

Практическая работа номер 6

Добавляем string значения

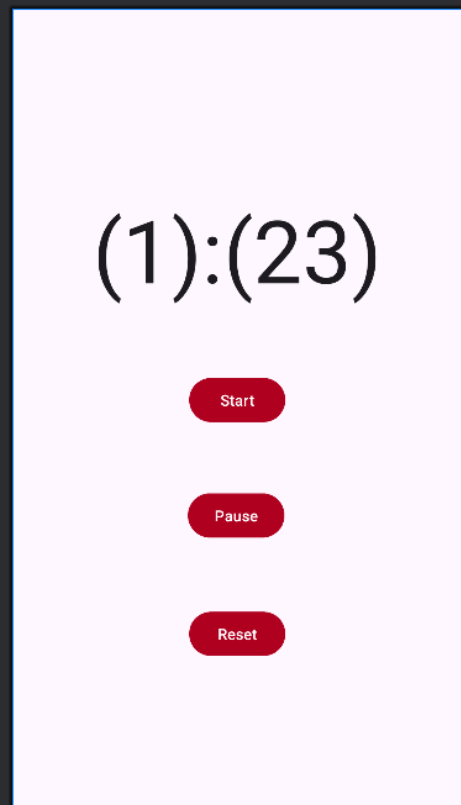
```
<string name="app_name">My Application</string>
<string name="start">Start</string>
<string name="pause">Pause</string>
<string name="reset">Reset</string>
</resources>
```

Добавляем chronometer и 3 кнопки

```
<Chronometer
    android:id="@+id/textTime"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:textSize="80sp"
    app:layout_constraintBottom_toTopOf="@+id/button2"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent" />

<Button
    android:id="@+id/button"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:backgroundTint="@color/design_default_color_error"
    android:text="@string/start"
    app:layout_constraintBottom_toTopOf="@+id/button2"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintHorizontal_bias="0.501"
    app:layout_constraintStart_toStartOf="parent"
    app:layout_constraintTop_toTopOf="parent"
    app:layout_constraintVertical_bias="0.853" />

<Button
    android:id="@+id/button2"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginBottom="60dp"
    android:backgroundTint="@color/design_default_color_error"
    android:text="@string/pause"
    app:layout_constraintBottom_toTopOf="@+id/button3"
    app:layout_constraintEnd_toEndOf="parent"
```



Объявляем переменные

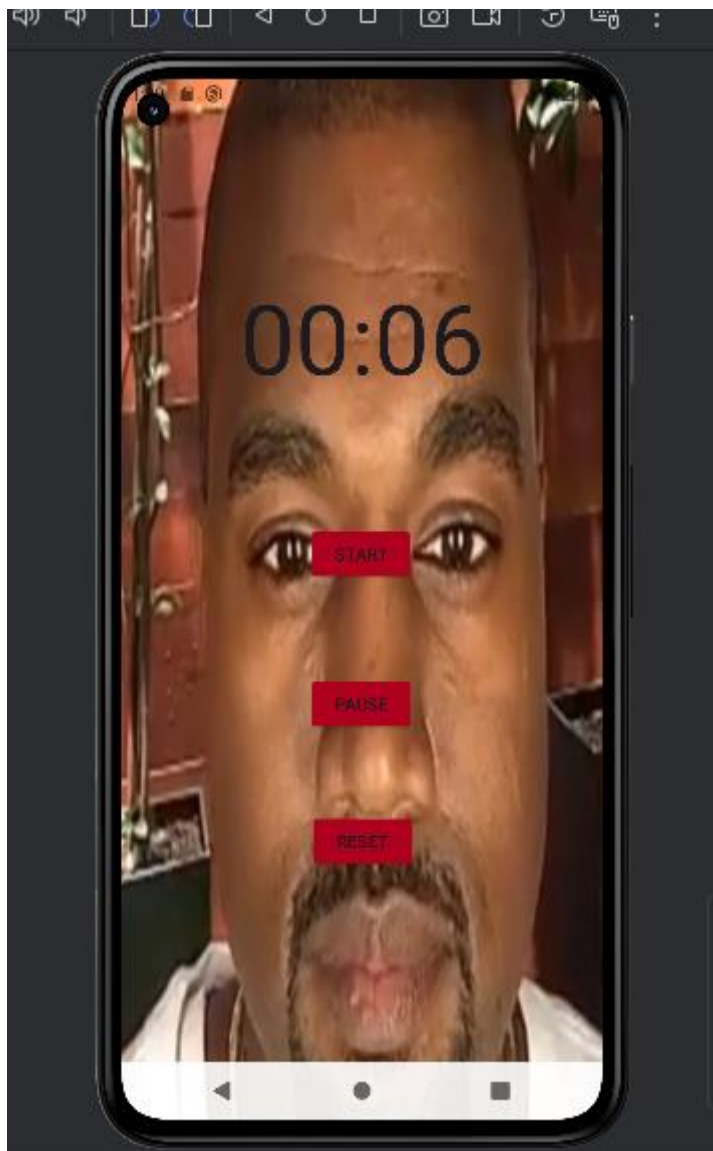
```
lateinit var chronometr: Chronometer
var running = false
var offset: Long = 0

override fun onCreate(savedInstanceState: Bundle?) {

    chronometr = findViewById(R.id.textTime)

    var start: Button = findViewById(R.id.button)
    var pause: Button = findViewById(R.id.button2)
    var reset: Button = findViewById(R.id.button3)
}
```

Работа:



Добавляем улучшенный код

```
override fun onSaveInstanceState(savedInstanceState: Bundle) {  
    savedInstanceState.putLong("offset", offset)  
    savedInstanceState.putBoolean("running", running)  
    savedInstanceState.putLong("base_key", chronometer.base)  
    super.onSaveInstanceState(savedInstanceState)  
}
```

```
if(savedInstanceState != null){  
    offset = savedInstanceState.getLong(OFFSET_KEY)  
    running = savedInstanceState.getBoolean(RUNNING_KEY)  
    if(running){  
        chronometer.base = savedInstanceState.getLong(BASE_KEY)  
        chronometer.start()  
    }  
    else setTime()  
}
```

Работает!!

