

## Quiz #4 – November 8, 2022

### Directions

- Please read every instruction carefully
- Write the code for a timer/countdown “app”. As usual, it will be within an html page.
- When you are finished, save your .html as *lastname-quiz4.html* and email them to [nicolas.dossantos@mail.mcgill.ca](mailto:nicolas.dossantos@mail.mcgill.ca)

### Instructions

1. Give your html page some simple content so it is not blank
  - a. E.g., a title, a quick description of how the “app” work
2. Declare a global object called **timer**. Timer needs to have the following 4 properties:  
**title, password, seconds, message**
3. The user will fill these in so write prompts that enable the user fill in the properties of the timer object. You should have four prompts, one for each property. You may wish to hard code these to speed up testing, but you must submit your answer as prompts.
4. Write a function called **startTimer**. **startTimer** needs to take the following parameters:
  - a. **secondsIN**
  - b. **titleIN**
5. When the **startTimer** function is called, a countdown timer that lasts for **secondsIN** seconds will start.
  - a. First, print to the html page a message ed using **titleIN** and **secondsIN** to indicate timer has start such as “Timer **titleIN** has started for **secondsIN**.”
  - b. At the end of the timer, use alert to send the user a message using the **timer** object’s **message** property.
6. Write a fifth prompt to “log the user in”. Ask for the user’s password with the following message: “Enter password to start timer **title**:”
7. Compare prompted the user input with the **timer** object’s **password** property. If the user enters the correct password, execute a function call to the **startTimer** function. Use your **timer** object’s **seconds & title** properties for the two parameters.

### **BONUS POINT:**

8. Modify your **startTimer** function to print to the page the time remaining every second the timer counts down. IE print “5 seconds left” then “4 seconds left” then “3 seconds left” ...

### **Application flow breakdown:**

Upon loading the html page:

- 1) 4 prompts that fill each property of the timer object
- 2) 5<sup>th</sup> prompt that asks for password to start timer
- 3) Html page displays timer started text. (bonus: add seconds countdown)
- 4) Alert that contains the message of the timer when the clock runs out