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

You must submit the following files:

- 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.

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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.

- Code must demonstrate typical good practices common to all programming languages (e.g., sensible layout, clear and concise identifiers).

- The code must compile and the screenshot show it outputting the correct details.