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/**
 * @file ctc_clock.js
 * @author Joey Damico
 * @date September 25, 2019
 * @brief CTC Controller Class for a Clock for the trains
 */

/**
 * CLASS Clock
 * @brief Class that keeps track of the time since the start of the
application
 *
 * @details This class is used to keep track and calculate how much
time has passed since the launch
 * of the program, it is used to keep the trains moving at the correct
times
 *
 * MEMBER VARIABLES
 * start_time -> The the games was started
 */
class Clock {
    /**
     * constructor()
     * @brief The constructor for the Clock class
     *
     * @details This will initialize all the member variables when the
program is started
     */
    constructor() {
        this.start_time;
    }
    // ---- END constructor() ----

    /**
     * startClock()
     * @brief Intialize the start time variable
     */
    startClock() {
        this.start_time = new Date().getTime() / 1000;
    }
    // ---- END startClock() ----

    /**
     * getTimeFromStart()
     * @brief Calculated how long it's been since the start of the
program in seconds
     *
     * @returns The number of seconds since the program was started
     */

```

```
getTimeFromStart = () => {  
    var current_time = new Date().getTime() / 1000;  
    var diff = current_time - this.start_time;  
  
    return diff;  
}  
// ----- END getTimeFromStart() -----  
}  
  
// This is required when using ReactJS  
export default Clock;
```