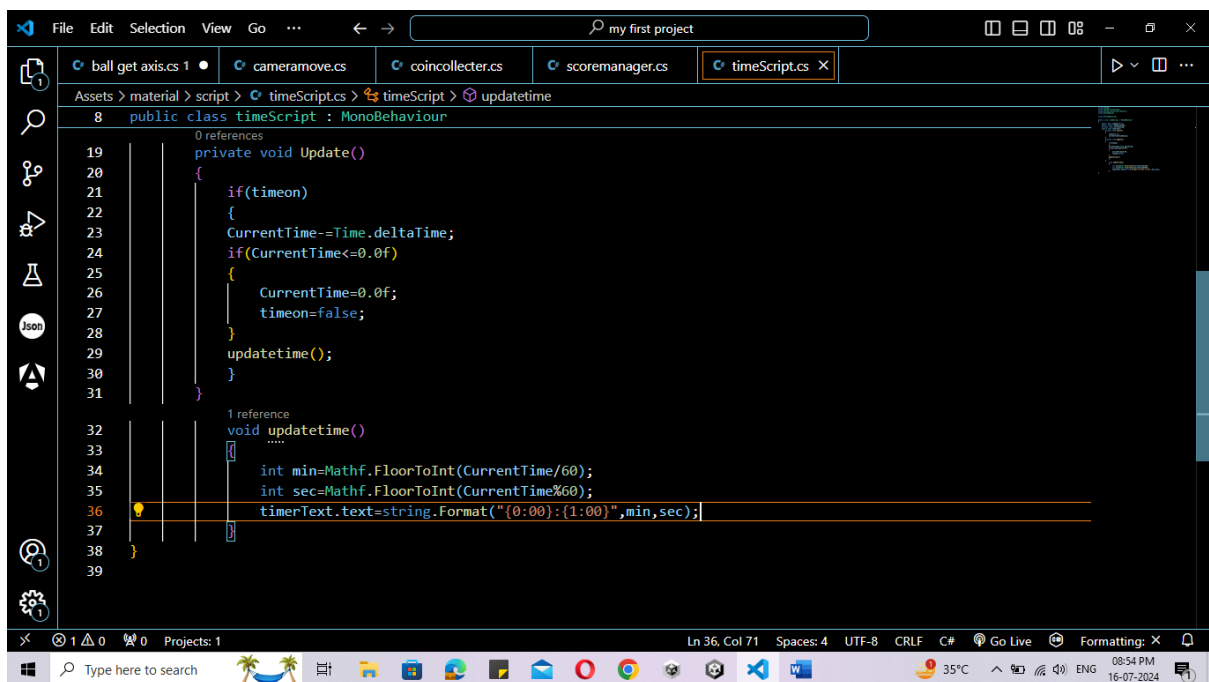


```
1 using System;
2 using System.Collections;
3 using System.Collections.Generic;
4 using UnityEngine;
5
6 using UnityEngine.UI;
7
8 public class timeScript : MonoBehaviour
9 {
10     3 references
11     public bool timeon=false;
12     1 reference
13     public float timeValue=60f;
14     6 references
15     private float CurrentTime;
16     1 reference
17     public Text timerText;
18     0 references
19     private void Start()
20     {
21         timeon=true;
22         CurrentTime=timeValue;
23     }
24     0 references
25     private void Update()
26     {
27     }
```



```
8 public class timeScript : MonoBehaviour
9 {
10     0 references
11     private void Update()
12     {
13         if(timeon)
14         {
15             CurrentTime-=Time.deltaTime;
16             if(CurrentTime<=0.0f)
17             {
18                 CurrentTime=0.0f;
19                 timeon=false;
20             }
21             updatetime();
22         }
23     }
24     1 reference
25     void updatetime()
26     {
27         int min=Mathf.FloorToInt(CurrentTime/60);
28         int sec=Mathf.FloorToInt(CurrentTime%60);
29         timerText.text=string.Format("{0:00}:{1:00}",min,sec);
30     }
31 }
```

