import tkinter as tk

class TimerApp:

def \_\_init\_\_(self, root):

self.root = root

self.root.title("Timer App")

# Initialize timer variables

self.seconds = 0

self.timer\_running = False

# Create a label to display the timer

self.timer\_label = tk.Label(root, text="00:00", font=("Helvetica", 48))

self.timer\_label.pack(pady=20)

# Create Start and Stop buttons

self.start\_button = tk.Button(root, text="Start", command=self.start\_timer)

self.stop\_button = tk.Button(root, text="Stop", command=self.stop\_timer)

self.start\_button.pack(side=tk.LEFT, padx=10)

self.stop\_button.pack(side=tk.LEFT, padx=10)

# Update the timer display

self.update\_timer()

def start\_timer(self):

if not self.timer\_running:

self.timer\_running = True

self.update\_timer()

def stop\_timer(self):

self.timer\_running = False

def update\_timer(self):

if self.timer\_running:

self.seconds += 1

minutes = self.seconds // 60

seconds = self.seconds % 60

time\_str = f"{minutes:02}:{seconds:02}"

self.timer\_label.config(text=time\_str)

self.root.after(1000, self.update\_timer) # Update every 1 second

if \_\_name\_\_ == "\_\_main\_\_":

root = tk.Tk()

app = TimerApp(root)

root.mainloop()