<http://www.codeskulptor.org/#user22_hsmKwL4ZCQ_3.py>

# template for "Stopwatch: The Game"

import simplegui

# define global variables

elapse\_time="0:00.0"

tick=0

x=0

y=0

timer\_on=False

# define helper function format that converts time

# in tenths of seconds into formatted string A:BC.D

def format(t):

global elapse\_time

millisec=t-int(t/10)\*10

secs=(t-millisec)/10

mins= int(secs/60)

if secs>=60:

secs=secs-(mins\*60)

else:

mins=0

if secs < 10:

elapse\_time=str(mins)+":0"+str(secs)+"."+str(millisec)

else:

elapse\_time=str(mins)+":"+str(secs)+"."+str(millisec)

return elapse\_time

# define event handlers for buttons; "Start", "Stop", "Reset"

def stop():

global x,y,timer\_on

timer.stop()

if timer\_on and elapse\_time[5]=="0":

x+=1

y+=1

elif timer\_on:

y+=1

timer\_on=False

def start():

global timer\_on

timer.start()

timer\_on=True

def reset():

global tick,x,y,timer\_on

tick=0

x=0

y=0

timer\_on=True

# define event handler for timer with 0.1 sec interval

def update\_tick():

global tick

tick+=1

# define draw handler

def draw(canvas):

global tick

canvas.draw\_text(format(tick), (60, 130), 36, 'aqua')

canvas.draw\_text(str(x)+"/"+str(y), (130, 30), 24, 'white')

# create frame

frame = simplegui.create\_frame("Stop Watch", 200, 200)

# register event handlers

frame.add\_button("Stop", stop)

frame.add\_button("Start", start)

frame.add\_button("Reset", reset)

frame.set\_draw\_handler(draw)

timer = simplegui.create\_timer(100, update\_tick)

# start frame

frame.start()

# Please remember to review the grading rubric