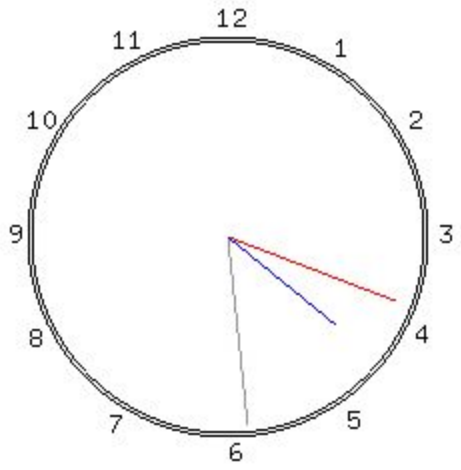
Problem 1: Build an analog clock



Requirements:

1. Showing all the twelve numbers
2. Draw the three clock hands
3. Make the clock hands move at required angular velocity as in a real clock
4. The clock initially can start from 12:00
5. Bonus: show the clock at the system time
6. There needs to be three global variables: **hour, min, sec.** You should code in a way so that the initial time can be set here.
7. When a certain time needs to be shown, the clock hands position them properly, just like a real clock.

Explanation of (7):

Time: 4:30:15

Incorrect	Correct (look at the hour clock)