

Define Class **Duration**

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

Override All **System.Object** Members (ToString, Equals,GetHashCode) .

Override Equals to Work as **Value** Equality

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

Implement All required Operators overloading's to enable this Code

D3=D1+D2

D3=D1 + 7800

D3=666+D3

D3=D1++ (Increase One Minute)

D3 =--D2; (Decrease One Minute)

D1= -D2;

If (D1>D2);

If (D1<=D2);

If (D1);

DateTime Obj = (DateTime) D1