```c
  // 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)
      {
        prev_milliseconds = 0;
        alarm_tone = 0;
      }
    }
  }
}
```