**Lab 25**

**Warm-up task:** Text

Description automatically generated

Graphical user interface

Description automatically generated with medium confidence

Text

Description automatically generated

**Note that the function must receive a partsType parameter by reference.**

**Lab Task 22.1.**

1. Write down a structure named “TimeStruct\_t” for saving time information.
   * The structure should contain hours and minutes components along with a component for saving time period “pm/am” information.
2. Create a struct variable time\_struct inside main and initialize its members to values of your choice using struct initializer syntax.
3. Display the time in standard time format, e.g. 03:49 pm. (Hint: use member selection operator.)
4. Update time\_struct based on user input. Then, display the updated time again.

**Lab Task 22.2.**

1. Create a function display\_time with the following prototype, which displays myTime in standard time format.

void display\_time(TimeStruct\_t **myTime**);

1. Update the solution of the previous Problem, so that it calls display\_time to show time information. The output of the program should be the same as that of the previous problem.
2. Create a function with the following prototype, which receives **myTime** and updates time by adding 1 minute to **myTime**. (Hint: Don’t forget to handle the overflow of hours, minutes and period. E.g. In case of hours overflow, set the hours to 0 and toggle the time period.)

TimeStruct\_t tic(TimeStruct\_t **myTime**);