Write C++/Java program to simulate any one of or similar scene-Clock with pendulum

[26\_a](https://abhiyatrana.files.wordpress.com/2017/03/26_a.docx)

**import** java.applet.\*;

**import** java.awt.\*;

/\* <applet code = “Pendulum” width = 400 height = 200> </applet> \*/

**public** **class** Pendulum **extends** Applet **implements** Runnable

{

/\*\*

\*

\*/

**private** **static** **final** **long** **serialVersionUID** = 1L;

Thread t;

**int** xl = 420,x1=440,xl1=440;

**int** yl =410 ,y1=400,yl1=300;

**public** **void** start()

{

t = **new** Thread(**this**);

t.start();

}

**public** **void** paint(Graphics g)

{

g.drawOval(400, 200, 100, 100);

g.drawString(“12”, 445,212 );

g.drawString(“9”, 402,253 );

g.drawString(“6”, 445,298 );

g.drawString(“3”, 492,253 );

g.drawLine(450,250 , 450, 210);

g.drawLine(450,250 , 480, 250);

g.fillOval(x1,y1,20,20);

g.drawLine(xl, yl, xl1, yl1);

g.drawLine(xl+15, yl, xl1+15, yl1);

g.drawLine(420, 292, 420, 440);

g.drawLine(475, 292, 475, 440);

g.drawLine(420, 440, 475, 440);

}

**public** **void** run()

{

**try**

{

**for**(;;)

{

**for**(;;)

{

**if** (x1 >= 470)

{

x1 = 365;

xl=365;

repaint();

}

**else**

{

x1 = x1 +30;

xl=xl+30;

Thread.sleep(1000);

repaint();

}

run();

}

}

}

**catch**(InterruptedException e)

{

}

}

}

//\*\*\*\*\*\*\*Output\*\*\*\*\*\*\*\*\*\*\*\*\*