```
 2  * clockDisplay.h
 7
 8 #ifndef CLOCKDISPLAY_H_
 9 #define CLOCKDISPLAY_H_
10
11 #include <stdbool.h>
12
13 // Called only once - performs any necessary inits.
14 // This is a good place to draw the triangles and any other
15 // parts of the clock display that will never change.
16 void clockDisplay_init();
17
18 // Updates the time display with latest time, making sure to update only those digits
   that
19 // have changed since the last update.
20 // if forceUpdateAll is true, update all digits.
21 void clockDisplay_updateTimeDisplay(bool forceUpdateAll);
22
23 // Reads the touched coordinates and performs the increment or decrement,
24 // depending upon the touched region.
25 void clockDisplay_performIncDec();
26
27 // Advances the time forward by 1 second and update the display.
28 void clockDisplay_advanceTimeOneSecond();
29
30 // Run a test of clock-display functions.
31 void clockDisplay_runTest();
32
33
34 #endif /* CLOCKDISPLAY_H_ */
35
```