```
package club.westcs.NifflerCeciliaB;
 3 public class Stopwatch {
4 //Attributes
5
       private boolean running;
 6
        private long startTime, stopTime, pausedTime;
 8 //Constructor
90
       public Stopwatch() {
10
           running = false;
11
           startTime = 0;
12
           stopTime = 0;
           pausedTime = 0;
13
14
15 //Methods
160
       public boolean isRunning() {
17
            return this.running;
18
19
200
       public void start() {
           this.running = true;
21
22
           this.startTime = System.currentTimeMillis();
23
24
25⊕
       public void stop() {
26
           this.running = false;
27
           this.stopTime = System.currentTimeMillis();
28
29
        public void pause() {
30⊕
31
           if(this.running) {
32
                stop();
33
                this.pausedTime += this.stopTime - this.startTime;
34
           }
35
        }
36
37⊜
        public void unpause() {
38
            if(this.running = false) {
39
                start();
40
                this.pausedTime += this.startTime = this.stopTime;
41
            }
42
43
440
        public long getElapedTime() {
45
            long elapsed = 0;
46
            if(this.running) {
47
                elapsed = System.currentTimeMillis() - this.startTime;
48
                elapsed += this.pausedTime;
49
            }
            else {
50
51
                elapsed = this.pausedTime;
52
53
            return elapsed/1000;
54
        }
55 }
56
```