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```
public class Relojito
{
    private int hora;
    private int min;
    private int seg;

    public Relojito(int hora, int min, int seg){
        setseg(seg);
        setmin(min);
        sethora(hora);
    }

    public void setseg(int seg){
        if(seg>=0 && seg<60)
            this.seg=seg;
        else this.seg=0;
    }

    public int getseg(){
        return seg;
    }

    public void setmin(int min){
        if(min>=0 && min<60)
            this.min=min;
        else this.min=0;
    }

    public int getmin(){
        return min;
    }
}
```

```
public void sethora(int hora){
```

```
    if(hora>=0 && hora<24)
```

```
        this.hora=hora;
```

```
    else this.hora=0;
```

```
}
```

```
public int gethora(){
```

```
    return hora;
```

```
}
```

```
public void avanzseg(){
```

```
    if(seg<59)
```

```
        seg++;
```

```
    else{
```

```
        seg=0;
```

```
        avanzamin();
```

```
    }
```

```
}
```

```
public void avanzamin(){
```

```
    if(min<59)
```

```
        min++;
```

```
    else{
```

```
        min=0;
```

```
        avanzahora();
```

```
    }
```

```
}
```

```
public void retrocedeseg() {  
    if(seg>0)  
        seg--;  
  
    else{  
        seg=59;  
        retrocedermin();  
    }  
}
```

```
public void retrocedermin() {  
    if(min>0)  
        min--;  
  
    else{  
        min=59;  
        retrocederhora();  
    }  
}
```

```
public void retrocederhora() {  
    if(hora>0)  
        hora--;  
  
    else{  
        hora=23;  
    }  
}
```

```
}
```