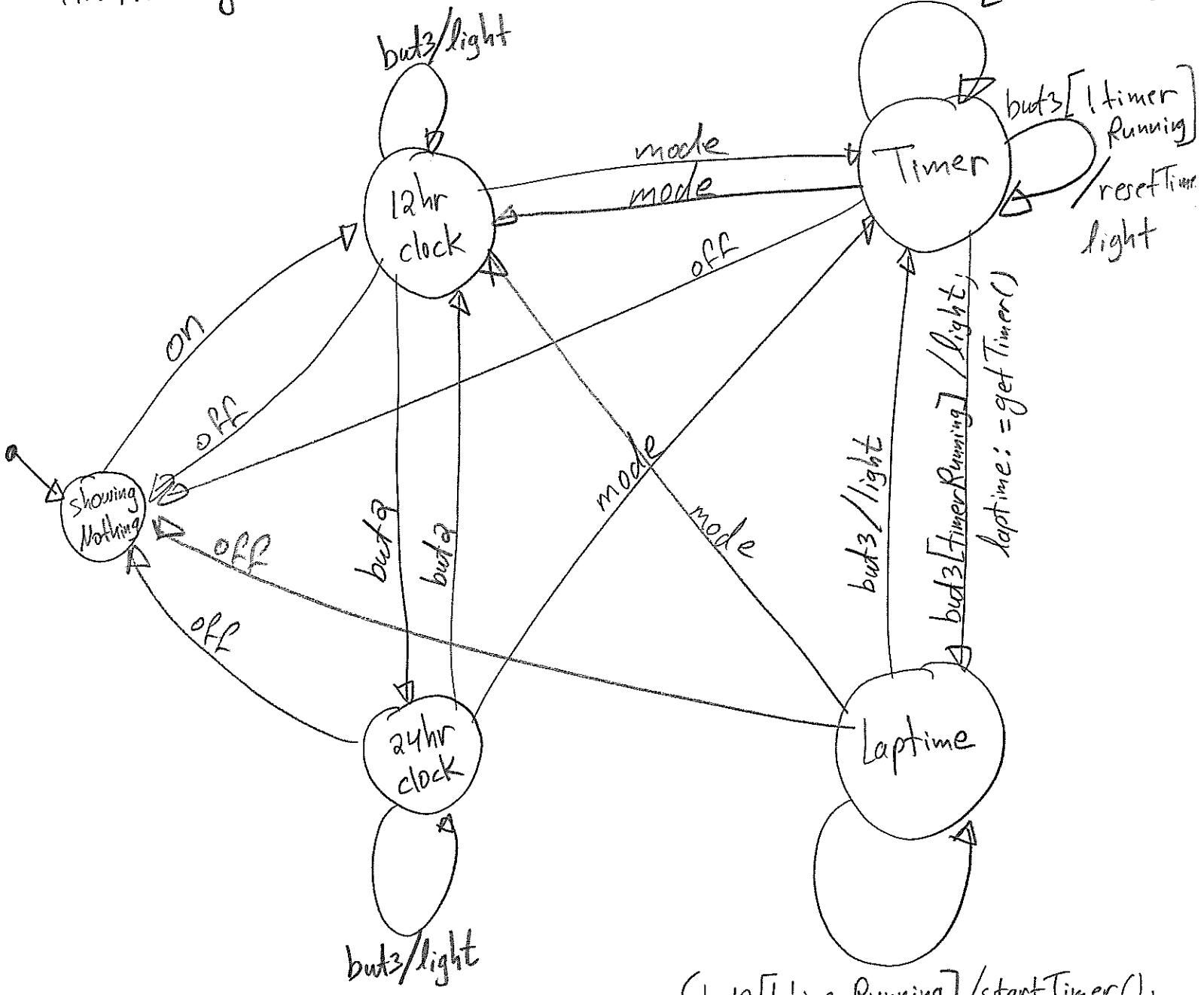


Variables:
 laptime: int
 timerRunning: boolean

events:
 but2, but3, on, off, mode

* { as bellow }



actions:
 getTimer(); startTimer();
 beep; light; resetTimer();

* {
 but2 [!timerRunning] / startTimer();
 beep
 but2 [timerRunning] / stopTimer();
 beep
 }