

## HeadBall::TimeManager

- clock
- $\bar{T}$
- tempTime
- ss
- t
- vt
- s
- m

- + TimeManager()
- + ~TimeManager()
- + processTime()
- + displayTimer()
- + getTime()
- + resetTimer()
- + pause()
- + resume()
- + setTime()
- + zero()