

**Pane**



Extends

**ClockPane**

- hour: int
- minute: int
- second: int
- hourHandVisible: boolean
- minuteHandVisible: boolean
- secondHandVisible: boolean

- + ClockPane()
- + clockPane(hour: int, minute: int, second: int)
- + getHour(): int
- + setHour(hour: int): void
- + getMinute(): int
- + setMinute(minute: int): void
- + getSecond(): int
- + setSecond(second: int): void
- + getHourHandVisible(): boolean
- + setHourHandVisible(hourHandVisible: boolean): void
- + getMinuteHandVisible(): boolean
- + setMinuteHandVisible(minuteHandVisible: boolean): void
- + getSecondHandVisible(): boolean
- + setSecondHandVisible(secondHandVisible: boolean): void
- + setCurrentTime(): void
- + paintClock(): void
- + setWidth(width: double): void
- + setHeight(height: double): void