

```

1  "use strict"
2
3  /*
4   New Perspectives on HTML5 and CSS3, 8th Edition
5   Tutorial 9
6   Coding Challenge 2
7
8   Countdown Clock
9   Author: Raul Chevalier
10  Date: 07-03-2020
11
12  */
13
14
15  /* Set initial variable and create countdown clock */
16  var secsLeft = 10;
17  var clockID = setInterval("countdown()", 1000);
18
19  function countdown() {
20      var secsString = addLeadingZero(secsLeft);
21      document.getElementById("seconds").textContent = secsString;
22      checkCountdown();
23      secsLeft--;
24  }
25
26  /* Function to stop the countdown when 0 is reached */
27  function stopCountdown() {
28      document.getElementById("Alert").textContent = "Time's Up";
29      clearInterval(clockID);
30  }
31
32  /* ----- */
33
34  /* The checkCountdown() function tests whether there is any time left to make the
35   ticket order. If the time left is 0, the stopClock() function is run;
36   otherwise nothing happens and the program continues to run. */
37
38  function checkCountdown() {
39      if (secsLeft === 0) stopCountdown();
40  }
41
42
43  /* The addLeadingZero() function adds a leading zero to values which are less than 10 */
44
45  function addLeadingZero(num) {
46      var numStr = (num < 10) ? ("0" + num) : "" + num;
47      return numStr;
48  }
49

```