﻿using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace HW

{

public partial class frm\_Lab6\_4\_Timer : Form

{

public frm\_Lab6\_4\_Timer()

{

InitializeComponent();

}

private void button1\_Click(object sender, EventArgs e)

{

timer1.Interval = 1000;

timer1.Start();

}

private void button2\_Click(object sender, EventArgs e)

{

timer1.Enabled = false;

}

int sec =-1, min, hour;

private void frm\_Lab6\_4\_Timer\_Load(object sender, EventArgs e)

{

}

private void timer1\_Tick(object sender, EventArgs e)

{

sec++;

if(sec>9)

{

label1.Text = sec.ToString();

}

else

{

label1.Text ="0"+sec.ToString();

timer1.Interval = 70;

}

if(sec>59)

{

min++; ;

sec = 0;

if(min>9)

{

label3.Text = min.ToString();

}

else

{

label3.Text = "0" + min.ToString();

}

}

if(min>59)

{

min = 0;

hour++;

timer1.Interval = 40;

if(hour>9)

{

label4.Text = hour.ToString();

}

else

{

label4.Text = "0"+hour.ToString();

}

}

if (hour>11)

{

hour = 0;

label7.Text = "PM";

}

else

{

label7.Text = "AM";

}

}

}

}