

Timer

- startTime

Integer

- limit

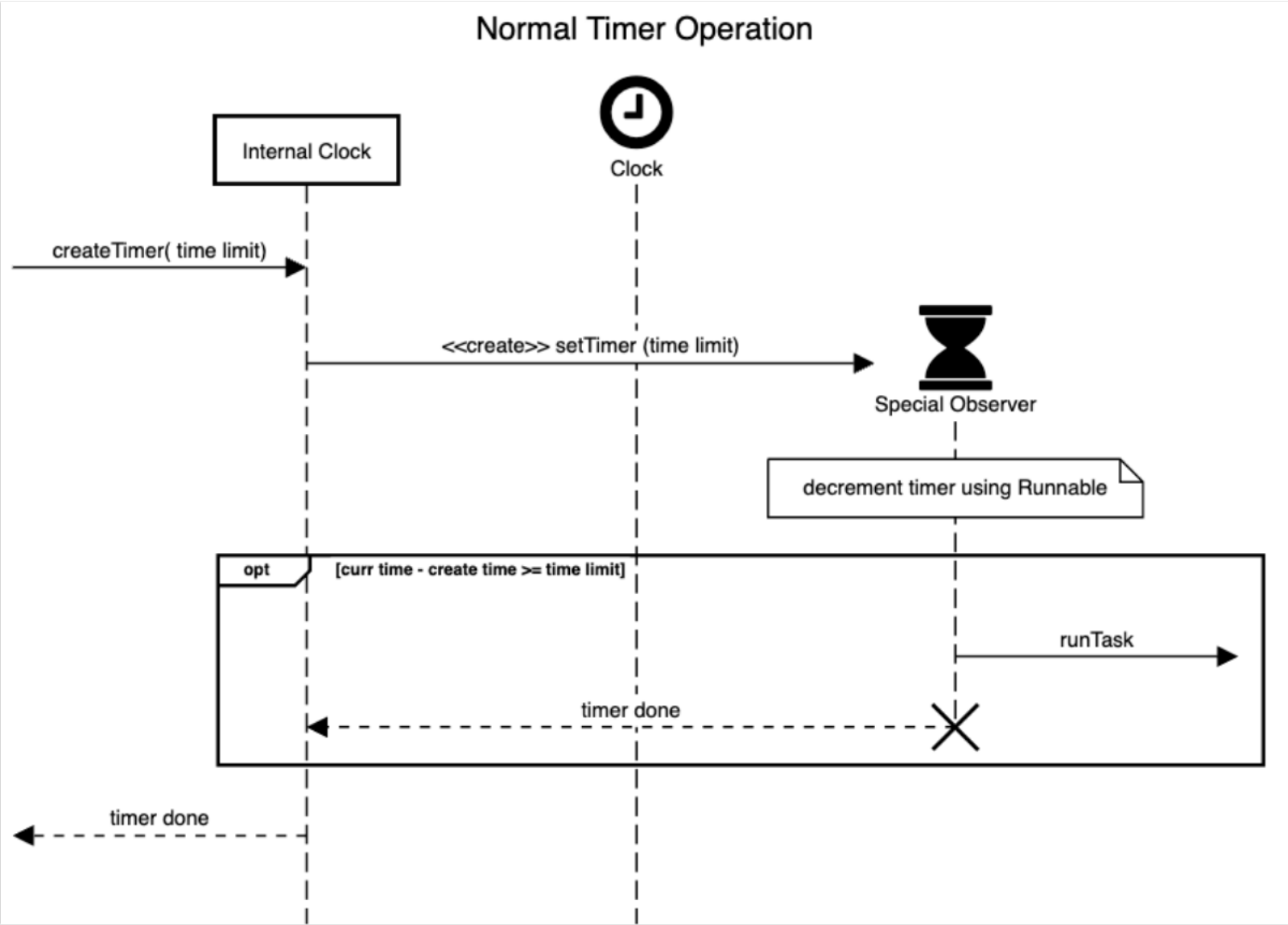
Integer

+ getRemainingTime()

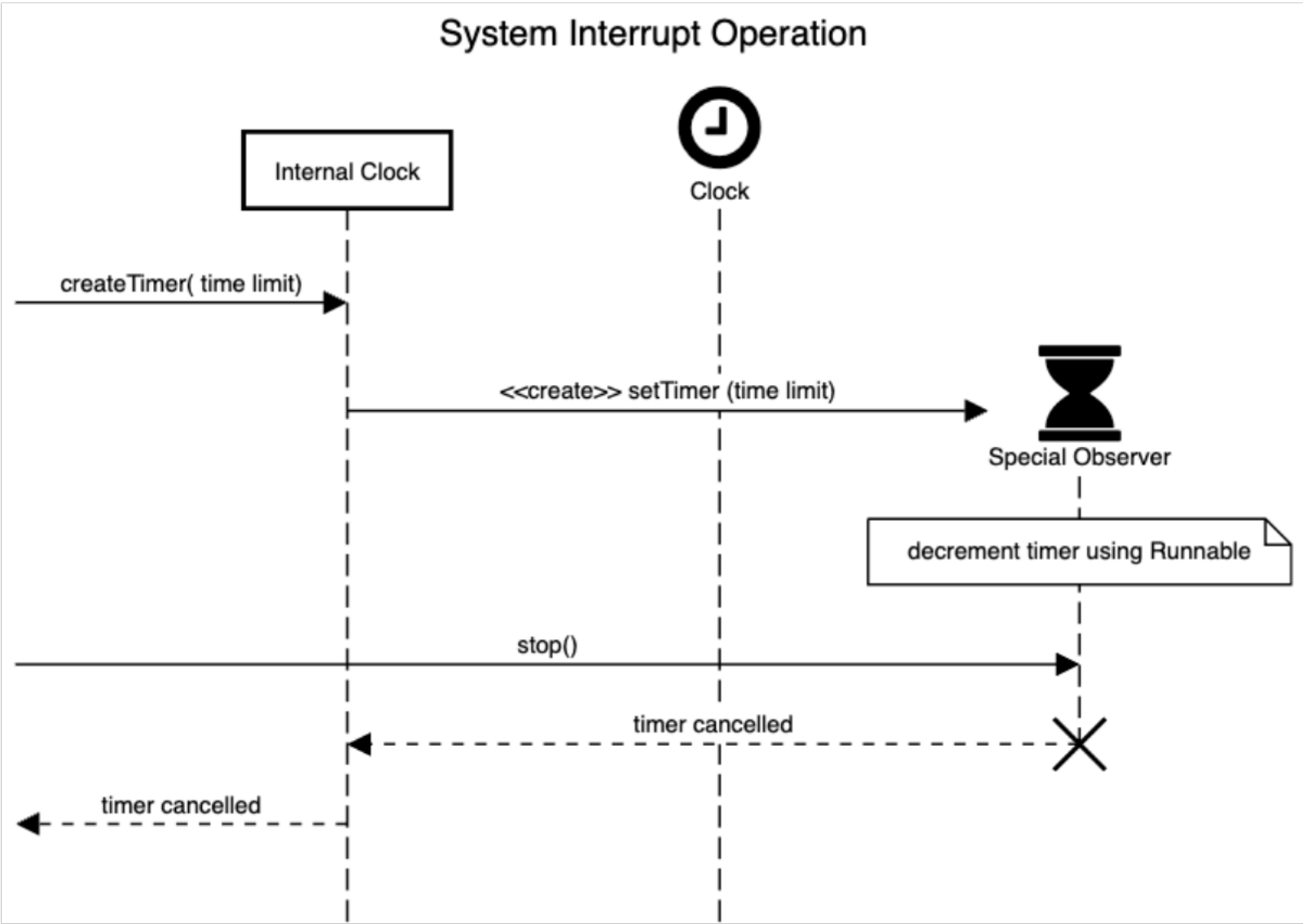
Float

+ stop()

void



Normal Operation Sequence Diagram



System Interrupt Sequence Diagram