**StopWatch_Timer**

```processing
//StopWatch Timer
//boolean example
//Mr. H.

float time = 0, tempTime = 0;
boolean timer = false;

void setup() {
 size(500, 200);
}

void draw() {
 background(255);

 //creates button shapes
 stroke(0);
 fill(0,255,0,120);
 rect(370, 30, 60, 30);
 fill(255,0,0,120);
 rect(370, 80, 60, 30);
 fill(0,0,255,120);
 rect(370, 130, 60, 30);

 //places text inside buttons
 fill(0);
 textSize(20);
 textAlign(CENTER);
 text("Start", 400, 50);
 text("Stop", 400, 100);
 text("Reset", 400, 150);

 //places other text on window
 text("Stop Watch",width/2,20);
 textAlign(LEFT);
 text("Time = "+time, 50, 50);

 //boolean command, if true then stop watch runs
 if (timer == true) {
  time = millis()-tempTime;
  time = time/1000;
 }

 //start button control
 if (mouseX>370&&mouseX<430&&mouseY>35&&mouseY<65&&mousePressed) {
  timer = true;
  tempTime = millis();
 }
```

```
//stop button control
if (mouseX>370&&mouseX<430&&mouseY>85&&mouseY<115&&mousePressed) {
  timer = false;
}

//reset button control
  if (mouseX>370&&mouseX<430&&mouseY>135&&mouseY<165&&mousePressed) {
  timer = false;
  time = 0;
  }
}
```