SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

11.1P - Clock in Another Language

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File 1 of 2 Code

```
#Counter class
    class Counter:
        def __init__(self, name):
5
            self._count = 0
6
            self._name = name
        @property
        def Name(self):
10
            return self._name
11
12
13
        @Name.setter
        def Name(self, value):
15
            self._name = value
16
17
        @property
18
        def Ticks(self):
19
            return self._count
20
        def Increment(self):
22
            self._count += 1
23
24
25
        def Reset(self):
26
            self.\_count = 0
27
28
   #Clock Class
29
    class Clock:
30
        def __init__(self):
31
            self._seconds = Counter("seconds")
32
            self._minutes = Counter("minutes")
            self._hours = Counter("hours")
34
35
36
        def Tick(self):
37
            self._seconds.Increment()
38
            if self._seconds.Ticks > 59:
39
                 self._minutes.Increment()
40
                 self._seconds.Reset()
41
                 if self._minutes.Ticks > 59:
42
                      self._hours.Increment()
43
                     self._minutes.Reset()
                     if self._hours.Ticks > 23:
45
                          self.Reset()
46
47
        def Reset(self):
48
            self._seconds.Reset()
49
            self._minutes.Reset()
50
            self._hours.Reset()
51
52
        @property
53
```

File 1 of 2 Code

```
def Time(self):
54
            return str(self._hours.Ticks).zfill(2) + ":" +
55
             \rightarrow str(self._minutes.Ticks).zfill(2) + ":" + str(
                 self._seconds.Ticks).zfill(2)
57
   ## Main
58
   clock = Clock()
59
60
   for i in range(86400):
61
        clock.Tick()
62
        print(clock.Time)
63
```

