Actor Clock public void act() public Clock() public Clock(int hours, int minutes, int seconds) public int[] getTime() public void setTime(int hours, int minutes, int seconds) public void is 24 Hour() public boolean get24Hour() public void isAM(boolean AM) public String getAM() public void changeHour(boolean up) public void changeMin(boolean up) public void resetSec() public void resetMin() public void resetHour() public void calculateTime() public int getTotalSeconds() public void decrementTime() public Clock createTempClock() public void resetClock(Clock temp) private m hour private m_minute private m second public m timeUpperBound public m timeZone public long timeNow public long startTime public String m timeOfDay public boolean clockMode public boolean stopwatchMode public boolean timerMode public boolean startCycle public int m secondsLost public Clock tempClock public boolean isMainClock ClockMenu public void act()

World

ClockWorld

public ClockWorld()
public Clock getClock()
public date getDate()
public boolean getDisplayOn()
public int getFontSize()
public void setFontSize(int newSize)
public void changeDate()

Clock mainClock Clock tempClock Toggle24 toggle hourUp hup hourDown hdown minuteUp mup minuteDown mdown secondReset rsSec stopwatch stp timer tmr start srt date dte dateUp dteUp dateDown dteDown display dsp stop pause clockMode clkMode fontUp fntUp fontDown fntDown modeDisplay mDsp fontSize fsize public boolean displayOn

private int fontSize

