```
 1  using System;
 2  using System.Collections.Generic;
 3  using System.Linq;
 4  using System.Text;
 5  using System.Threading.Tasks;
 6  using CounterTask;
 7
 8
 9  namespace ClockTask
10  {
11          public class Clock
12          {
13              private Counter _second;
14              private Counter _minute;
15              private Counter _hour;
16
17              public Clock()
18              {
19                  _second = new Counter("second");
20                  _minute = new Counter("minute");
21                  _hour = new Counter("hour");
22              }
23
24
25              public void Tick()
26              {
27                  _second.Increment();
28
29                  if (_second.Ticks > 59)
30                  {
31                      _minute.Increment();
32                      _second.Reset();
33
34                      if (_minute.Ticks > 59)
35                      {
36                          _hour.Increment();
37                          _minute.Reset();
38
39                          if (_hour.Ticks > 23)
40                          {
41                              Reset();
42                          }
43                      }
44                  }
45              }
46
47              public void Reset()
48              {
49                  _second.Reset();
```

```
50                  _minute.Reset();
51                  _hour.Reset();
52              }
53
54              public string Time()
55              {
56                  return $"{_hour.Ticks:D2}:{_minute.Ticks:D2}:
                      {_second.Ticks:D2}";
57              }
58          }
59      }
60
```