

AIGUILLE

HEURE

MINUTE

SECONDE

```
Seconde: secondHand.style.transform = "rotate(" + (time * 6) + "deg) translateX(-50%)";
Minute: minuteHand.style.transform = "rotate(" + Math.round(time / 10) + "deg) translateX(-50%)";
Heure: hourHand.style.transform = "rotate(" + Math.round(time / 120) + "deg) translateX(-50%)";
```

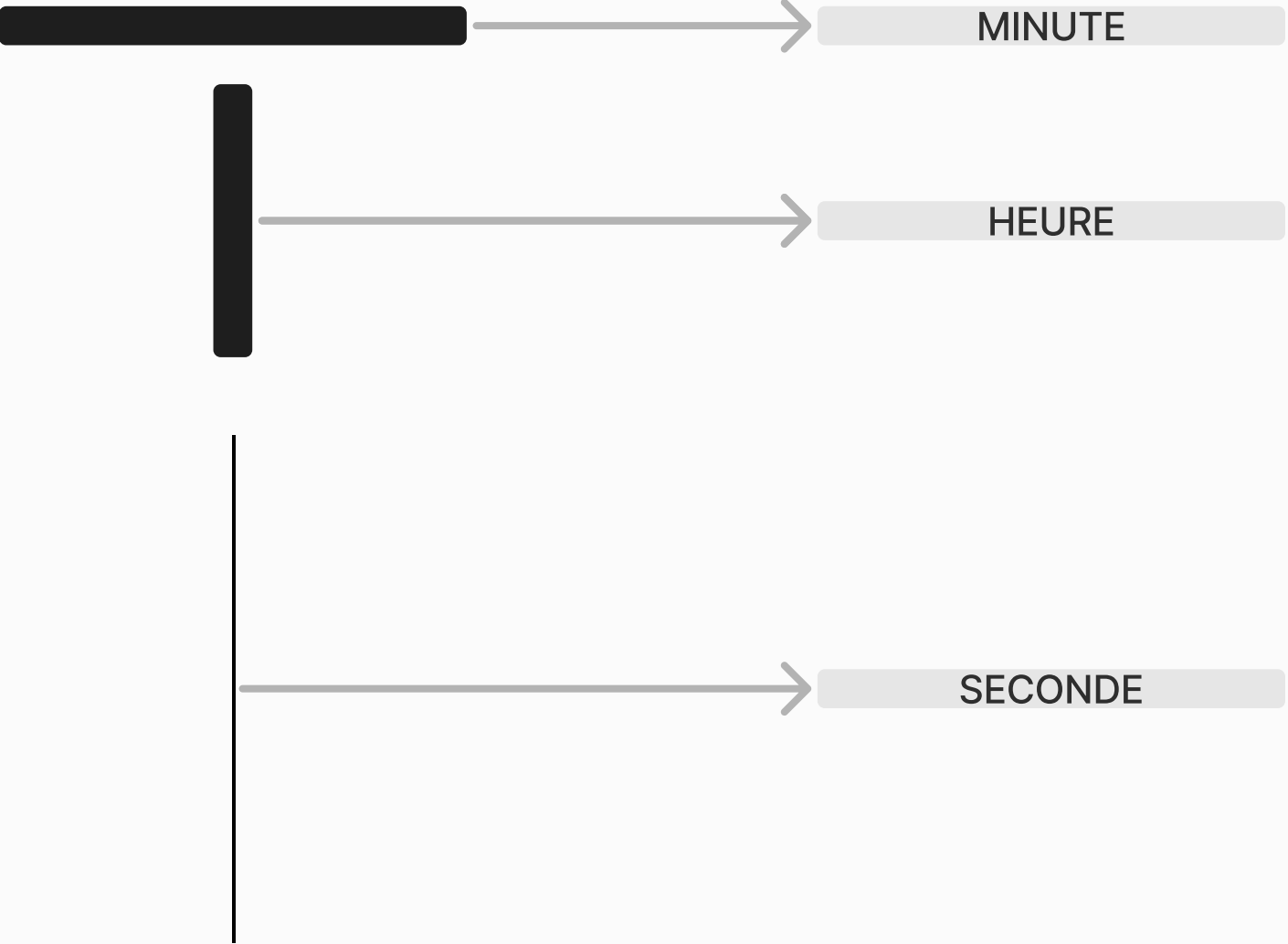


IMAGE
HORLOGE

