SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

11.1P - Clock in Another Language

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File 1 of 2 Code

```
-----> program file
   from Clock import clock
   _clock = clock()
   for i in range(120):
       _clock.Tick()
       print(_clock.ClockTime())
10
12
13
   class counter:
14
       def __init__(self, name):
15
           self.__name = name
           self.\_count = 0
17
18
       def Increment(self):
19
           self.__count += 1
20
       def Reset(self):
22
           self.\_count = 0
23
24
25
       def get_name(self):
26
           return self.__name
27
28
29
       def set_name(self, value):
30
           self.__name = value
31
32
       def Ticks(self):
34
           return self.__count
35
36
      -----> clock file
37
   from Counter import counter
39
   class clock:
40
41
       def __init__(self):
42
           self.__Seconds = counter("Seconds")
43
           self.__Minutes = counter("Minutes")
           self.__Hours = counter("Hours")
46
       def Tick(self):
47
           self.__Seconds.Increment()
48
49
           if self.__Seconds.Ticks > 59:
50
               self.__Seconds.Reset()
51
               self.__Minutes.Increment()
52
53
```

File 1 of 2 Code

```
if self.__Minutes.Ticks > 59:
54
                    self.__Minutes.Reset()
55
                    self.__Hours.Increment()
56
                    if self.__Hours.Ticks > 23:
58
                         self.ResetClock()
59
60
       def ResetClock(self):
61
            self.__Seconds.Reset()
            self.__Minutes.Reset()
63
            self.__Hours.Reset()
64
65
       def ClockTime(self):
66
            return f"{self.__Hours.Ticks:02d}:{self.__Minutes.Ticks:02d}:{self.__Seconds_|
               .Ticks:02d}"
```

