);
37         };
38     }, [minutes, seconds]);
39
40     useEffect(() => {
41         if (minutes === 0 && seconds === 0) {
42             console.log("times up")
43             props.onTimer()
44         }
45     }, [minutes, seconds]);
46
47     return (
48         <div className = "timer-container" >
49             {minutes === 0 && seconds === 0 ? null: (
50                 <div>
51                     {' '}
52                     {minutes}:{seconds < 10 ? `0${seconds}` :
53                     seconds}
54                 </div>
55             )}
56         </div>
57     );
58 };
59

```

```
58 /**
59  * @exports Timer
60  */
61 export default Timer;
```