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\* Clock.cpp

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#include "Clock.h"

#include <iostream>

#include <string>

#include <ctime>

#include <iomanip>

#include <fstream>

using namespace std;

class Clock {

public:

int hr;

int min;

int secs;

void formatTwoDigits(unsigned int num) {

if (num < 10) {

return "0";

}

}

void repeatAsterisks() {

string result;

int count = 50;

for (int i = 0; i < count; i++) {

result += "\*";

}

}

cout << result << endl;

}

string formatTime12(unsigned int hrs, unsigned int mins, unsigned int secs) {

return displayTime12() {

string ampm = (hrs < 12) ? "am" : "pm";

hrs = (hrs % 12 == 0){

hrs = 12;

}

cout << formatTwoDigits(hrs) << ":" << formatTwoDigits(mins) << ":" << formatTwoDigits(secs) << endl;

}

void printMenu(char\* strings[], unsigned int numStrings, unsigned char width) {

string border = repeatAsterisks(width);

cout << border << endl;

cout << "Clock Menu" << endl:

cout << "1. Display 12-hour Time" << endl;

cout << "2. Display 24-hour Time." << endl;

cout << "3. Display 12 and 24 hour Time." << endl;

cout << "4. Add hour" << endl;

cout << "5. Add minute" << endl;

cout << "6. Add second" << endl;

cout << border << endl;

}

unsigned int getMenu() {

void userChoice() {

cout << "Enter your choice from the menu displayed: " << endl;

int input;

cin >> input;

switch (input) {

case 1: {

repeatAsterisks();

cout << formatTime12() << endl;

repeatAsterisks();

break;

}

case 2: {

repeatAsterisks();

break;

}

case 3: {

display12and24();

break;

}

case 4: {

addHour();

break;

}

case 5: {

addMinutes();

break;

}

case 6: {

addMinutes();

break;

}

}

void displayClocks(unsigned int hrs, unsigned int mins, unsigned int secs) {

cout << formatTime12() << endl;

cout << formatTime24() << ;

}

}

}

int main();

int choice();

Clock C1 = Clock();

Clock C2 = Clock();

while (true) {

c1.printMenu();

c1.userChoice()

}

while (true) {

c2.printMenu();

c2.userChoice();

}

}

void addOneSecond{

secs++;

if (secs == 60) {

secs = 0;

addOneMinute(hr, min, secs);

}

}

void addOneMinute() {

min++;

if (min == 60) {

min = 0;

addOneHour(hr);

}

}

void addOneHour() {

hours = (hr + 1) % 24

};

#endif /\* CLOCK\_H\_ \*/