

Stopwatch - Improved

CS112 Unit 11
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demo - improve stop watch app

Starting point on Github repo: Watch

Exercise 11A

- Improve the stop watch app we did together with a new button, “reset”. The watch should reset to zero only when the user taps this button. Note this means that stop and start have to change how they work! Here is what each button should do:
- **reset:** if not running, set watch back to zero (both internally in the model, and the display). If running, don't do anything (i.e. let it keep running).
- **start:** if running, don't do anything, i.e. let it keep running. if not running, and there's already some time elapsed, continue where we left off, i.e. don't start the timer back at zero.
- **stop:** stop the watch as before, and leave the current time on the display. note that we do need to remember elapsed time so we can pick up where we left off.