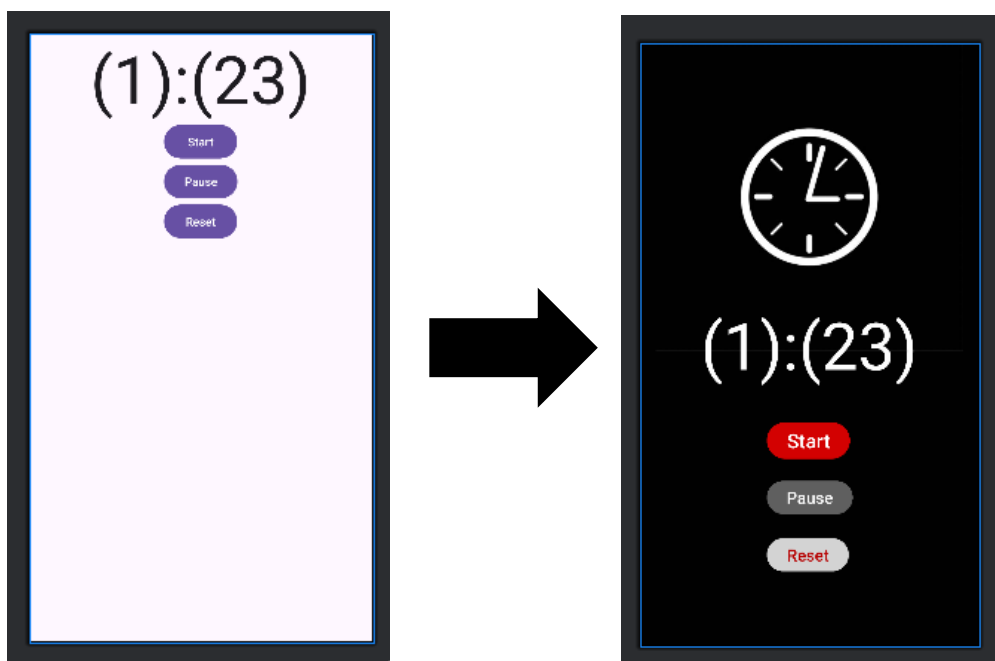


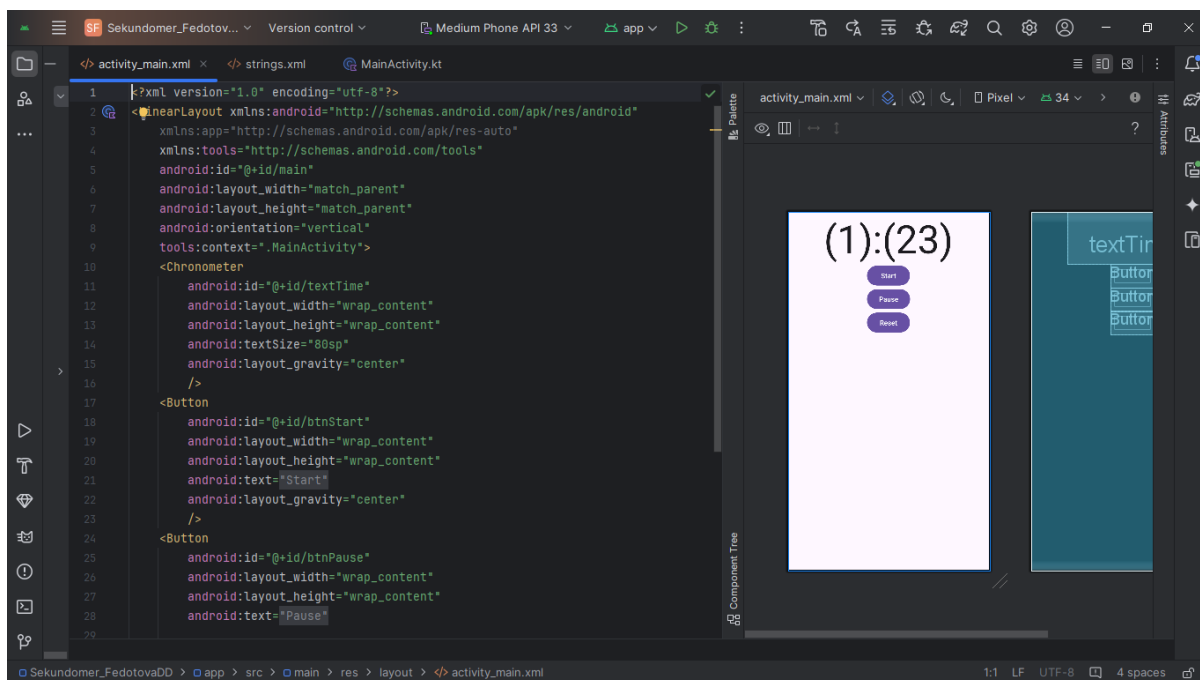
Практическая работа (Приложение секундомер)

Задание



Ход работы:

1. По образцу делаю программу
// xml



// string

```
activity_main.xml  </> strings.xml  x  MainActivity.kt

Edit translations for all locales in the translations editor.

<resources>
    <string name="app_name">Sekundomer_Fedotova.D.D</string>
    <string name="start">Start</string>
    <string name="pause">Pause</string>
    <string name="reset">Reset</string>
</resources>
```

// kt

```
Sekundomer_Fedotova...  Version control  Medium Phone API 33  app  MainActivity.kt

activity_main.xml  </> strings.xml  MainActivity.kt

class MainActivity : AppCompatActivity() {
    lateinit var chronometr : Chronometer
    var running : Boolean = false
    var offset : Long = 0

    private fun saveOffset() {
        offset = SystemClock.elapsedRealtime() - chronometr.base
    }

    private fun setBaseTime() {
        chronometr.base = SystemClock.elapsedRealtime() - offset
    }

    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        enableEdgeToEdge()
        setContentView(R.layout.activity_main)
        ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.m...
            val systemBars = insets.getInsets(WindowInsetsCompat.Type...
            v.setPadding(systemBars.left, systemBars.top, systemBars.r...
            insets
        }

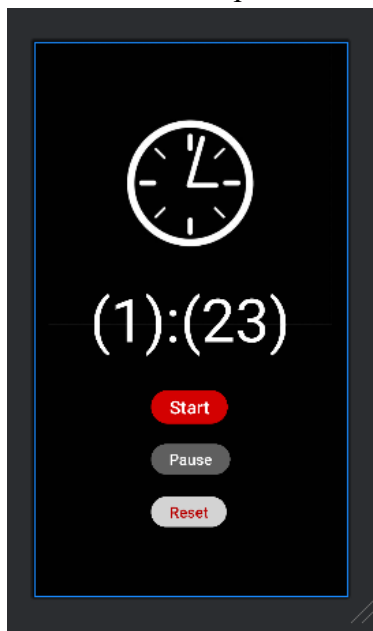
        chronometr = findViewById(R.id.textTime)
        val btnStart = findViewById<Button>(R.id.btnStart)

        btnStart.setOnClickListener {
            if (!running){
                setBaseTime()
                chronometr.start()
                running = true
            }
        }

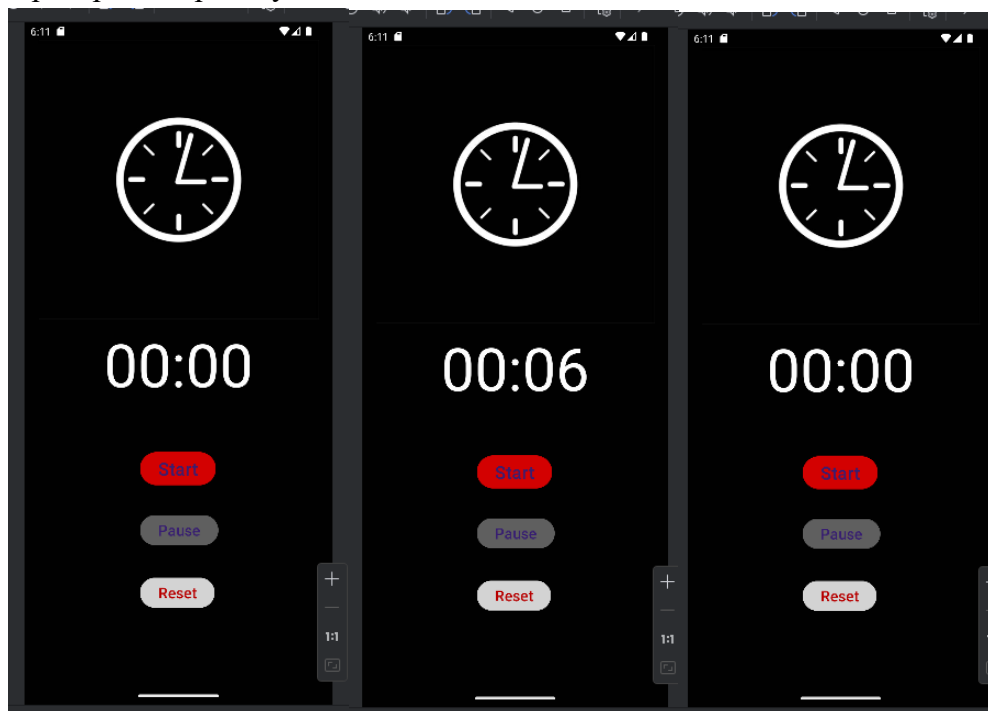
        btnPause.setOnClickListener {
            if (running){
                saveOffset()
                chronometr.stop()
                running = false
            }
        }

        btnReset.setOnClickListener {
            if (!running){
                offset = 0
                setBaseTime()
                running = false
            }
        }
    }
}
```

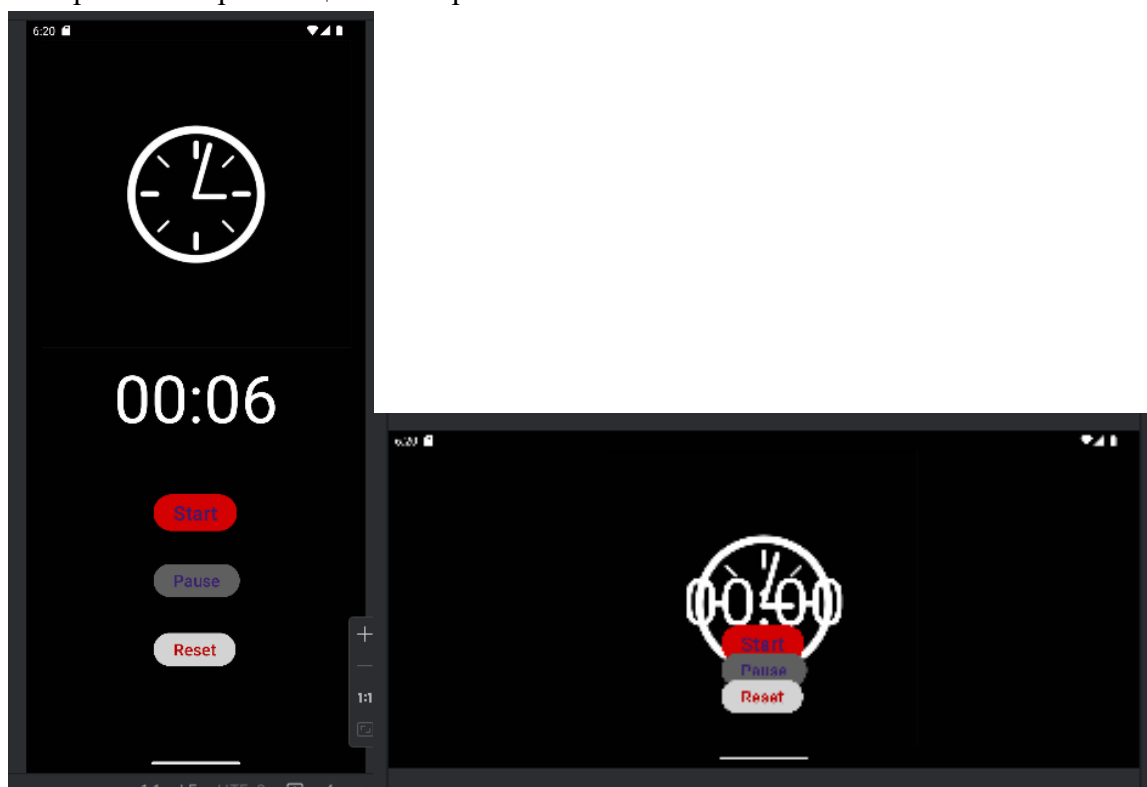
2. Меню дизайн приложения



3. Проверяю на работу



4. Но при смене ориентации всё сбрасывается



5. Обновляю код активности

```
val OFFSET_KEY = "offset"
val RUNNING_KEY = "running"
val BASE_KEY = "base_key"

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

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

6. Запускаю приложение

