

start stop counter:

```
package com.example.counter;
```

```
import androidx.annotation.NonNull;
import androidx.appcompat.app.AppCompatActivity;
```

```
import android.annotation.SuppressLint;
import android.os.Bundle;
import android.os.Handler;
import android.os.Looper;
import android.os.Message;
import android.view.View;
import android.widget.Button;
import android.widget.TextView;
```

```
public class MainActivity extends AppCompatActivity implements View.OnClickListener {
    Button buttonstart,buttonstop;
    TextView counterValue;
    public int counter=0;
    public boolean running=false;
```

```
    @SuppressWarnings("MissingInflatedId")
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        buttonstart=(Button)findViewById(R.id.start);
        buttonstart.setOnClickListener(this);
        buttonstop=(Button)findViewById(R.id.stop);
        buttonstop.setOnClickListener(this);
        counterValue=(TextView)findViewById(R.id.Value);
    }
```

```
    @Override
    public void onClick(View v) {
        if(v.equals(buttonstart)){
            counterStart();
        }
        else if(v.equals(buttonstop)){
            counterStop();
        }
    }
}
```

```

private void counterStop() {
    this.running=false;
    buttonstart.setEnabled(true);
    buttonstop.setEnabled(false);
}

private void counterStart() {
    counter=0;
    running=true;
    System.out.println("strated->" + Thread.currentThread().getName());
    new MyCounter().start();
    buttonstart.setEnabled(false);
    buttonstop.setEnabled(true);
}

Handler handler = new Handler(Looper.getMainLooper())
{
    public void handleMessage(@NonNull Message mes){
        counterValue.setText(String.valueOf(mes.what));
    }
};

class MyCounter extends Thread{
    public void run()
    {
        System.out.println("My counter->" + Thread.currentThread().getName());
        while(running){
            counter++;
            handler.sendEmptyMessage(counter);
            try {
                Thread.sleep(1000);
            }catch (Exception e){}
        }
    }
}
}

```
