

○○○○

DIGITAL STOPWATCH

WITH PYTHON



○○○○○

OUR NAME

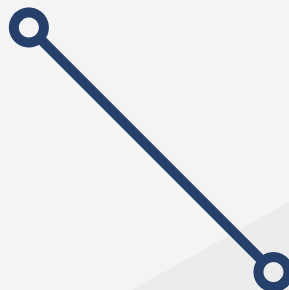
ELIN

ANNA CALISTA
EVANGELIN



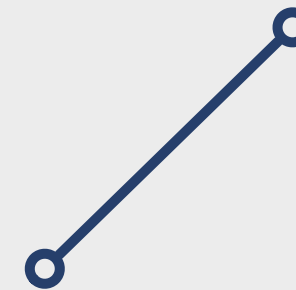
GIGA

GIGA FELICIA
ANANTA



RAHMA

ANISA RAHMAYANI
AYUNINGRUM

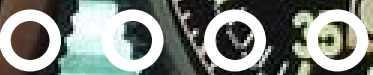




BACKGROUND

Stopwatch or also known as a timer is a tool used to measure time. The shape of this tool is similar to a watch.

The function of the stopwatch itself is to measure time for certain purposes, both for educational purposes, competitions, performances, research and others. Another stopwatch function is a stopclock feature. This feature functions as a time delay without affecting the process of measuring time.

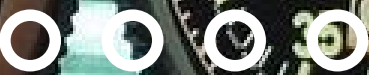




BACKGROUND

What happens if the stopwatch is in the form of a software? Which can be used on laptops and smart phones.

In making this software we use the Python programming language, a high-level programming language that can execute a number of multi-purpose instructions directly (interpretatively) with the Object Oriented Programming method and also uses dynamic semantics to provide a level of readability of the syntax.



PURPOSE OF MAKING

1. To find out how the stopwatch works
2. To know the implementation of stopwatch in digital system



PROCESS OF MAKING



Materials Used:

1. Laptops
2. Lucid chart
3. Visual Studio Code (VSCode)

Tools used:

1. Qt Designer
2. Python Programming Language

Before make an application. First, we make a flow of the program use a flowchart. After created the flowchart we made the User Interface(UI) to looks more attractive. Next, we started create the code use the Python programming language.

```

> Downloads > stop.py
t time
t threading
t typing

PyQt5 import uic
PyQt5.QtWidgets import *

MyGUI(QMainWindow):

def __init__(self):
    super(MyGUI, self).__init__()
    uic.loadUi("stopwatch.ui", self)
    self.show()

    self.running = False
    self.started = False

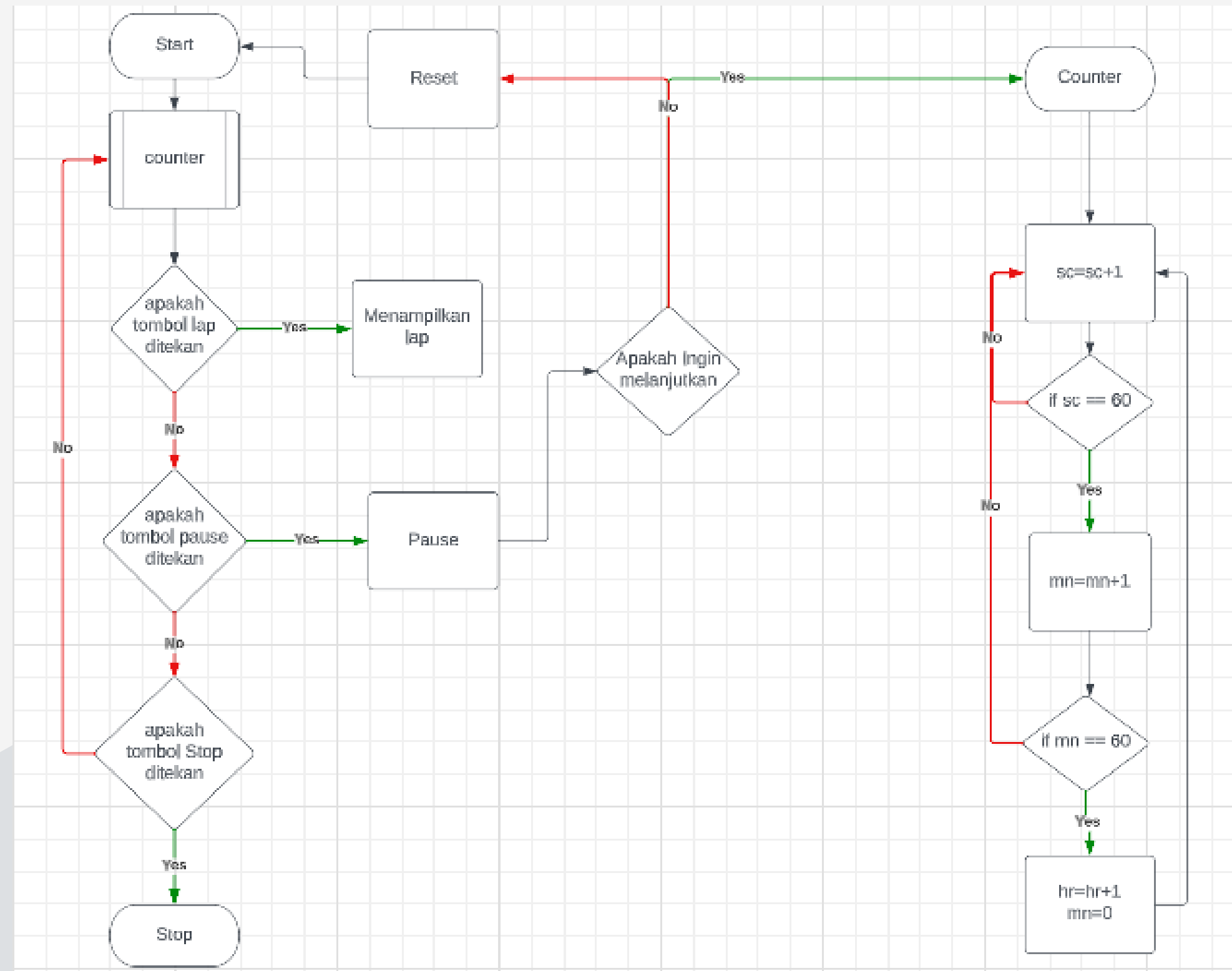
    self.passed = 0
    self.previous_passed = 0
    self.lap=1

    self.pushButton.clicked.connect(self.start_stop)
    self.pushButton_2.clicked.connect(self.reset)
    self.label_2.setStyleSheet("border: 1px solid black;")

def start_stop(self):
    if self.running:
        self.running = False
        self.pushButton.setText("Resume")
        self.pushButton_2.setText("Reset")
    else:
        self.running = True
        self.pushButton.setText("Stop")
        self.pushButton_2.setText("Reset")
        self.start_time = time.time()
        self.previous_passed = self.passed
        self.passed = 0
        self.lap+=1
        self.timer.start(1000)

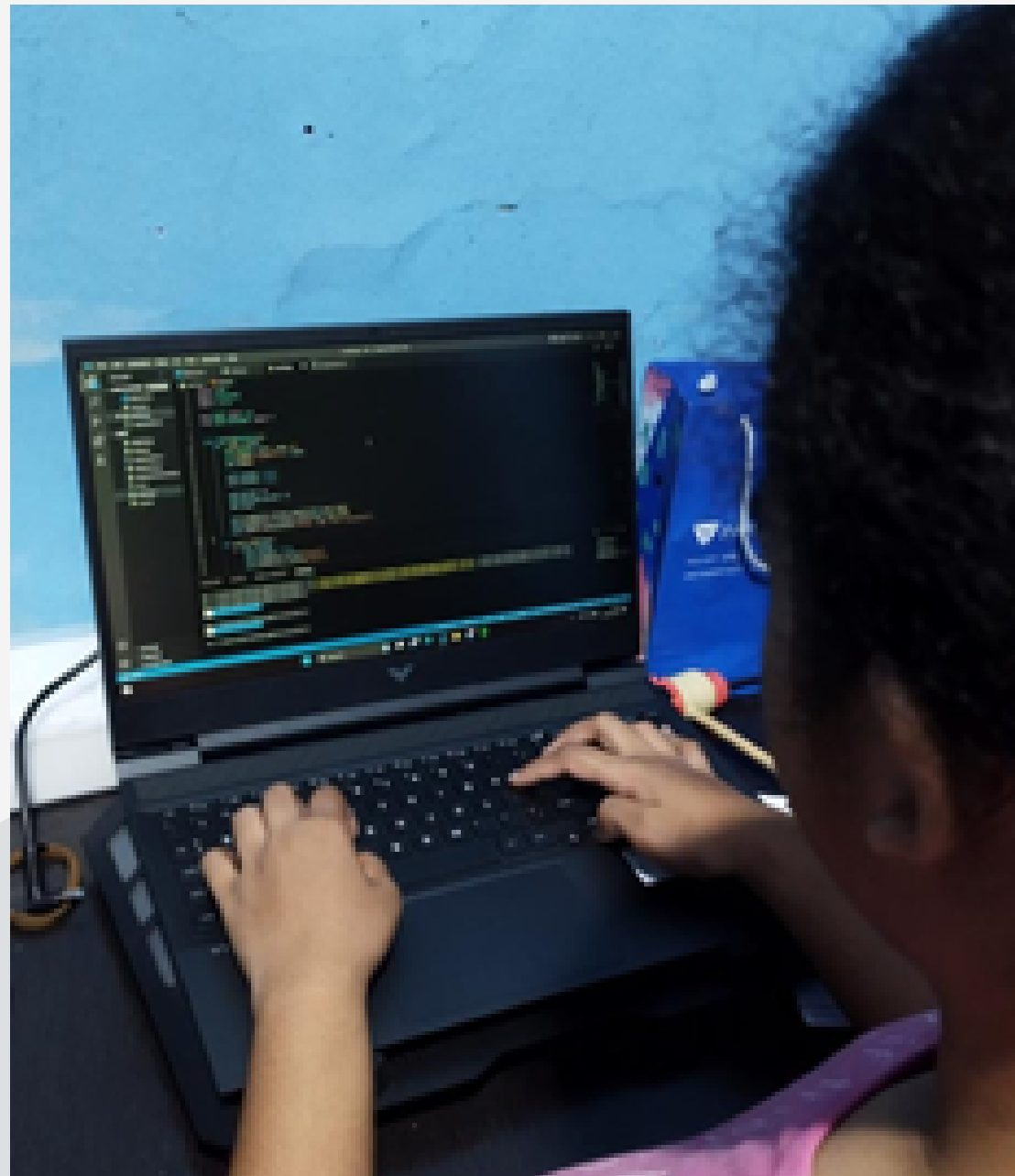
```

THESE ARE THE PROCESS OF MAKING THE DIGITAL STOPWATCH APPLICATION THAT WE MADE.



The Flowchard, that we made on Lucid Chart

***THESE ARE THE PROCESS OF MAKING THE DIGITAL STOPWATCH APPLICATION
THAT WE MADE.***



Material used to work on PJB L projects

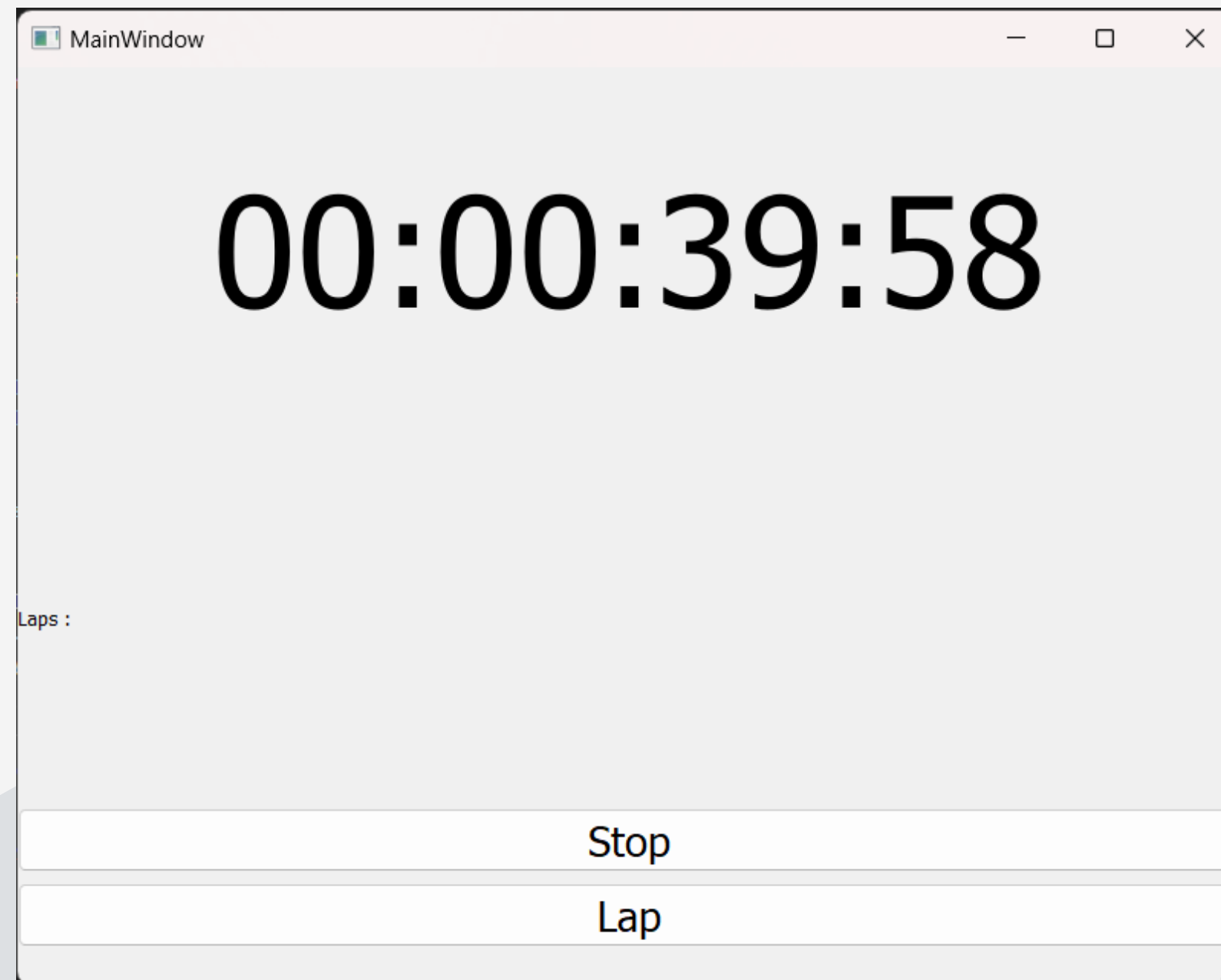
THESE ARE THE PROCESS OF MAKING THE DIGITAL STOPWATCH APPLICATION THAT WE MADE.

```
wthcpy > MyGUI
1  import time
2  import threading
3  import typing
4
5  from PyQt5 import uic
6  from PyQt5.QtWidgets import *
7
8
9  class MyGUI(QMainWindow):
10
11      def __init__(self):
12          super(MyGUI, self).__init__()
13          uic.loadUi("stopwatch.ui", self)
14          self.show()
15
16          self.running = False
17          self.started = False
18
19          self.passed = 0
20          self.previous_passed = 0
21          self.lap = 1
22
23          self.pushButton.clicked.connect(self.start_stop)
24          self.pushButton_2.clicked.connect(self.lap_reset)
25          self.label1.setStyleSheet("border: 10px solid transparent")
26
27      def start_stop(self):
28          if self.running:
29              self.running = False
30              self.pushButton.setText("Resume")
31              self.pushButton_2.setText("Reset")
32          else:
33              self.running = True
34              self.pushButton.setText("Stop")
35              self.pushButton_2.setText("Lap")
36              self.pushButton_2.setEnabled(True)
37              threading.Thread(target=self.stopwatch).start()
38
39      def lap_reset(self):
40          if self.running:
41              self.label1.setText(self.label1.text() + f"[Lap {self.lap} - Passed: {self.format_time_string(self.passed)}"
42                                f" - Difference: {self.format_time_string(self.passed - self.previous_passed)}\n")
43              self.lap += 1
44              self.previous_passed = self.passed
```

```
wthcpy > MyGUI
45      else:
46          self.pushButton.setText("Start")
47          self.pushButton_2.setText("Lap")
48          self.pushButton_2.setEnabled(False)
49          self.label1.setText("00:00:00:00")
50          self.label1.setText("Laps : ")
51          self.lap = 1
52          self.passed = 0
53          self.previous_passed = 0
54
55      def format_time_string(self, time_passed):
56          secs = time_passed % 60
57          mins = time_passed // 60
58          hours = mins // 60
59          return f"{int(hours):02d}:{int(mins):02d}:{int(secs):02d}:{int((self.passed % 10) * 100):02d}"
60
61      def stopwatch(self):
62          start = time.time()
63          if self.started:
64              until_now = self.passed
65          else:
66              until_now = 0
67              self.started = True
68
69          while self.running:
70              self.passed = time.time() - start + until_now
71              self.label1.setText(self.format_time_string(self.passed))
72
73      def main():
74          app = QApplication([])
75          window = MyGUI()
76          app.exec_()
77
78
79      if __name__ == "__main__":
80          main()
```

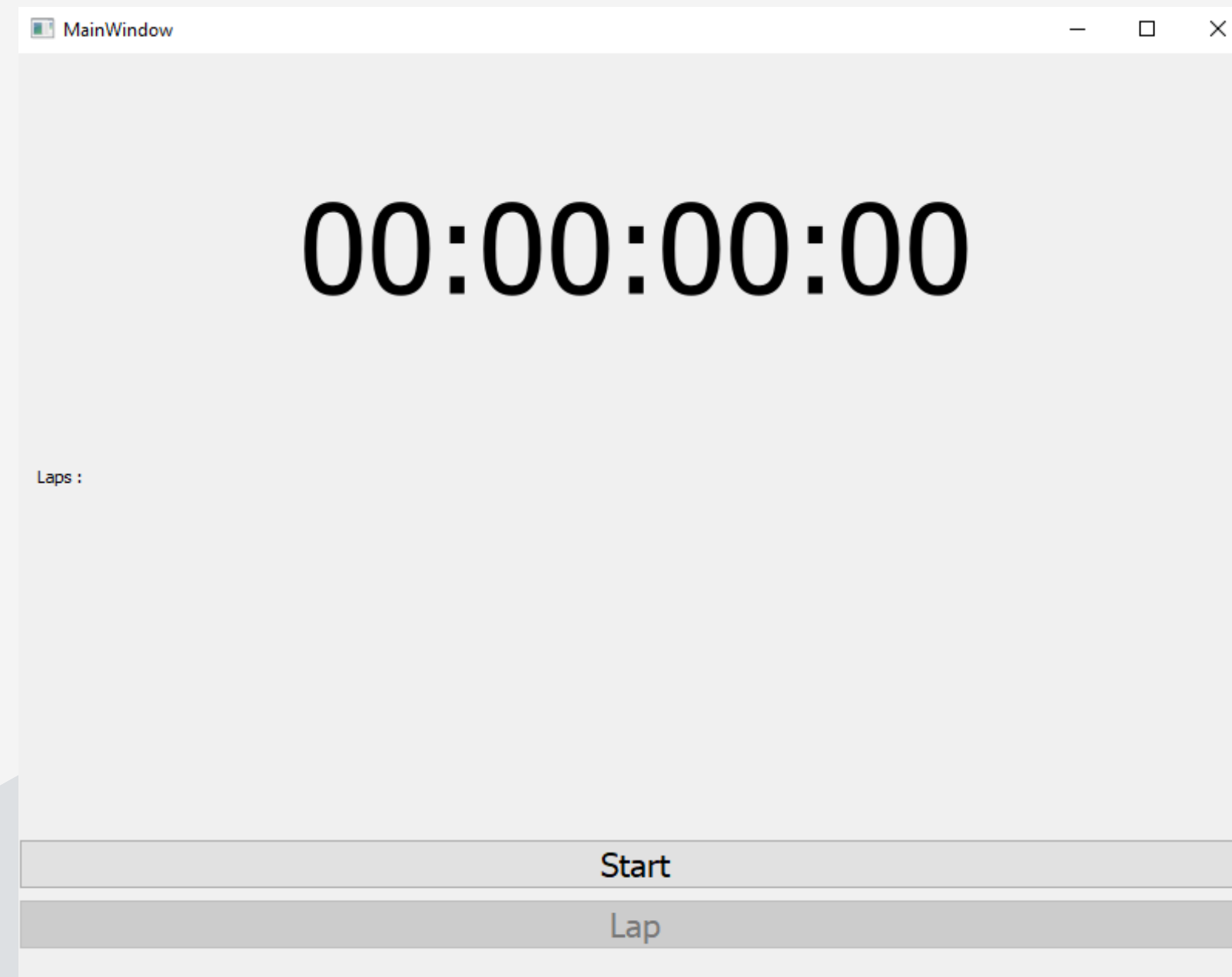
digital stopwatch coding code

RESULTS

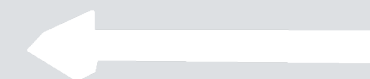


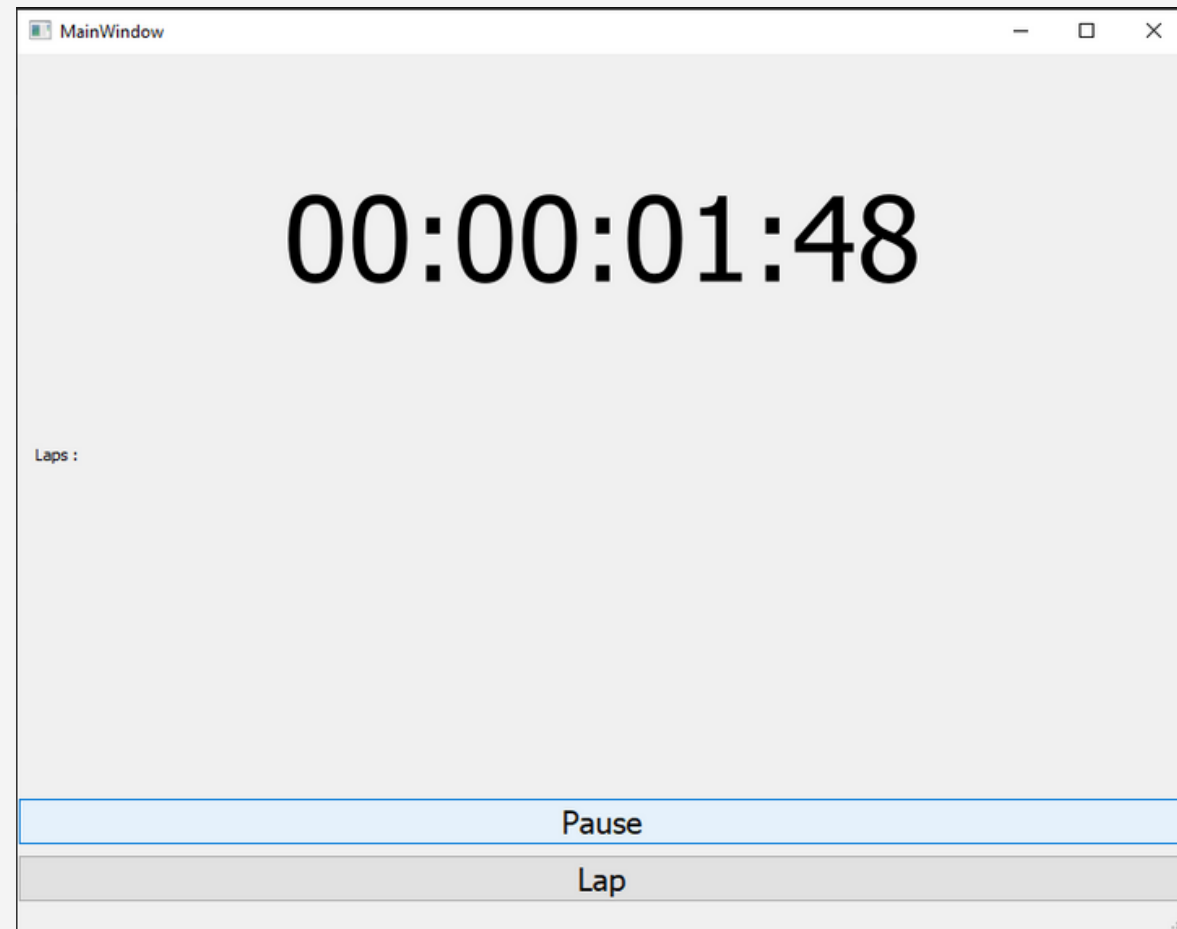
so this is the result of our digital stopwatch

Click the start button, to start the stopwatch



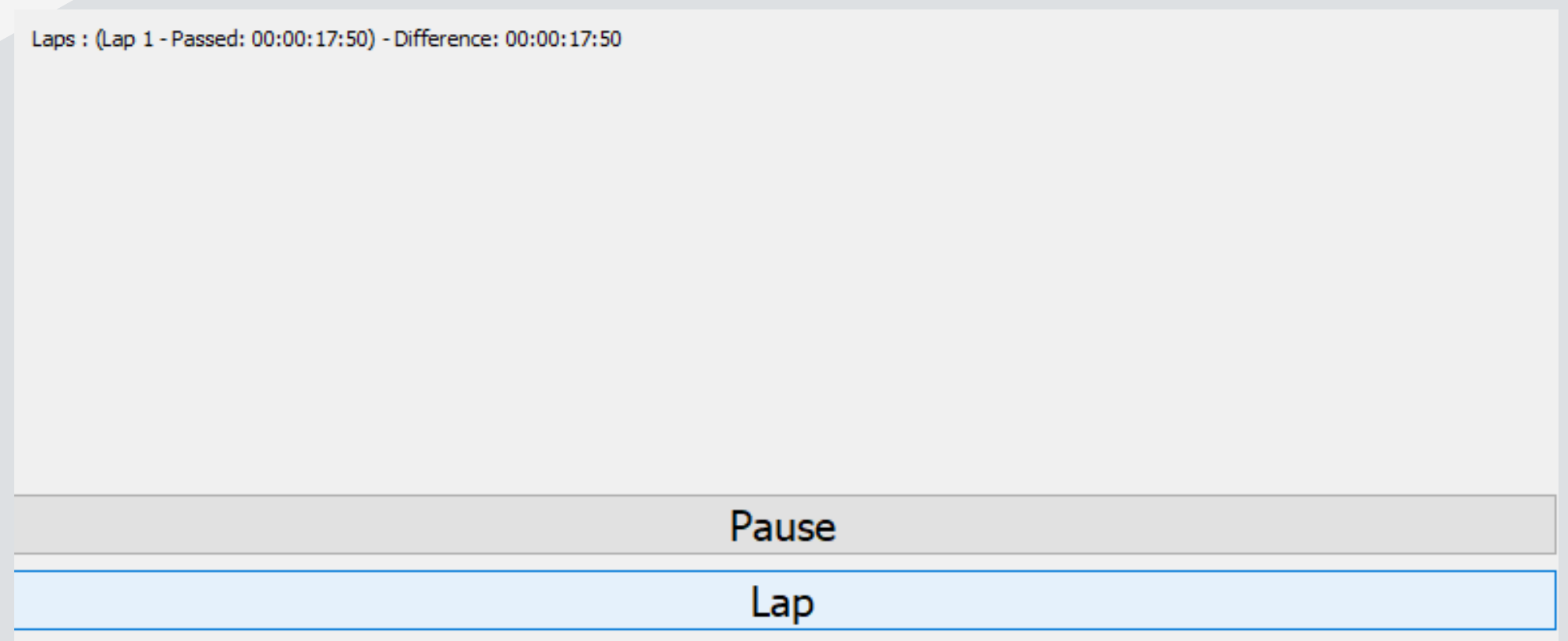
start button

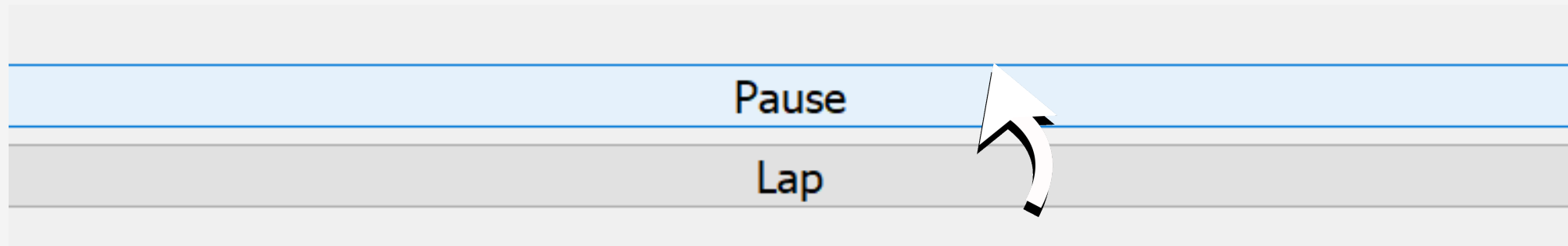




After you start the stopwatch, the stopwatch will start counting. And the pause and lap buttons will appear.

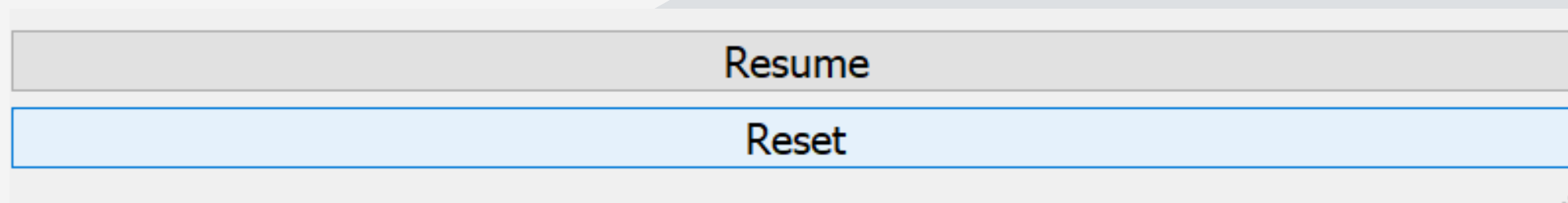
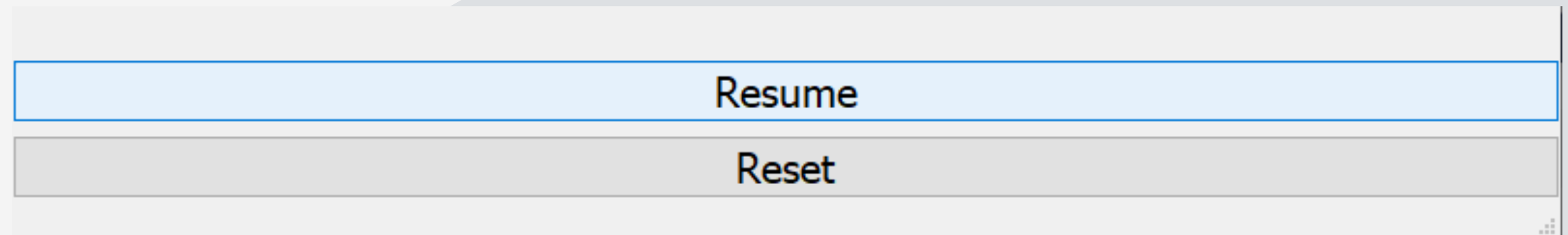
If you click the lap button, the time when you click the lap button will appear.





And if you click the 'pause' button, the stopwatch will stop, and show you in what second you pause the stopwatch

if you want to continue counting time, you can click the 'resume' button



you can also reset the stopwatch and start over, back from scratch



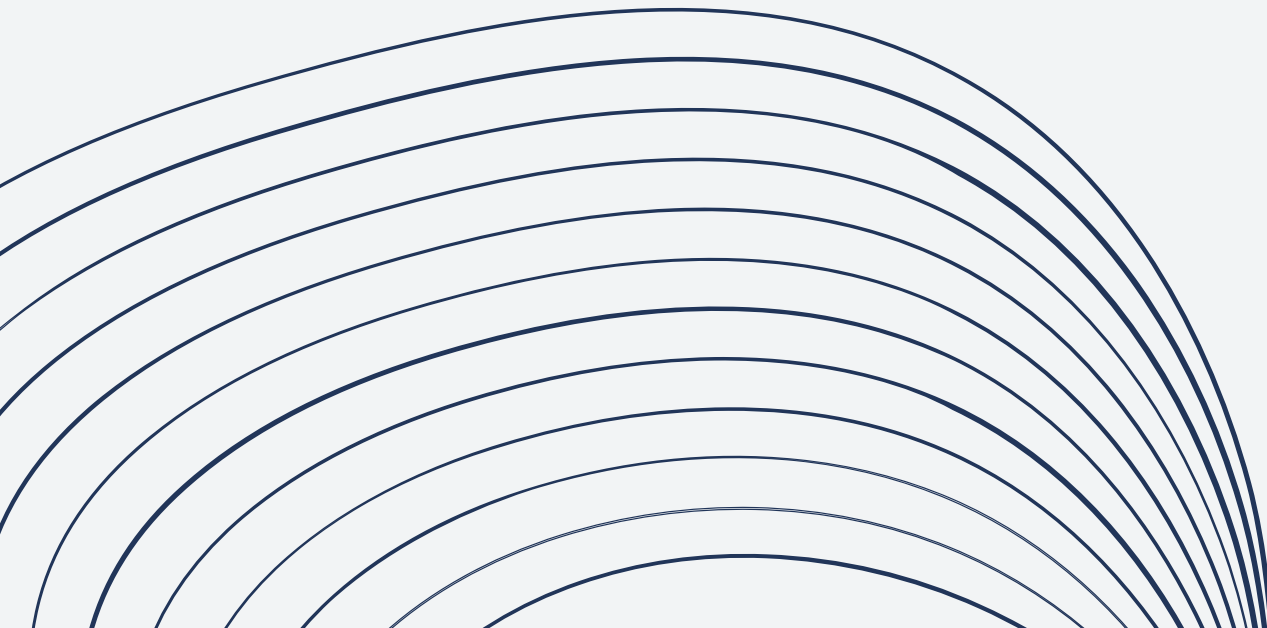
BENEFITS



Benefits for the developer:

- 1.Improving Application Development Skills**
- 2.Understanding of Time Processing**
- 3.Introduction to Supporting Features**

Benefits for the user:

- 1.as a measure of time when exercising and cooking**
 - 2.to manage time**
 - 3.measure the right time**
- 

Downloads > stop.py

ime

hreading

typing

```
from PyQt5 import QtCore, QtGui, QtWidgets
from PyQt5.QtWidgets import *
```

```
class MyGUI(QtWidgets.QMainWindow):
```

```
    def __init__(self):
        super(MyGUI, self).__init__()
        self.ui.loadUi("stopwatch.ui", self)
        self.show()
```

```
        self.running = False
        self.started = False
```

```
        self.passed = 0
        self.previous_passed = 0
        self.lap=1
```

```
        self.pushButton.clicked.connect(self.start_stop)
        self.pushButton_2.clicked.connect(self.lap_reset)
        self.label_2.setStyleSheet("border: 10px solid transparent; border-radius: 10px; padding: 5px; text-align: center; font-weight: bold; font-size: 1.2em; color: black; background-color: white; width: 100px; margin: 0 auto;")
```

```
    def start_stop(self):
```

```
        if self.running:
            self.running = False
            self.pushButton.setText("Resume")
        else:
            self.running = True
            self.pushButton.setText("Stop")
```

CONCLUSION



Here are some conclusions that can be drawn:

This digital stopwatch is used to measure time so that it is accurate and precise. It can start, stop and time precisely. And also has some features like, Lap, Pause, Resume and Reset.

Can also calculate time in various units such as hours, minutes, seconds and milliseconds.


```
Downloads > stop.py
time
threading
typing
```

```
from PyQt5 import QtCore, QtGui, QtWidgets
from PyQt5.QtWidgets import *
```

```
class MyGUI(QtWidgets.QMainWindow):
```

```
    def __init__(self):
        super(MyGUI, self).__init__()
        self.ui = QtWidgets.QMainWindow()
        self.ui.loadUi("stopwatch.ui", self)
        self.show()
```

```
        self.running = False
        self.started = False
```

```
        self.passed = 0
        self.previous_passed = 0
        self.lap=1
```

```
        self.pushButton.clicked.connect(self.start_stop)
        self.pushButton_2.clicked.connect(self.lap_reset)
        self.label_2.setStyleSheet("border: 10px solid transparent;")
```

```
    def start_stop(self):
        if self.running:
            self.running = False
            self.pushButton.setText("Resume")
```

CONCLUSION



1. The Advantages

- a.) Provides a clear and easy to understand stopwatch display.
- b.) Can be executed properly and responsively, without any significant obstacles.
- c.) The simple interface design makes using the application intuitive and easy to learn.

2. The Disadvantages

- a.) This application does not yet provide a reminder or notification feature for alarms
- b.) No option to save time history
- c.) No countdown and alarm features are provided to allow users to set time precisely.



SUGGESTION

Based on the analysis above, there are several suggestions that can be given to improve this digital stopwatch application:

1. Added a reminder or notification feature for alarms, so users don't have to keep actively monitoring the time. With notifications, users can perform other activities and still get timely alerts.
2. Provides option to save previously measured time history. This will allow users to track and compare previously measured times, and access them again if needed.





SUGGESTION

3. Provides a wider range of customization options, such as custom alarm sound selection or stopwatch appearance. This will give users more choices and personalize the app experience.
4. Added countdown and alarm features to make it easier for users to count down.





THANK YOU

