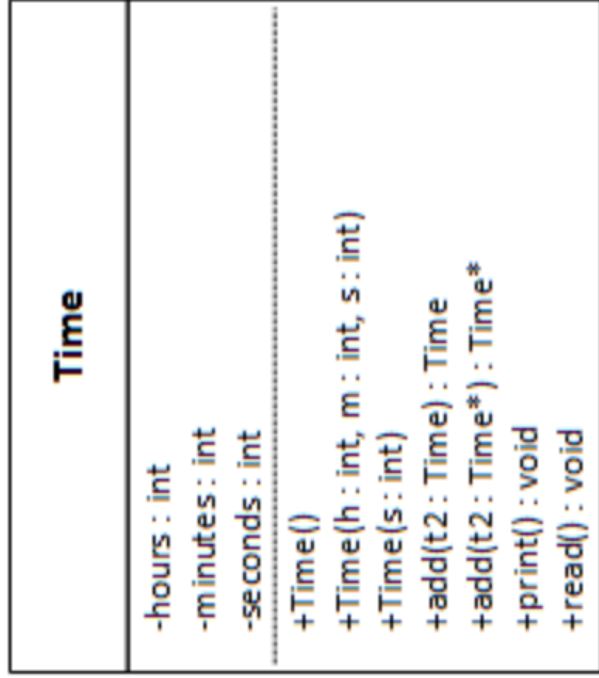


UML



C++

```
class Time
{
    private:
        int    hours;
        int    minutes;
        int    seconds;

    public:
        Time();
        Time(int h, int m, int s);
        Time(int s);

        Time    add(Time t2);
        Time*   add(Time* t2);

        void    print();
        void    read();
};
```