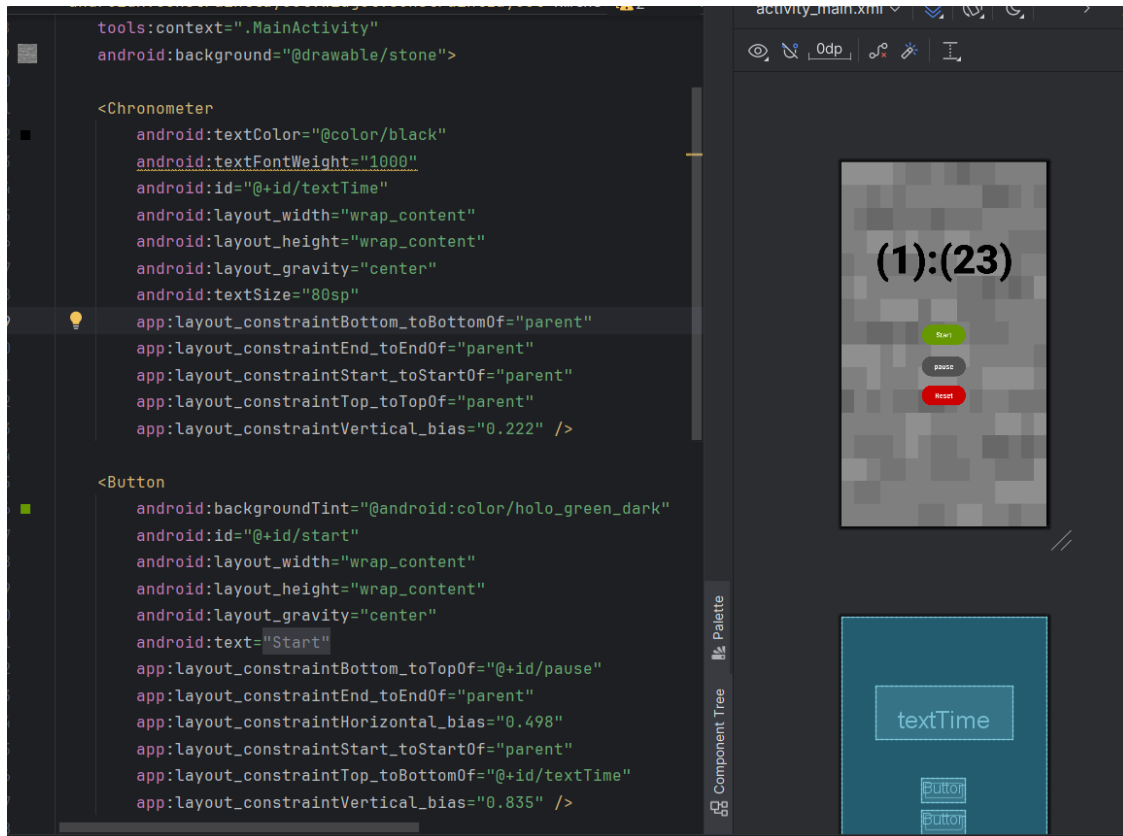


Практическая работа (Приложение секундомер)

1. Создал строки, составил интерфейс для секундомера



2. Код в ActivityMain.kt

```
class MainActivity : AppCompatActivity() {

    lateinit var chronometer: Chronometer
    var timeWhenStopped: Long = 0
    var running = false
    var OFFSET_KEY = "offset"
    val RUNNING_KEY = "running"
    val BASE_KEY = "base_key"

    override fun onCreate(savedInstanceState: Bundle?) {

        setContentView(R.layout.activity_main)

        chronometer = findViewById(R.id.textTime)

        val start = findViewById<Button>(R.id.start)
        val pause = findViewById<Button>(R.id.pause)
        val reset = findViewById<Button>(R.id.reset)

        super.onCreate(savedInstanceState)
        enableEdgeToEdge()
        start.setOnClickListener {
            if (!running) {
                chronometer.start()
                chronometer.base = SystemClock.elapsedRealtime() +
timeWhenStopped
```

```

        running = true
    }
}
pause.setOnClickListener {
    if(running){
        chronometer.stop()
        timeWhenStopped = chronometer.base -
SystemClock.elapsedRealtime()
        running = false
    }
}
reset.setOnClickListener {
    chronometer.base = SystemClock.elapsedRealtime()
    timeWhenStopped = 0
}
}
override fun onSaveInstanceState(savedInstanceState: Bundle) {
    savedInstanceState.putLong("offset",timeWhenStopped)
    savedInstanceState.putBoolean("running",running)
    savedInstanceState.putLong("base_key",chronometer.base)
    super.onSaveInstanceState(savedInstanceState)
}
override fun onRestoreInstanceState(savedInstanceState: Bundle) {
    super.onRestoreInstanceState(savedInstanceState)
    timeWhenStopped = savedInstanceState.getLong(OFFSET_KEY)
    running = savedInstanceState.getBoolean(RUNNING_KEY)
    if(running){
        chronometer.base = savedInstanceState.getLong(BASE_KEY)
        chronometer.start()
    }
    else {
        chronometer.base = SystemClock.elapsedRealtime() +
timeWhenStopped
    }
}
}
}

```

Отвечает за кнопку старта, паузы и ресета. Цикл if для восстановления предыдущего состояния при переворачивании экрана

3.Результат

