



# Object Oriented Programming

## Pass Task 11.1: Clock in Another Language

### Overview

When learning a new language it is always best to create a small program that you are familiar with. In this task you will recreate the Clock class from the previous task in a new programming language.

- Purpose:** See that the principles you have learnt apply equally to other object oriented programming languages.
- Task:** Implement your 24 hour Clock class and supporting Counter class in a different object oriented programming language.
- Time:** Aim to complete this task by the end of the semester.

### Submission Details

All students have access to the Adobe Acrobat tools. Please print your solution to PDF and combine it with the screenshots taken for this task.

- Program source code
- Screenshot of program execution

### Instructions

Review your design for the clock from the previous pass task, and use this to implement the Clock in a different OO programming language. You can use any OO programming language except for C# and Java, and you must recreate the design from the previous task.

**Note:** Don't implement unit tests at this stage... you could work out how to do unit testing in the other language at a later stage.

***Assessment Criteria***

Make sure that your task has the following in your submission:

- The program is implemented correctly based on the original clock design.
- Code must mostly follow the coding conventions of your chosen language.
- The “Universal Task Requirements” (see Canvas) have been met.