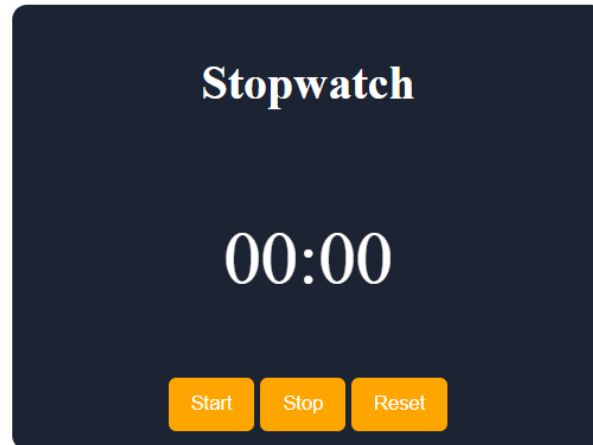# Stopwatch

Problem statement:
With your knowledge gained on JS Timing Events and callback design a Minute stopwatch with the time display that displays minute and seconds and having a button to start, stop and reset the time.

Hint
- The stopwatch display should be in the minutes and seconds format having start, stop and reset button.
- When the start button is clicked, the timer will start counting the time.
- When the stop button is clicked, the timer will be stopped at that moment.
- When the reset button is clicked, the timer will be reset to 0.

HTML
- Create a division to add description.
- Create a division to display the stopwatch where it should be accessed and displayed from the JavaScript.
- The Display division should have 3 buttons to perform start, stop and reset function.

JavaScript
- Create required variables.
- Invoke the function when the window loads with the stopwatch showing the initialized values i.e 0.
- Create a separate function to start the timer.
- Create a function to stop and reset the timer.
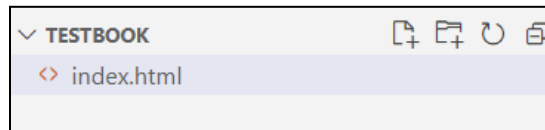- Invoke the functions start, stop and reset on the button click.

CSS
- Add your own styles to make the webpage attractive.

Steps:

- Open VS code.
- Select New File in the opened folder…
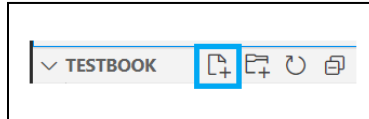
- Save the file in the appropriate folder/ create the folder and save the file with extension.

- The file in the VS Code appears with file extension after saving

Sample code:

```html
index.html
  <!DOCTYPE html>
  <html>
    <head>
      <link href="style.css" rel="stylesheet" type="text/css" />
    </head>
    <body>
      <div class="wrapper">
        <div class="card">
          <h1>Stopwatch</h1>
          <p class="timer"><span id="seconds">00</span>:<span
id="milliseconds">00</span></p>
          <div class="btnWrapper" >
            <button id="button-start">Start</button>
            <button id="button-stop">Stop</button>
            <button id="button-reset">Reset</button>
          </div>
        </div>
```

```
        </div>
        <script src="script.js"></script>
    </body>
  </html>
```
script.js
```javascript
window.onload = function () {
    var seconds = 00;
    var milliseconds = 00;
    var appendmilliseconds = document.getElementById("milliseconds");
    var appendSeconds = document.getElementById("seconds");
    var buttonStart = document.getElementById('button-start');
    var buttonStop = document.getElementById('button-stop');
    var buttonReset = document.getElementById('button-reset');
    var Interval ;

    buttonStart.onclick = function(){

        clearInterval(Interval);
        Interval = setInterval(startTimer, 10);
    }

    buttonStop.onclick = function(){
        clearInterval(Interval);
    }

    buttonReset.onclick = function(){
        clearInterval(Interval);
        milliseconds = "00";
        seconds = "00";
        appendmilliseconds.innerHTML = milliseconds;
        appendSeconds.innerHTML = seconds;
    }

    function startTimer(){
        milliseconds++;

        if(milliseconds <= 9){
            appendmilliseconds.innerHTML = "0" + milliseconds;
        }
```

```
        if (milliseconds > 9){
            appendmilliseconds.innerHTML = milliseconds;
        }
        if (milliseconds > 99) {
            seconds++;
            appendSeconds.innerHTML = "0" + seconds;
            milliseconds = 0;
            appendmilliseconds.innerHTML = "0" + 0;
        }
        if (seconds > 9){
            appendSeconds.innerHTML = seconds;
        }
    }
}
```
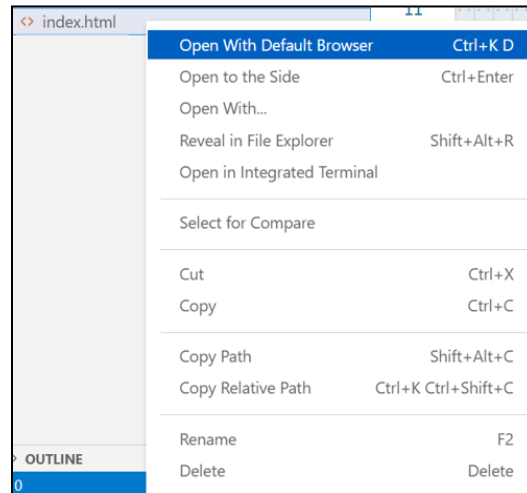
style.css
```css
.wrapper, .card {
    height: 100vh;
    display: flex;
    flex-direction: column;
    align-items: center;
    justify-content: center;
  }
  .card {
    width: 400px;
    height: 300px;
    background-color: #1c2333;
      color: #ffffff;
      border-radius: 10px;
  }
  .timer {
    font-size: 50px
  }
  button{
    background-color: orange;
    color: #fff;
    border: none;
    border-radius: 5px;
    padding: 10px 15px;
```

```
    cursor: pointer;
}
```

- View the file in the browser, by right click on the file name in the left pane.

Sample Output: