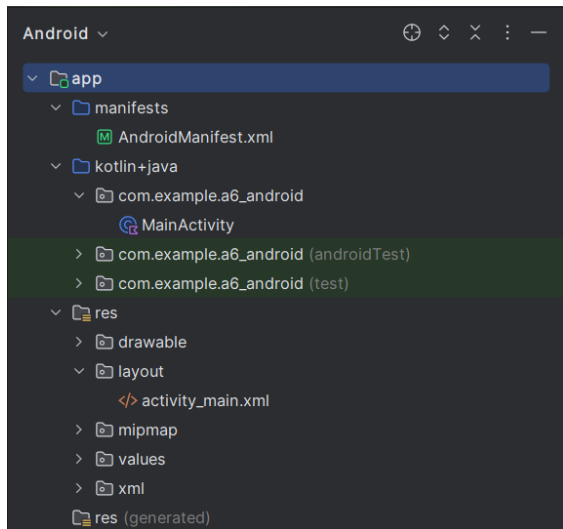


Практика 6

Структура:



String:

```
<resources>
    <string name="app_name">6_android</string>
    <string name="start">Start</string>
    <string name="pause">Pause</string>
    <string name="reset">Reset</string>
</resources>
```

Логика:

```
class MainActivity : AppCompatActivity() {
    private lateinit var chronometr : Chronometer
    private var running : Boolean = false
    private var offset : Long = 0
    val OFFSET_KEY = "offset"
    val RUNNING_KEY = "running"
    val BASE_KEY = "base_key"
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        enableEdgeToEdge()
        setContentView(R.layout.activity_main)
        ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main)) { v, insets ->
            val systemBars = insets.getInsets(WindowInsetsCompat.Type.systemBars())
            v.setPadding(systemBars.left, systemBars.top, systemBars.right, systemBars.bottom)
            insets
        }
        chronometr = findViewById(R.id.textTime)
        val btnStart = findViewById<Button>(R.id.btnStart)
        val btnReset = findViewById<Button>(R.id.btnReset)
        val btnPause = findViewById<Button>(R.id.btnPause)
        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()
        }
    }
}
```

```
        chronometr.base = SystemClock.elapsedRealtime()
        btnStart.setOnClickListener {
            if(!running) {
                setBaseTime()
                chronometr.start()
                running = true
            }
        }
        btnPause.setOnClickListener {
            if (running){
                saveOffset()
                chronometr.stop()
                running = false
            }
        }
        btnReset.setOnClickListener {
            offset = 0
            setBaseTime()
            running = false
        }
    }
    override fun onSaveInstanceState(outState: Bundle) {
        outState.putLong("offset", offset)
        outState.putBoolean("running", running)
        outState.putLong("base_key", chronometr.base)
        super.onSaveInstanceState(outState)
    }
}
```

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

Итог:

