

```
1  #include "Time.h"
2  #include <iostream>
3  #include <iomanip>
4  using namespace std;
5
6  Time::Time(int h, int m) {
7      hour = h;
8      minute = m;
9  }
10
11  /*no + operator overload*/
12  Time Time::addTime(Time x) {
13      Time tot(0, 0);
14
15      int ovr = 0;
16
17      tot.minute = x.minute + this->minute;
18
19      if (tot.minute >= 60) {
20
21          tot.minute %= 60;
22
23          ovr = 1;
24      }
25      tot.hour = x.hour + this->hour + ovr; //objects hour addedd to function hour
26      tot.hour %= 24; //if the hour is 24 25 ,, we nedd to get the remainder
27                      //if 25 it will be 1 if 24 it will be 0
28      return tot;
29  }
30
31  /* + operator overload */
32  Time Time::operator+(Time x) {
33
34      Time tot(0, 0);
35
36      int ovr = 0;
37
38      tot.minute = x.minute + this->minute;
39
40      if (tot.minute >= 60) {
41
42          tot.minute %= 60;
43
44          ovr = 1;
45      }
46      tot.hour = x.hour + this->hour + ovr; //objects hour addedd to function hour
47      tot.hour %= 24;
48      return tot;
49  }
50
51  /* < operator overload */
```

```
52 bool Time::operator<(Time x) {
53
54     if      (hour < x.hour)                return true;
55     else if (hour == x.hour && minute < x.minute) return true;
56
57     else                                    return false;
58
59 }
60 void Time::prnt(void) {
61
62     /*for integers we use set fill*/
63     /*for decimals we use fixed*/
64     cout << setfill('0');
65     cout << setw(2) << hour << ":";
66     cout << setw(2) << minute << endl;
67
68 }
69
```