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import UIKit

class ViewController: UIViewController
{
    var sec:Int = 0
    var min:Int = 0
    var hours:Int = 0
    @IBOutlet weak var mystop: UILabel!
    var timer = Timer()
    var running = false
    @IBAction func startWatch(_ sender: UIButton)
    {
        if running
        {
            return
        }
        else
        {
            running = true
            timer = Timer.scheduledTimer(withTimeInterval: 1, repeats:
true, block:
            {
                (timer) in
                self.sec = self.sec + 1
                if(self.sec == 60)
                {
                    self.sec = 0
                    self.min = self.min + 1
                }
                if(self.min == 60)
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        {
            self.sec = 0
            self.min = 0
            self.hours = self.hours + 1
        }
        let timerValue:String = String(String(self.hours) + " : " +
String(self.min) + " : " + String(self.sec));
        self.mystop.text = timerValue;
    })

}
}
@IBAction func stopWatch(_ sender: UIButton)
{
    if running
    {
        let timerValue:String = String(String(self.hours) + " : " +
String(self.min) + " : " + String(self.sec));
        self.mystop.text = timerValue
        timer.invalidate()
        running = false
    }
}
@IBAction func resetWatch(_ sender: UIButton)
{
    if !running
    {
        sec = 0;
        hours = 0;
    }
}

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        min = 0;
        let timerValue:String = String(String(self.hours) + " : " +
String(self.min) + " : " + String(self.sec));
        self.mystop.text = timerValue
        running = false
    }
}
override func viewDidLoad()
{
    let timerValue:String = String(String(self.hours) + " : " +
String(self.min) + " : " + String(self.sec));
    self.mystop.text = timerValue;
    super.viewDidLoad()
}
}
```

