BLG102E LAB SESSION WEEK 10.5

(1) Clock

- Write a struct to represent Clock (h:m:s)
- Implement following functions for Clock
  - increment //increments the input Clock element
  - show //print the input Clock element with a nice format
- Test your functions in main
  - By simulating a time period
  - For example simulate for 10 seconds
  - Does not need to do it in real time

(2.1) Fraction

- Write a struct to represent a Fraction
- Write the following functions
  - getFraction // in this function user enters the elements of the Fraction to create one
  - multiplyFractions //multiply two fractions (no not need to simplify)
  - printFraction
- Test your code in main
  - by printing the result of multiplication of two Fractions

(2.2) Fraction with Pointers

- If you haven't used pointers to send the fractions to functions,

- Change your previous code to
  - where each Fraction is send to the functions with a pointer
  - where you get the result fraction with another pointer

- Think about what is the difference between using pointers and not using pointers