

A_simple_timeout_application

Remind yourself of how fast time fly with this application. You should change the sound file to the one you like.

```
from appuifw import *
from key_codes import *
from graphics import Image
from audio import *
import e32, miso

def change_duration():
    global duration
    answer = query(u'How long?', 'time', 18000.0)
    if answer:
        duration = int(answer/60)
        if duration <= 200:
            if query(u'Change to hr:min ?', 'query'):
                duration *= 60

im = Image.new((60,48))
def showtime(rect=None):
    im.clear()
    im.text((5,28), u"%02d:%02d" % divmod(duration,60), font='title')
    c.blit(im, target=(0,0,180,144), scale=1)    # triple size

duration = 300
running = 0
app.body = c = Canvas(showtime)
alert = Sound.open(u'Z:\\Nokia\\Sounds\\Digital\\Cuckoo.awb')
showtime()

def start():
    global duration, running
    running = 1
    while running:
        duration -= 1
        showtime()
        if duration <= 0:
            alert.play(-2) # repeat play
            break
        if duration % 10 == 0:
            miso.reset_inactivity_time()
            e32.ao_sleep(1)

def toggle():
    global running
    if alert.state() == EPlaying:
        alert.stop()
        return
    running = 1 - running
    if running:
        start()

def quit():
    global running
    running = 0
    if alert.state() == EPlaying:
        alert.stop()
    lock.signal()

lock = e32.Ao_lock()
```

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```
c.bind(EKeySelect, toggle) # start, pause, resume
app.menu = [(u'Duration', change_duration), (u'Close', quit)]
app.exit_key_handler = quit
lock.wait()
```