

# Defining the stopwatch operations by using Activities

This section defines the values of the elapsed time among the States in the StopWatch State Machine. When the stopwatch enters the **ready** State, the elapsed time defined by the Attribute **time:Integer[1]** should be reset to zero. In addition, the elapsed time should increment by 1 every second while the StopWatch is at the **running** State. Therefore, we need to add two new operations: (i) ResetTime and (ii) increaseTime to the StopWatch Class to define the elapsed time at the ready and running States. The **resetTime** operation will reset the elapsed time to zero, and the **increaseTime** operation will increment the elapsed time by one.

## Related pages

- [Creating resetTime Operation and resetTime Activity](#)
- [Creating increaseTime Operation and increaseTime Activity](#)