

zad1.sc

```
class Time(var hour: Int){  
  if(hour < 0) hour = 0  
  
  def time: Int = hour  
  
  def time_=(newHour : Int){  
    if(newHour < 0) hour = 0  
    else hour = newHour  
  }  
}  
  
object Time{  
  def apply(h :Int = 0) = new Time(h)  
}  
  
var tim1 = new Time(5)  
var tim = Time(3)  
  
tim.hour  
tim.time = 1  
tim.time  
tim.time = -1  
tim.time
```