

WonkoTIMER

Thursday, 14 March 2013
2:08 PM

Set a "stop Watch" in App Inventor - hours, minutes, seconds

The screenshot shows the App Inventor interface. The **Viewer** pane on the left displays a mobile app window titled "wonkoTIMER" with a digital clock showing "0 : 00 : 00" and two buttons labeled "Start" and "Reset". Below the viewer is a "Non-visible components" section containing a "timer" component. The **Components** pane on the right shows a hierarchical tree of components: Screen1, VerticalArrangement1, HorizontalArrangement1, and several labels (labHours, colon1, labMins, colon2, labSecs), buttons (btnStartStop, btnReset), and the "timer" component. The **Properties** pane on the far right shows the properties for the selected "timer" component: "TimerAlwaysFires" (checked), "TimerEnabled" (unchecked), and "TimeInterval" (set to 1000).

Screen clipping taken: 14/03/2013 2:15 PM

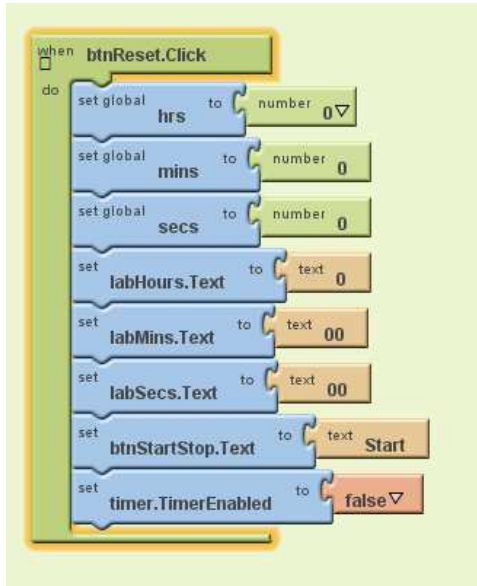
This screenshot shows three "define variable" code blocks stacked vertically. Each block is labeled "def" and "as" followed by a variable name and a value: "hrs as number 0", "mins as number 0", and "secs as number 0".

Define some variables to start

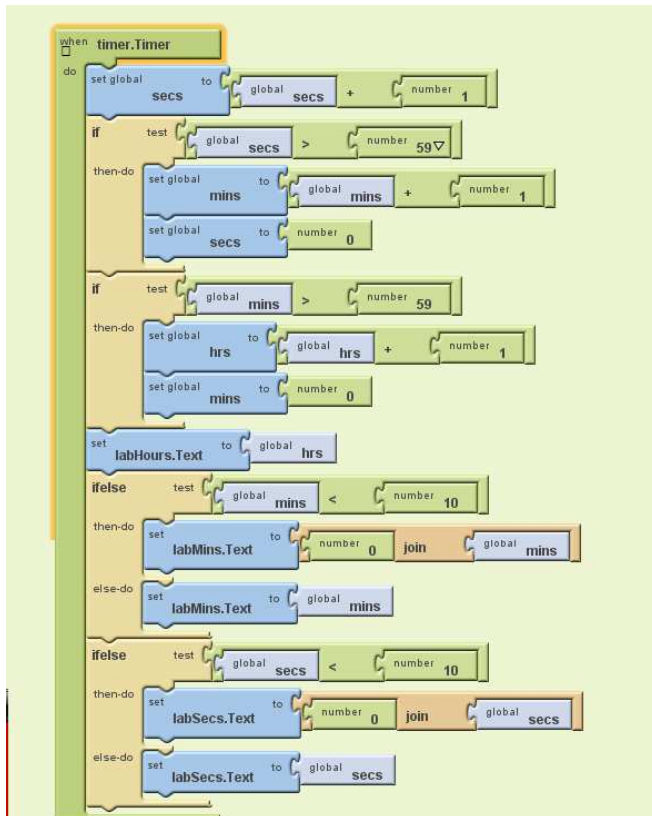
Screen clipping taken: 14/03/2013 2:09 PM

This screenshot shows a "when btnStartStop.Click" event block. Inside the "do" section, there is an "ifelse" block with a "test" condition: "timer.TimerEnabled = true". The "then-do" section contains two "set" blocks: "set timer.TimerEnabled to false" and "set btnStartStop.Text to text Start". The "else-do" section contains two "set" blocks: "set timer.TimerEnabled to true" and "set btnStartStop.Text to text Stop".

Manage the button click toggle of button captions, turning off or on the timer as appropriate



The "reset click sets the timer back to starting state



Finally, update the SECONDS
Then work out if a new MINUTE has ticked over
Then work out if a new HOUR has ticked over
Then plate it up and display it