## **Python Minor Project**

Create A Countdown Timer Using Python

Features Included

Reset/stop Pause/Resume

## **Source Code:**

import tkinter as tk

```
import tkinter.messagebox
import time
class Application(tk.Frame):
  def init (self, master, *args, **kwargs):
     tk.Frame. init (self, master, *args, **kwargs)
     self.master = master
     self.running = False
     self.time = 0
     self.hours = 0
     self.mins = 0
     self.secs = 0
     self.build interface()
  def build interface(self):
     self.time entry = tk.Entry(self)
     self.time_entry.grid(row=0, column=1)
     self.clock = tk.Label(self, text="00:00:00", font=("Courier", 20), width=10)
     self.clock.grid(row=1, column=1, stick="S")
     self.time_label = tk.Label(self, text="hour min sec", font=("Courier", 10), width=15)
     self.time label.grid(row=2, column=1, sticky="N")
     self.power_button = tk.Button(self, text="Start", command=lambda: self.start())
     self.power button.grid(row=3, column=0, sticky="NE")
     self.reset button = tk.Button(self, text="Reset", command=lambda: self.reset())
     self.reset button.grid(row=3, column=1, sticky="NW")
     self.quit button = tk.Button(self, text="Stop", command=lambda: self.quit())
     self.quit_button.grid(row=3, column=3, sticky="NE")
     self.pause_button = tk.Button(self, text="Pause", command=lambda: self.pause())
     self.pause button.grid(row = 3,column=2, sticky = "NW")
     self.master.bind("<Return>", lambda x: self.start())
     self.time entry.bind("<Key>", lambda v: self.update())
```

```
def calculate(self):
  """time calculation"""
  self.hours = self.time // 3600
  self.mins = (self.time // 60) % 60
  self.secs = self.time % 60
  return "{:02d}:{:02d}:.format(self.hours, self.mins, self.secs)
def update(self):
  """validation"""
  self.time = int(self.time entry.get())
     self.clock.configure(text=self.calculate())
  except:
     self.clock.configure(text="00:00:00")
def timer(self):
  """display time"""
  if self.running:
     if self.time <= 0:
        self.clock.configure(text="Time's up!")
     else:
        self.clock.configure(text=self.calculate())
        self.time -= 1
        self.after(1000, self.timer)
def start(self):
  """start timer"""
  try:
     self.time = int(self.time_entry.get())
     self.time_entry.delete(0, 'end')
  except:
     self.time = self.time
  self.power_button.configure(text="Stop", command=lambda: self.stop())
  self.master.bind("<Return>", lambda x: self.stop())
  self.running = True
  self.timer()
def stop(self):
  """Stop timer"""
  self.power_button.configure(text="Start", command=lambda: self.start())
  self.master.bind("<Return>", lambda x: self.start())
  self.running = False
def reset(self):
```

```
"""Resets the timer to 0."""
     self.power_button.configure(text="Start", command=lambda: self.start())
     self.master.bind("<Return>", lambda x: self.start())
     self.running = False
     self.time = 0
     self.clock["text"] = "00:00:00"
  def quit(self):
     """quit the window"""
     if tk.messagebox.askokcancel("Quit", "Do you want to quit?"):
       root.destroy()
  def pause(self):
     """Pause timer"""
     self.pause button.configure(text="Resume", command=lambda: self.resume())
     self.master.bind("<Return>", lambda x: self.resume())
     if self.running == True:
       self.running = False
     self.timer()
  def resume(self):
     """Resume timer"""
     self.pause button.configure(text="Pause", command=lambda: self.pause())
     self.master.bind("<Return>", lambda x: self.pause())
     if self.running == False:
       self.running = True
     self.timer()
if __name__ == "__main__":
  """Main loop of timer"""
  root = tk.Tk()
  root.title("TIMER")
  Application(root).pack(side="top", fill="both", expand=True)
  root.mainloop()
```

## Output:

```
TIMER - X

OO:OO:OO

hour min sec

Start Reset Pause Stop e(text="Paus ", lambda x:

if self.running == False:

self.running = True
```

## Thanks For Giving This Opportunity To Me Python Minor Project Done By

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