## activity\_main:

```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android</pre>
   android:id="@+id/main"
   android:layout_width="match_parent"
   android:layout_height="match_parent"
   android:orientation="vertical"
    android:padding="50dp"
   android:background="#2D142C">
   <Chronometer
       android:id="@+id/textTime"
       android:layout_width="wrap_content"
       android:layout_height="wrap_content"
       android:textSize="80sp"
       android:layout_gravity="center"
   <androidx.appcompat.widget.AppCompatButton</pre>
       android:layout_height="wrap_content"
       android:text="Start"
       android:layout_gravity="center"
        android:layout_margin="25dp"
   <androidx.appcompat.widget.AppCompatButton</pre>
       android:id="@+id/btnPause"
       android:layout_height="wrap_content"
       android:text="Pause"
        android:layout_gravity="center"
    <androidx.appcompat.widget.AppCompatButton</pre>
       android:id="@+id/btnReset"
       android:layout_height="wrap_content"
        android:text="Reset"
        android:layout_gravity="center"
        android:layout_margin="25dp"
       android:background="#EE4540"/>
```

## MainActivity:

```
lateinit var chronometer: Chronometer
var running: Boolean = false
var offset: Long = 0

val OFFSET_KEY = "offset"
val RUNNING_KEY = "running"
val BASE_KEY = "base_key"
```

```
chronometer = findViewById(R.id.textTime)
val btnStart: Button = findViewById(R.id.<u>btnStart</u>)
val btnPause: Button = findViewById(R.id.<u>btnPause</u>)
val btnReset: Button = findViewById(R.id.<u>btnReset</u>)
btnStart.setOnClickListener {
         setBaseTime()
         chronometer.start()
btnPause.setOnClickListener {
         saveOffset()
         chronometer.stop()
btnReset.setOnClickListener {
    setBaseTime()
if (savedInstanceState != null) {
    offset = savedInstanceState.getLong(OFFSET_KEY)
    running = savedInstanceState.getBoolean(RUNNING_KEY)
         \underline{\text{chronometer}}.\underline{\textit{base}} = \text{savedInstanceState.getLong(BASE\_KEY)}
         chronometer.start()
    } else setBaseTime()
```

```
override fun onSaveInstanceState(savedInstanceState: Bundle) {

super.onSaveInstanceState(savedInstanceState)

savedInstanceState.putLong("offset",offset)
savedInstanceState.putBoolean("running",running)
savedInstanceState.putLong("base_key",chronometer.base)

private fun setBaseTime() {
chronometer.base = SystemClock.elapsedRealtime() - offset

private fun saveOffset() {
offset = SystemClock.elapsedRealtime() - chronometer.base

offset = SystemClock.elapsedRealtime() - chronometer.base

savedInstanceState.putLong("offset",offset)
savedInstanceState.putLong("base_key",chronometer.base)

savedInstanceState.putLong("base_key",chronometer.base)

savedInstanceState.putLong("offset",offset)
savedInstanceState.putLong("base_key",chronometer.base)

savedInstanceState.putLong("base_key",chronometer.base)

private fun setBaseTime() {
    chronometer.base
}
```