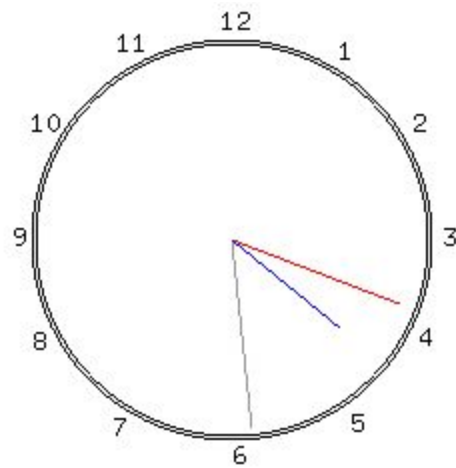


## Problem 1: Build an analog clock

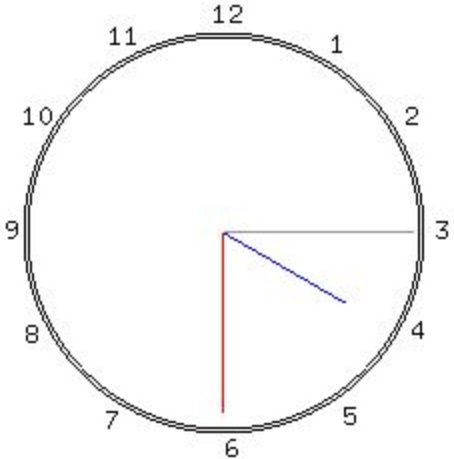
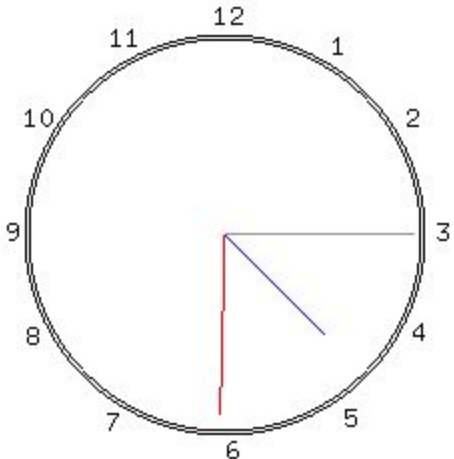


### Requirements:

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)
 <p>A circular clock face with numbers 1 through 12. The hour hand is a red line pointing exactly to the 6. The minute hand is a blue line pointing to the 3. The second hand is a grey line pointing to the 3. This diagram incorrectly shows the time as 6:15.</p>	 <p>A circular clock face with numbers 1 through 12. The hour hand is a red line pointing halfway between the 4 and the 5. The minute hand is a blue line pointing to the 6. The second hand is a grey line pointing to the 3. This diagram correctly shows the time as 4:30.</p>