Практика 6
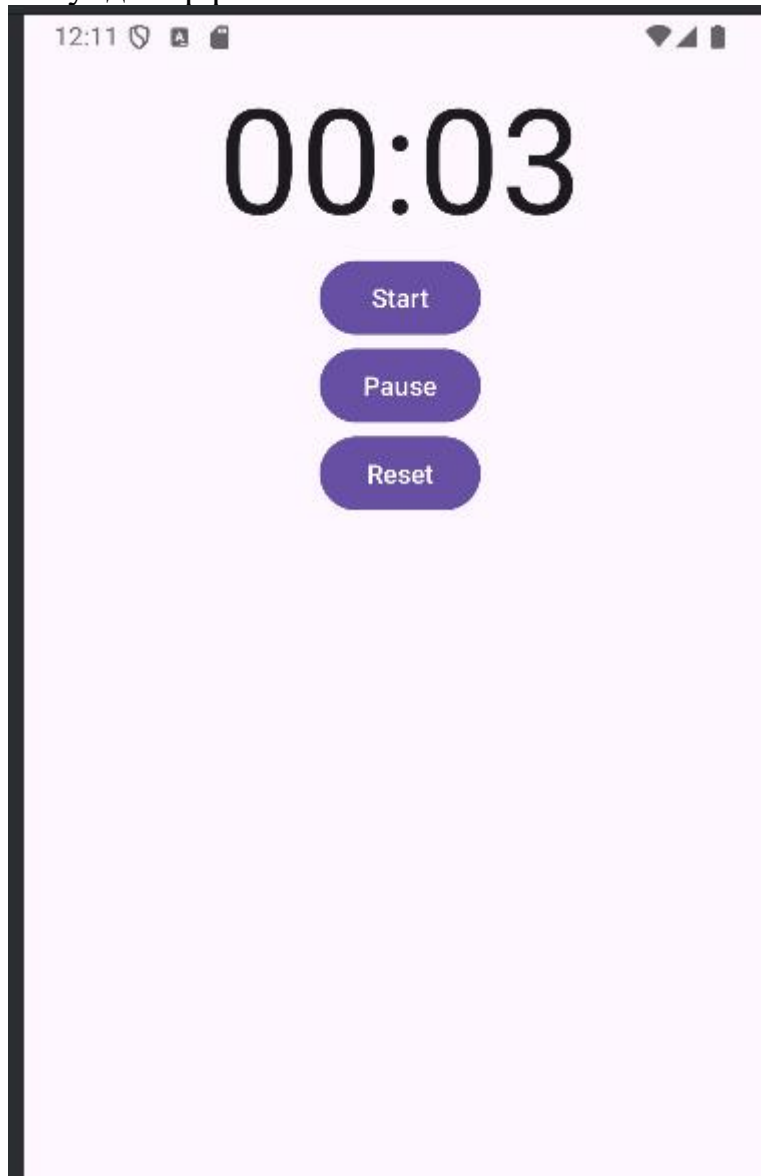
Секундомер работает.

Изменил дизайн.

При перевороте экрана все сбрасывается.

Теперь не сбрасывается.

Код:

```kotlin
class MainActivity : AppCompatActivity() {
    lateinit var chronometer: Chronometer
    var run: Boolean = false
    var offset : Long = 0

    val OFFSET_KEY = "offset"
    val RUN_KEY = "run"
    val BASE_KEY = "base_key"
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        enableEdgeToEdge()
        setContentView(R.layout.activity_main)
        ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main)) { v, insets ->
            val systemBars = insets.getInsets(WindowInsetsCompat.Type.systemBars())
            v.setPadding(systemBars.left, systemBars.top, systemBars.right, systemBars.bottom)
            insets
        }
        chronometer = findViewById(R.id.Time)
        val start:Button = findViewById(R.id.btnStart)
        val pause:Button = findViewById(R.id.btnPause)
        val reset:Button = findViewById(R.id.btnReset)
        if (savedInstanceState != null) {
            offset = savedInstanceState.getLong(OFFSET_KEY)
            run = savedInstanceState.getBoolean(RUN_KEY)
            if (run)
            {
                chronometer.base = savedInstanceState.getLong(BASE_KEY)
```

```kotlin
            chronometer.base = savedInstanceState.getLong(BASE_K
            chronometer.start()
        }
        else setBaseTime()
    }

    start.setOnClickListener {
        if (!run)
        {
            setBaseTime()
            chronometer.start()
            run = true
        }
    }
    pause.setOnClickListener {
        if (run)
        {
            saveOffset()
            chronometer.stop()
            run = false
        }
    }
    reset.setOnClickListener {
        offset = 0
        setBaseTime()
        run = false
```

```kotlin
    reset.setOnClickListener {
        offset = 0
        setBaseTime()
        run = false
    }
}
private fun saveOffset(){
    offset = SystemClock.elapsedRealtime() - chronometer.base
}
private fun setBaseTime(){
    chronometer.base = SystemClock.elapsedRealtime() - offset
}

override fun onSaveInstanceState(savedInstanceState: Bundle) {
    savedInstanceState.putLong("offset",offset)
    savedInstanceState.putBoolean("run",run)
    savedInstanceState.putLong("base_key",chronometer.base)
    super.onSaveInstanceState(savedInstanceState)
}
}
```