

Python Graphics



TIMER VERBS

Verbs

```
def setTimer (number, time):
```

Set a countdown timer, assign it a number, and set it to a time (1 sec = 1000). The timer will reset when the time runs out.

```
def clearTimer (number):
```

Used to turn off a previously set timer.

```
def onTimer (number, handler):
```

Used to listen for a timer running out—"beeping"—and handling that event in some meaningful way.

Example Calls

```
setTimer (1, 1000)
```

```
clearTimer (1)
```

```
onTimer (1, doMakeSound)
```

Overview

These are verbs that are used during an animation or game to create timed events. These are countdown timers.

Once set, a timer will continuously reset when its time runs out.

A timer can be "cancelled" after it has been set.

The time that a timer is set to is measure in milliseconds, i.e., 1000 is 1 second.

The timer "beeping", i.e., time running out should be listened for with the appropriate listener.

A Python project can have a maximum of twelve different timers running at the same time, each with a number 1-12.