Define Class **Duration**

To include Three Attributes (**Hours**, **Minutes**, **Seconds**)

Override All **System.Object** Members ( ToString)

Output from **ToString** Should follow this pattern

Hours: 1, Minutes :30, Seconds :20

Support All Required Constructors to Produce this output

Duration D1 =new Duration (1,10,15);

D.ToString();

Output: Hours: 1, Minutes :10 , Seconds :15

Duration D1 =new Duration (3600);

D.ToString();

Output: Hours: 1, Minutes :0 , Seconds :0

Duration D2 =new Duration (7800);

D.ToString();

Output: Hours: 2, Minutes :10 , Seconds :0

Duration D3 =new Duration (666);

D.ToString();

Output: Minutes :11 , Seconds :6