Create a timer using a thread

Graphical user interface, application

Description automatically generated

Create a label that will count up and then buttons to start, stop & restart

1. In the start button click method spawn off a thread which in its method it will do something like this:

while(true) –

seconds++;

String.Format("{0:D2}:{1:D2}", counter / 60, counter % 60);

label. Text = string;

Thread.Sleep(1000)

The proper way to set something in the UI from a thread is to use this:

if (displayLabel.InvokeRequired) {

displayLabel.Invoke(new MethodInvoker(setText));

}

else {

displayLabel.Text = text;

}

With setText being a method that looks like this:

private void setText() {

displayLabel.Text = text;

}

With text being a global string that is being changed by the looping thread

Its OK if you don’t use it, I’ll explain in class.

1. Stop button - Figure a way to stop the while(true) – to stop the thread that is incrementing seconds
2. Reset button – stop and set back the seconds to zero

If you have time, google how to use System.Windows.Forms.Timer or any of the other timers such as System.Timers.Timer or System.Threading.Timer