```cpp
#pragma once

#include <chrono>

#include "main.hpp"

/// THe only thing accessing the clock is the memory
// no need for multi-thread protection

class Clock {
    typename clk::time_point mStart; // this stores when the simulation
    // started, it is absolute

    unsigned mHour; // this stores the start time, it wont change
    // unless the simulation changes.
    unsigned mMinute;

    // Forexample if the simulation states that it started at 14:59 then the
    // mAbsTime will store the start of the system clock, and mHour will store
    // 14 and mMinute stores 59. To figure out the current time

public:
    Clock();

    void reset();
    void reset(bool hour, unsigned val);

    unsigned getHour();
    unsigned getMin();
};
```