namespace \_4

{

class Program

{

static void Output(int hh, int mm, int ss)

{

Console.SetCursorPosition(Console.WindowWidth / 2 - 4, Console.WindowHeight / 2 - 1);

Console.WriteLine("{0:00}:{1:00}:{2:00}", hh, mm, ss);

}

static void Save(int hh, int mm, int ss, ref int k)

{

Console.SetCursorPosition(0, k);

Console.WriteLine("{0:00}:{1:00}:{2:00}", hh, mm, ss);

k++;

}

static void Main(string[] args)

{

Console.CursorVisible = false;

Console.Title = "Секундомер";

main:

Console.Clear();

Console.SetCursorPosition(Console.WindowWidth - 12, 0);

Console.WriteLine("Version 1.0");

int hh = 0, mm = 0, ss = 0, k = 0;

Output(hh, mm, ss);

Console.SetCursorPosition(Console.WindowWidth / 2 - 11, Console.WindowHeight / 2);

Console.WriteLine("Press SPACE for start");

ConsoleKeyInfo key;

do

{

Console.SetCursorPosition(Console.WindowWidth / 2 - 11, Console.WindowHeight / 2 + 1);

key = Console.ReadKey();

Console.SetCursorPosition(Console.WindowWidth / 2 - 11, Console.WindowHeight / 2 + 1);

Console.Write(" ");

}

while (key.Key != ConsoleKey.Spacebar);

start:

Console.SetCursorPosition(Console.WindowWidth / 2 - 21, Console.WindowHeight / 2);

Console.WriteLine(" ");

Console.SetCursorPosition(Console.WindowWidth / 2 - 15, Console.WindowHeight / 2);

Console.WriteLine("Press 1(stop) 2(save) 0(exit)");

while (!Console.KeyAvailable)

{

System.Threading.Thread.Sleep(970);

ss++;

if (ss == 60)

{

mm++;

ss = 0;

}

if (mm == 60)

{

hh++;

mm = 0;

}

Output(hh, mm, ss);

}

Console.SetCursorPosition(Console.WindowWidth / 2 - 11, Console.WindowHeight / 2 + 1);

key = Console.ReadKey();

Console.SetCursorPosition(Console.WindowWidth / 2 - 11, Console.WindowHeight / 2 + 1);

Console.Write(" ");

if (key.Key == ConsoleKey.D1 || key.Key == ConsoleKey.NumPad1)

goto pause;

if (key.Key == ConsoleKey.D2 || key.Key == ConsoleKey.NumPad2)

Save(hh, mm, ss - 1, ref k);

if (key.Key == ConsoleKey.D0 || key.Key == ConsoleKey.NumPad0)

goto exit;

goto start;

pause:

Console.SetCursorPosition(Console.WindowWidth / 2 - 21, Console.WindowHeight / 2);

Console.WriteLine(" ");

Console.SetCursorPosition(Console.WindowWidth / 2 - 21, Console.WindowHeight / 2);

Console.WriteLine("Press 1(restart) 2(resume) 3(save) 0(exit)");

Console.SetCursorPosition(Console.WindowWidth / 2 - 11, Console.WindowHeight / 2 + 1);

key = Console.ReadKey();

Console.SetCursorPosition(Console.WindowWidth / 2 - 11, Console.WindowHeight / 2 + 1);

Console.Write(" ");

if (key.Key == ConsoleKey.D1 || key.Key == ConsoleKey.NumPad1)

goto main;

if (key.Key == ConsoleKey.D2 || key.Key == ConsoleKey.NumPad2)

goto start;

if (key.Key == ConsoleKey.D3 || key.Key == ConsoleKey.NumPad3)

Save(hh, mm, ss, ref k);

if (key.Key == ConsoleKey.D0 || key.Key == ConsoleKey.NumPad0)

goto exit;

goto pause;

exit:

System.Threading.Thread.Sleep(1);

}

}

}