```python
import pygame
import time
pygame.init()

window=pygame.display.set_mode((200,200))
pygame.display.set_caption("countdown timer")

base_font=pygame.font.SysFont('constantia',20)
num_font=pygame.font.SysFont('oswald',20)

totaltime=60
resumeclicked = False
flag = True
flag1=0

image=pygame.Rect(50,80,30,20)
color = (255,0,0)
class resumebutton():
    width=65
    height=30

    def __init__(self,x,y,text1,text2):
        self.x=x
        self.y=y
        self.text1=text1
        self.text2=text2

    def Draw(self):
        global resumeclicked
        flag1=0

        button_rect=pygame.Rect(self.x,self.y,self.width,self.height)

        if resumeclicked ==False:
            pygame.draw.rect(window,color,button_rect)
            text_img = base_font.render(self.text1,True,(0,0,0))
            text_len = text_img.get_width()

window.blit(text_img,(self.x+int(self.width/2)-int(text_len/2),self.y+5))
        else:
```

```python
            pygame.draw.rect(window,(0,255,0),button_rect)
            text_img = base_font.render(self.text2,True,(0,0,0))
            text_len = text_img.get_width()

window.blit(text_img,(self.x+int(self.width/2)-int(text_len/2),self.y+5))

    def draw(self):
        global resumeclicked
        pos=pygame.mouse.get_pos()

        button_rect=pygame.Rect(self.x,self.y,self.width,self.height)

        if button_rect.collidepoint(pos):
            if resumeclicked==False:
                resumeclicked = True
            else:
                resumeclicked=False

class resetbutton():
    width=65
    height=30

    def __init__(self,x,y,text):
        self.x=x
        self.y=y
        self.text=text

    def draw(self):
        button_rect=pygame.Rect(self.x,self.y,self.width,self.height)
        pygame.draw.rect(window,(0,0,255),button_rect)
        text_img = base_font.render(self.text,True,(0,0,0))
        text_len = text_img.get_width()

window.blit(text_img,(self.x+int(self.width/2)-int(text_len/2),self.y+5))

    def Draw(self):
        pos=pygame.mouse.get_pos()
        global resumeclicked
        global totaltime
```

```python
        button_rect=pygame.Rect(self.x,self.y,self.width,self.height)
        bit=0
        if button_rect.collidepoint(pos):
            totaltime=60
            resumeclicked=False
            bit=bit+1
        return bit

class stopbutton:
    width=65
    height=30
    def __init__(self,x,y,text):
        self.x=x
        self.y=y
        self.text=text
    def draw(self):
        button_rect=pygame.Rect(self.x,self.y,self.width,self.height)
        pygame.draw.rect(window,(0,0,255),button_rect)
        text_img = base_font.render(self.text,True,(0,0,0))
        text_len = text_img.get_width()

window.blit(text_img,(self.x+int(self.width/2)-int(text_len/2),self.y+5))

    def Draw(self):
        pos=pygame.mouse.get_pos()
        button_rect=pygame.Rect(self.x,self.y,self.width,self.height)
        if button_rect.collidepoint(pos):
            pygame.quit()

resume=resumebutton(117.5,35,'resume','pause')
reset=resetbutton(117.5,135,'reset')
stop=stopbutton(17.5,135,'stop')


while flag:
    window.fill((255,255,0))
    for event in pygame.event.get():
        if event.type==pygame.QUIT:
            flag=False
            break
```

```
        if event.type==pygame.MOUSEBUTTONDOWN:
            stop.Draw()
            flag1=reset.Draw()
            if flag1==0:
                resume.draw()
    stop.draw()
    resume.Draw()
    reset.draw()
    if resumeclicked==True and totaltime>0:
        totaltime=totaltime-0.5
        time.sleep(0.5)
    if totaltime==0:
        resumeclicked=False
        resume.Draw()
    pygame.draw.rect(window,color,image)
    countdownsurface=num_font.render("{0}".format(totaltime), True, (10,
10, 10))
    text_len=countdownsurface.get_width()

window.blit(countdownsurface,(image.x+int(image.width/2)-int(text_len/2),i
mage.y+5))

    pygame.display.update()
pygame.quit()
```

I am Pavan Narasimha goud,enrolled in Machine Learning course august to september,2022.

This is 1 minute countdown timer.
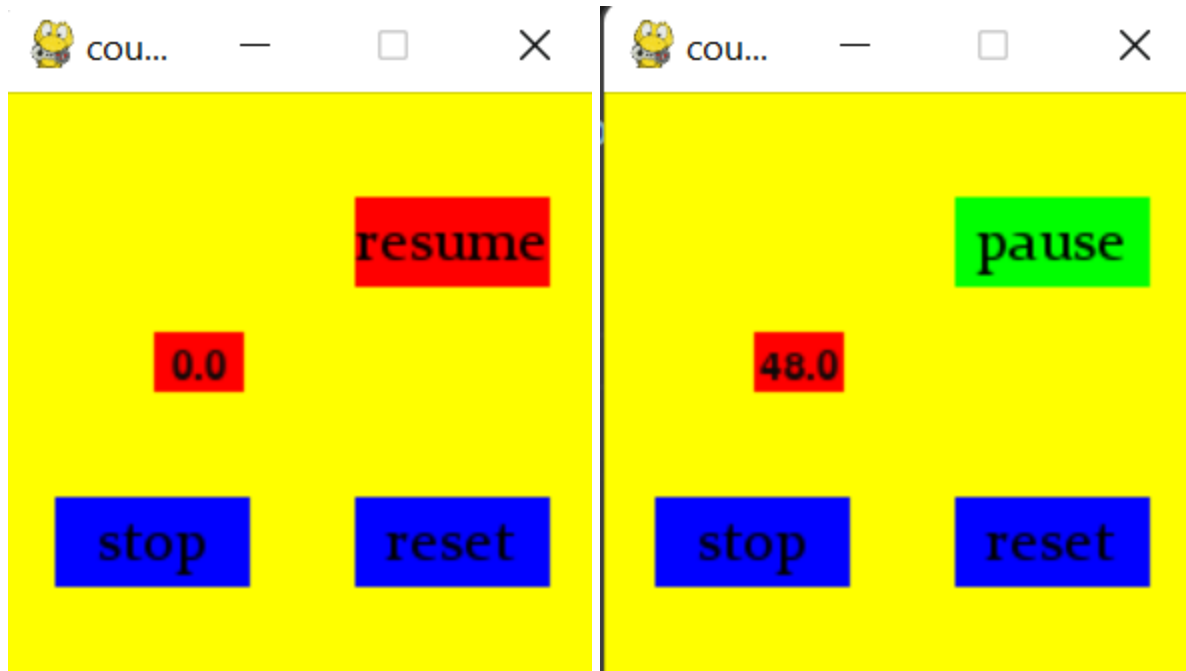When we run the above code it will give a pop countdown timer.
Where at first you have to resume the countdown ,then it will start running when you hit pause again it will pause running .
When ever you hit the reset doesnt matter where the timer is it will reset to default value.

When you hit the stop the countdown timer will close.
There by ending the code.

You can only hit the buttons with left side mouse click.