```
class Timer {
  int savedTime; //when timer starts
  int totalTime; //timer duration

  Timer(int tempTotalTime) {
    totalTime = tempTotalTime;
  }


//**NEW
  void setTime(int t) {
    totalTime = t;
  }
//**

  void start() {
    savedTime = millis();
  }

  boolean isFinished() {
    int passedTime = millis()- savedTime;
    if (passedTime>totalTime) {
      return true;
    } else {
      return false;
    }
  }
}
```