

```
public class Chronometre implements IChronometre {
```

alternatives

```
protected int state;  
protected static final int INIT=0, RUNNING=1, STOPPED=2;  
enum STATE { INIT, RUNNING, STOPPED };  
protected STATE state;  
public long get+Time() {  
    switch (state) {  
        case STATE.INIT ——— initial  
        case STATE.RUNNING ——— running  
        case STATE.STOPPED ——— stopped  
    }  
}
```

→ constantes non modifiables

