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# JavaScript Timing Events

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#### JavaScript Timing Events

With JavaScript, it is possible to execute some code after a specified time-interval. This is called timing events.

It's very easy to time events in JavaScript. The two key methods that are used are:

setTimeout() - executes a code some time in the future

clearTimeout() - cancels the setTimeout()

Note: The setTimeout() and clearTimeout() are both methods of the HTML DOM Window object.

#### The setTimeout() Method

#### Syntax

var t=setTimeout("javascript statement", milliseconds);

variable name. The first parameter of setTimeout() can be a string of executable code, or a call to a function.

variable called t. If you want to cancel the setTimeout() function, you can refer to it using the

The setTimeout() method returns a value. In the syntax defined above, the value is stored in a

The second parameter indicates how many milliseconds from now you want to execute the first

parameter. Note: There are 1000 milliseconds in one second.

Example

When the button is clicked in the example below, an alert box will be displayed after 3 seconds.

```
Example
<html>
<head>
<script type="text/javascript">
function timeMsg()
var t=setTimeout("alertMsg()",3000);
function alertMsg()
alert("Hello");
</script>
</head>
<body>
<form>
<input type="button" value="Display alert box in 3 seconds"</pre>
onclick="timeMsg()" />
</form>
</body>
</html>
```

Example - Infinite Loop

Try it yourself »

To get a timer to work in an infinite loop, we must write a function that calls itself.

additional timers, if the button is pressed more than once:

at 0. Notice that we also have a function that checks if the timer is already running, to avoid creating

In the example below, when a button is clicked, the input field will start to count (for ever), starting

```
Example
<html>
<head>
<script type="text/javascript">
var c=0;
var t;
var timer is on=0;
function timedCount()
document.getElementById('txt').value=c;
t=setTimeout("timedCount()",1000);
function doTimer()
if (!timer is on)
  timer is on=1;
  timedCount();
  }
</script>
</head>
<body>
<form>
<input type="button" value="Start count!" onclick="doTimer()">
<input type="text" id="txt" />
</form>
</body>
</html>
```

# Syntax

The clearTimeout() Method

# clearTimeout(setTimeout variable)

Try it yourself »

```
Example
```

The example below is the same as the "Infinite Loop" example above. The only difference is that we

# have now added a "Stop Count!" button that stops the timer:

Example

```
<html>
<script type="text/javascript">
var c=0;
var t;
var timer_is_on=0;
function timedCount()
document.getElementById('txt').value=c;
t=setTimeout("timedCount()",1000);
function doTimer()
if (!timer is on)
 timer is on=1;
 timedCount();
function stopCount()
clearTimeout(t);
timer is on=0;
</script>
</head>
<body>
<form>
<input type="button" value="Start count!" onclick="doTimer()">
<input type="text" id="txt">
<input type="button" value="Stop count!" onclick="stopCount()">
</form>
</body>
</html>
Try it yourself »
```

# More Examples

# Another simple timing

A clock created with a timing event « Previous

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