

Art and Code | FWCD

Clock

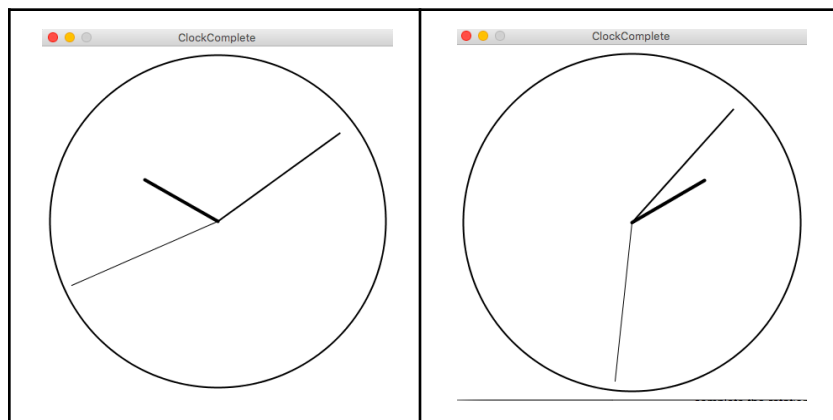
Objective

To apply your knowledge of `translate()`, `rotate()`, and method creation.

Instructions

Create a sketch that makes a working clock! You need to write a `drawHourHand()` method, a `drawMinuteHand()` method, and a `drawSecondHand()` method.

Examples



Hints

The `second()`, `minute()`, and `hour()` methods return a value which represents current second, minute, and hour respectively.

The Hard Part: calculating the amount of rotation each hand should update with. This can be done by first figuring out how many degrees a hand should rotate each tick of the clock. If a circle is 360 degrees then divide that by the number of moves a hand should make to complete the rotation. Example: There are 12 hours on traditional clocks. So to know how much to rotate per hour the formula is $360/12$. That tells me that I should rotate the clock 30 degrees per hour. Multiply that value by the current hour and your hand will be rotated the proper number of degrees. NOTE: `hour()` returns 0 for 12 AM which means if I multiply 30 degrees by 0 my result is 0! No rotation will be applied. So you when you draw your hour hand, minute hand, and second hand then you should draw them straight towards where the 12 would be on the clock..

Challenge

Add numbers and tick marks to the clock or add a digital display or another magnificent idea