

```

#include <iostream>
using namespace std;

class clockType
{
public:
    void setTime(int, int, int);
    void printTime() const;
private:
    int hr;
    int min;
    int sec;
};

void clockType::setTime(int hours, int minutes, int seconds)
{
    if (0 <= hours && hours < 24)
        hr = hours;
    else
        hr = 0;

    if (0 <= minutes && minutes < 60)
        min = minutes;
    else
        min = 0;

    if (0 <= seconds && seconds < 60)
        sec = seconds;
    else
        sec = 0;
}

void clockType::printTime() const
{
    if (hr < 10)
        cout << "0";
    cout << hr << ":";

    if (min < 10)
        cout << "0";
    cout << min << ":";

    if (sec < 10)
        cout << "0";
    cout << sec;

    cout << endl;
}

```

```
int main()
{
    clockType myClock;
    clockType yourClock;

    myClock.setTime(5, 4, 30);
    myClock.printTime();

    yourClock.printTime();

    yourClock.setTime(5, 45, 15);
    yourClock.printTime();

    system("pause");
    return 0;
}
```