```
Timer
m cpuStart
 m wallStart
m cpuElapse
 m wallElapse
 m stopped
+ Timer()
+ ~Timer()
+ Start()
+ Stop()
+ Resume()
+ ElapsedCpu()
+ ElapsedWall()
+ ToString()
+ ToSecond()
```

ScopedTimer

- m\_showSec - m\_tag

+ ScopedTimer() + ScopedTimer() + ~ScopedTimer()