```
if(!SET_T_SWITCH)
{
  seconds = 0;
  return;
}

// increment seconds on each timer overflow.
seconds++;

// once over 59 seconds, increment minutes and reset seconds
if(seconds > 59)
{
  gs_timeKeeper.one_minutes++;
  seconds = 0;
}

// once over 9 minutes, increment ten minutes and reset minutes
if(gs_timeKeeper.one_minutes > 9)
{
  gs_timeKeeper.ten_minutes++;
  gs_timeKeeper.one_minutes = 0;
}

// once over 5 ten minutes, increment hours and reset ten minutes.
if(gs_timeKeeper.ten_minutes > 5)
{
  gs_timeKeeper.one_hours++;
  gs_timeKeeper.ten_minutes = 0;
}

// once over 9 one hours, increment ten hours and reset one hours.
if(gs_timeKeeper.one_hours > 9)
{
  gs_timeKeeper.ten_hours++;
  gs_timeKeeper.one_hours = 0;
}

// once ten hours is at or above 2, and one hours is at or above 4, reset both to 0.
if((gs_timeKeeper.ten_hours >= 2) && (gs_timeKeeper.one_hours >= 4))
{
  gs_timeKeeper.ten_hours = 0;
  gs_timeKeeper.one_hours = 0;
}

// if alarm is on, compare the elements to see if we have hit the correct time.
if(alarm_on_off == ON)
{
  if((gs_alarmKeeper.ten_hours == gs_timeKeeper.ten_hours) && (gs_alarmKeeper.one_hours ==
  gs_timeKeeper.one_hours) && (gs_alarmKeeper.ten_minutes == gs_timeKeeper.ten_minutes) &&
  (gs_alarmKeeper.one_minutes == gs_timeKeeper.one_minutes))
  {

    if(seconds == 0)
    {
      prev_milliseconds = milliseconds;
      alarm_tone = 7;
    }

    if(seconds >= 59)
    {
```