```
 1  using System;
 2  using System.Collections.Generic;
 3  using System.Diagnostics.Metrics;
 4  using System.Linq;
 5  using System.Text;
 6  using System.Threading.Tasks;
 7
 8  namespace ClockApplication
 9  {
10      public class Clock
11      {
12          Counter _second = new Counter();
13          Counter _minute = new Counter();
14          Counter _hour = new Counter();
15
16          public Clock()
17          {
18              _second.Reset();
19              _minute.Reset();
20              _hour.Reset();
21          }
22
23          public int Seconds
24          {
25              get { return _second.Tick(); }
26          }
27
28          public int Minutes
29          {
30              get { return _minute.Tick(); }
31          }
32
33          public int Hours
34          {
35              get { return _hour.Tick(); }
36          }
37
38          public void Tick()
39          {
40              _second.Increment();
41              if (_second.Tick() == 60)
42              {
43                  _second.Reset();
44                  _minute.Increment();
45              }
46              if (_minute.Tick() == 60)
47              {
48                  _minute.Reset();
49                  _hour.Increment();
```

```
50              }
51              if (_hour.Tick() == 24)
52              {
53                  _hour.Reset();
54              }
55          }
56      }
57  }
58
```