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TASK 2

Basic JavaScript Tasks

• Create a Counter using JavaScript and HTML like given below.

Requirements:

- 1. Button to start Counter, Pause Counter, Stop Counter.
- 2. You can Design the timer as per your creativity by using different colours or icons.
- 3. Hours: Minute: Seconds required in the counter.

Answer:

Html file

```
<title>Make Simple Javascript Timer</title>
     <link rel="stylesheet" href="style.css">
     <script
src="https://ajax.googleapis.com/ajax/libs/jquery/3.2.1/jquery.min.js">
     </script>
</head>
<body>
     <div class="container">
           <h1>Counter</h1>
          <div id="timer">
                <span id="hours">00:</span>
                <span id="mins">00:</span>
                <span id="seconds">00</span>
          </div>
          <div id="controls">
                <button id='start'>Start</button>
                <button id='pause'>Pause
                <button id='stop'>Stop</button>
           </div>
     </div>
     <script src="script2.js"></script>
</body>
</html>
```

CSS file

```
#timer {
   font-size:120px;
   margin:0 auto;
   width:1000px;
}
#controls {
   margin:0 auto;
   width:600px;
}
#controls button {
   font-size:25px;
   color:purple;
   background-color:yellow;
}
h1 {
   display: inline-block;
   background-color: #7b38d8;
```

```
border-radius: 10px;
   border: 4px double #ccccc;
   color: yellow;
   text-align: center;
   font-size: 25px;
   padding: 10px;
   width: 150px;
   -webkit-transition: all 0.5s;
   -moz-transition: all 0.5s;
   -o-transition: all 0.5s;
   transition: all 0.5s;
   cursor: pointer;
   margin: 5px;
body{
   align-items: center;
   background-color:lightpink;
   display: flex;
   font-family: -apple-system,
     BlinkMacSystemFont,
     "Segoe UI",
     Roboto,
```

}

```
Oxygen-Sans,
Ubuntu,
Cantarell,
"Helvetica Neue",
sans-serif;
}

.container {
  color: #333;
  margin: 0 auto;
  text-align: center;
}
```

Javascript file

```
var paused = false;
var started = false;
var stopped = true;
var running = false;
interval = 1000;
var hours =0;
var mins =0;
var seconds =0;
$('#start').click(function(){
  start();
});
$('#pause').click(function(){
  pause();
});
$('#stop').click(function(){
  stop();
});
function start() {
```

```
if (stopped){
           started = true;
           paused= false;
           stopped = false;
           hours =0;
           mins = 0;
           seconds =0;
           loop(); running = true;
           return;
     paused= false;
}
function pause() {
     paused= true;
function stop(){
     paused = false;
     started = false;
     stopped = true;
     running = false;
     hours =00;
```

```
mins = 00;
     seconds =00;
}
function update(){
     seconds++;
     if(seconds >59){
           seconds=0;
           mins++;
     }
     if(mins>59) {
           mins=0;
           hours++;
     }
     if(hours <10) {$("#hours").text('0'+hours+':')}
     else $("#hours").text(hours+':');
    if(mins<10){ $("#mins").text('0'+mins+':');}
     else $("#mins").text(mins+':');
     if(seconds <10) { $("#seconds").text('0'+seconds);}
     else { $("#seconds").text(seconds); }
}
```

```
function loop(){
    if (!stopped){
        if (!paused){update();}
        setTimeout(function(){loop()}, interval)
    }
}
```