import simplegui

time\_start = True

t = 0

game\_round = 0

win\_round = 0

def Start():

global t,time\_start

if time\_start :

t = t+1

timer.start()

else:

timer.stop()

time\_start = True

def Stop():

global t,time\_start,game\_round,win\_round

if timer.is\_running() :

game\_round = game\_round +1

if timer.is\_running() and ((t % 600) % 60) % 10 == 0:

win\_round = win\_round + 1

time\_start = False

def Reset():

global t,game\_round,win\_round

t = 0

game\_round = 0

win\_round = 0

timer.stop()

def format(t\_format):

global t,game\_round,win\_round

t = t\_format

a = t // (10\*60)

b = (t - a\*(10\*60) ) // (10\*10)

c = (t - a\*(10\*60) - b\*(10\*10)) // 10

d = (t - a\*(10\*60) - b\*(10\*10) - c\*10)

return str(a)+":"+str(b)+str(c)+"."+str(d)

def ms\_game():

global game\_round,win\_round

return str(win\_round)+"/"+str(game\_round)

def draw(Stopwatch):

Stopwatch.draw\_text(format(t), (40,115), 50, "white")

Stopwatch.draw\_text(ms\_game(), (130,40), 30, "green")

frame = simplegui.create\_frame('Stopwatch', 200, 200)

timer = simplegui.create\_timer(100, Start)

frame.set\_draw\_handler(draw)

frame.add\_label('Stop the watch on a whole second (1.0, 2.0, 3.0, etc.)')

frame.add\_button('Start', Start, 100)

frame.add\_button('Stop', Stop, 100)

frame.add\_button('Reset', Reset, 100)

frame.start()