

Практическая работа 6 (Таймер)

1. Оформляю код

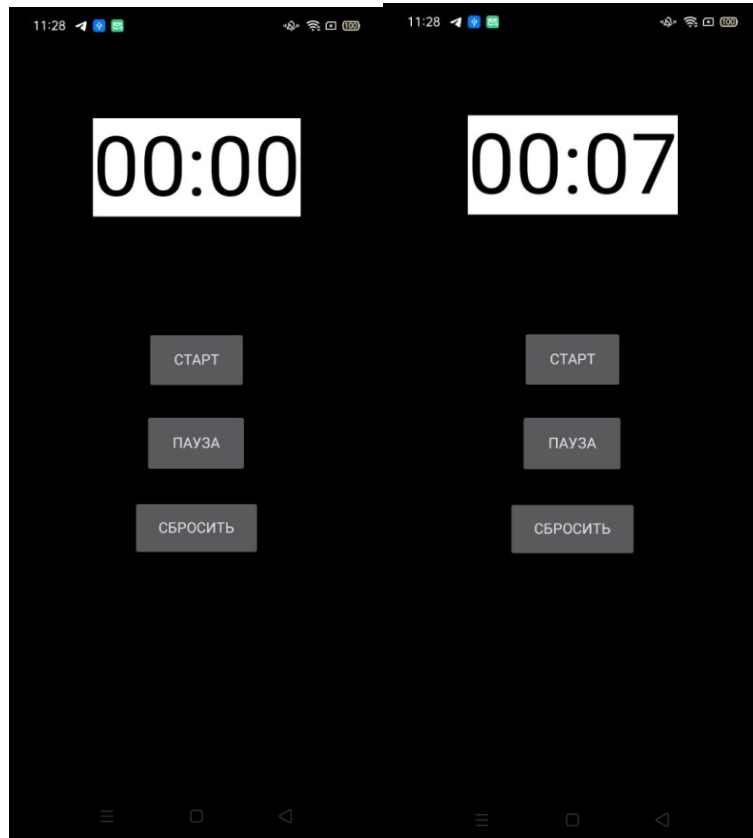
```
12 class MainActivity : AppCompatActivity() {
13     lateinit var chronometer: Chronometer
14     var timeWhenStopped: Long = 0
15     var running = false
16     var OFFSET_KEY = "offset"
17     val RUNNING_KEY = "running"
18     val BASE_KEY = "base_key"
19
20
21     override fun onCreate(savedInstanceState: Bundle?) {
22
23         setContentView(R.layout.activity_main)
24
25         chronometer = findViewById(R.id.textTime)
26
27         val start = findViewById<Button>(R.id.start)
28         val pause = findViewById<Button>(R.id.pause)
29         val reset = findViewById<Button>(R.id.reset)
30
31         super.onCreate(savedInstanceState)
32         enableEdgeToEdge()
33         start.setOnClickListener {
34             if (!running) {
35                 chronometer.start()
36                 chronometer.base = SystemClock.elapsedRealtime() + timeWhenStopped
37                 running = true
38             }
39         }
40         pause.setOnClickListener {
41             if (running) {
42                 chronometer.stop()
43                 timeWhenStopped = chronometer.base - SystemClock.elapsedRealtime()
44                 running = false
45             }
46         }
47         reset.setOnClickListener {
48             chronometer.base = SystemClock.elapsedRealtime()
49             timeWhenStopped = 0
50         }
51     }
52
53     override fun onSaveInstanceState(savedInstanceState: Bundle) {
54         savedInstanceState.putLong("offset", timeWhenStopped)
55         savedInstanceState.putBoolean("running", running)
56     }
57 }
```

2. Делаю макет

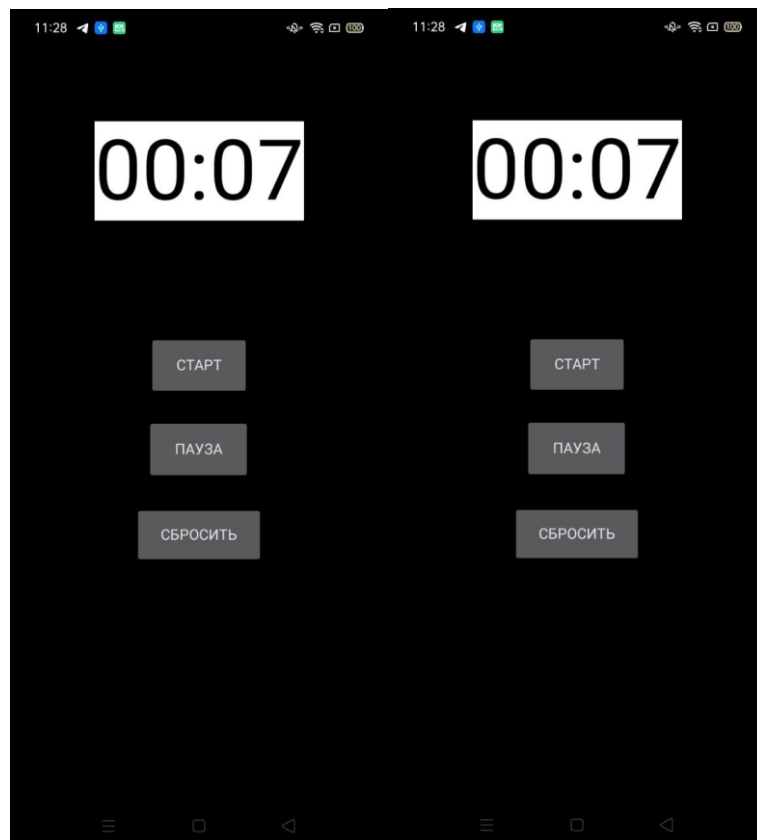
The image shows the Android Studio interface. On the left, the XML layout for `activity_main.xml` is displayed. It defines a `Chronometer` with the id `textTime` and three `Button` elements with ids `start`, `pause`, and `reset`. The `start` button has the text `@string/start`, the `pause` button has the text `@string/pause`, and the `reset` button has the text `@string/reset`. On the right, the visual preview of the UI is shown. It features a timer displaying `(1):(23)` and three buttons below it labeled `Старт`, `Пауза`, and `Обр. сбросить`.

3. Результат

Start:



Pause:



Reset:

