GEOG 384: Third Quiz - November 9, 2023

YOUR TASK:
Write the code for a timer/countdown app. As usual, it will be within an html page.

Remember if you cannot figure out the code, or your code is not working, write
what the code should do as javascript comment statements for partial marks.
**YOU MAY NOT HAVE ANY WEBSITE (w3 schools etc.) OPEN DURING THIS QUIZ.
YOU ARE REQUIRED TO HAVE A TEXT EDITOR (SUBLIME ETC.) AND A BROWSER OPEN.
YOU MAY ONLY USE THE BROWSER TO TEST YOUR CODE.**

1. Build an html app and give it some simple content so it is not blank (e.g., a title, a quick description of how the app works). It needs to have **<p id="countdown"></p>** for writing to the page.

2. Declare an object called *timer*. Timer needs to have the following 3 properties:
   password, seconds, message

3. Write prompts that enable the user fill out the properties of the timer object, they should begin to trigger as soon as the html page is loaded. You should have three prompts, one for each property.
   a. Here are your prompts:
      i. Please enter a password for your timer
      ii. Please enter the desired time for your timer
      iii. Please enter the message to be displayed at the end of your timer

4. Write a function called *startTimer* . *startTimer* takes a single parameter, which in this case will be your timer object.

5. When the *startTimer* function is called, a countdown timer that lasts for *timer.seconds* will start. You will need to use Javascript's setInterval to accomplish this. Remember how you used it in Assignment #3!
   a. After each second the timer should update the html page with the time remaining (i.e., "5 seconds left" then "4 seconds left" then "3 seconds left")
   b. At the end of the timer, use **alert** to send the user a message using the *timer.message* parameter.
   c. Here is some code to help you, you will need to repurpose it for your app:

```
function startTimer(){
      setInterval(displayTime, 1000);
}

var t=0;
function displayTime() {
if (t < 5){
      document.getElementById("countdown").innerHTML += "Hello";
      }
   t++;
}
```

6. Use a button to start your timer. Here is the code for a button:
   ```
   <button onclick="startTimer()">Start Timer</button>
   ```

7. If, and only if, you have time write some logic that uses the timer.password property. Example: enter a password to start the timer.