

# Challenge 4.2 - Stop Watch: Setup an NSTimer

Your objective is to learn how to use the NSTimer class. Using the NSTimer class you can schedule a method callback that can repeat on the main run loop. In the callback method you can track time, or even move an image around the screen at regular intervals.

## Instance Variables

Create two instance variables. A NSDate object to store the current time (`_currentDate`) and the NSTimer object pointer for the timer (`_myTimer`). The underscore prefix is the standard style for instance variables in the “Coding Guidelines for Cocoa.”

## Timers

Google “NSTimer Reference” and read the “Timer Programming Topics” guide to learn how to use timers. <https://developer.apple.com/library/mac/documentation/cocoa/Conceptual/Timers/Timers.html>

1. Create a method called `updateTime:(NSTimer *)timer`
2. Using the NSTimer object call the following method. Hint: Set the time interval to 1 second, and assume the method will be called every second.

```
+ (NSTimer *)scheduledTimerWithTimeInterval:  
    (NSTimeInterval)seconds target:(id)target selector:  
    (SEL)aSelector userInfo:(id)userInfo repeats:(BOOL)repeats
```

*Bonus 1: Create a method to stop the timer. Hint: invalidate.*

*Bonus 2: Read “Coding Guidelines for Cocoa” to learn about coding style: <https://developer.apple.com/library/ios/documentation/cocoa/conceptual/CodingGuidelines/CodingGuidelines.html>*

*Bonus 3: Move a UILabel or UIImage to the left or right based on timer. Use the center property.*