ANALOG CLOCK PROJECT

INTRODUCTION

- The Analog Clock Project visually represents time
- Built using graphical programming techniques
- Demonstrates time tracking and real-time UI updates

OBJECTIVE

- ▶ To design a functional analog clock
- Enhance understanding of real-time systems
- Practice graphical interface programming

TOOLS & TECHNOLOGIES USED

- Programming Language: Python / JavaScript
- Libraries: Tkinter, Pygame, or HTMLCanvas
- IDE: VS Code / PyCharm / Web Browser

CLOCK FEATURES

- Hour, Minute, and Second Hands
- Real-time updates synced with system clock
- Circular clock face with time markers

WORKING MECHANISM

- Fetch system time using datetime
- Convert time into angles for clock hands
- Update UI in real time using a loop or timer

USER INTERFACE

Include:

- Clock face design
- Real-time display
- Sample output during run

FUTURE ENHANCEMENTS

- Add digital clock toggle
- ▶ Theming and customization
- ► Alarm feature or stopwatch

CONCLUSION

- Project demonstrated real-time GUI principles
- Reinforced time-based logic and animation
- A foundation for more advanced time tools

THANK YOU.