using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApplication1

{

class Time

{

private int hour;

private int minute;

private int second;

public Time()

{

this.hour = 1;

this.minute = 2;

this.second = 3;

}

public Time(int hour, int minute, int second)

{

this.hour = hour;

this.minute = minute;

this.second = second;

}

public int Hour

{

get { return hour; }

set

{

if (hour < 24 || hour >= 0)

this.hour = value;

}

}

public int Minute

{

get { return minute; }

set

{

if (minute < 60 || minute >=0)

this.minute = value;

}

}

public int Second

{

get { return second; }

set

{

if (second < 60 || second >= 0)

this.second = value;

}

}

//public void OutPut()

//{

// Console.WriteLine("{0}:{1}:{2}" , hour, minute, second);

//}

public string toString()

{

string result = $"{hour:00}:{minute:00}:{second:00}";

return result;

}

public Time NextSecond ()

{

Time time = new Time();

int total = hour \* 3600 + minute \* 60 + second + 1;

time.hour = total / 3600;

time.minute = total % 3600 / 60;

time.second = total % 3600 % 60;

return time;

}

public Time PreviousSecond()

{

Time time = new Time();

int total = hour \* 3600 + minute \* 60 + second - 1;

time.hour = total / 3600;

time.minute = total % 3600 / 60;

time.second = total % 3600 % 60;

return time;

}

}

}

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApplication1

{

class Program

{

static void Main(string[] args)

{

Time time1 = new Time();

time1.Hour = 5;

time1.Minute = 6;

time1.Second = 7;

//time1.OutPut();

Console.WriteLine(time1.toString());

Console.WriteLine(time1.NextSecond().toString());

Time time2 = new Time();

Console.WriteLine(time2.toString());

Console.ReadKey();

}

}

}