

-9]Q2] create a class which contains data members as hours minutes and seconds

```
#include <iostream> using namespace std; class Time
```

```
{ private:
```

```
int hours;      int minutes;      int seconds;
```

```
public:
```

```
void accepttime() {
```

```
cout << "Enter hours: ";
```

```
cin >> hours;
```

```
cout << "Enter minutes: ";
```

```
cin >> minutes;
```

```
cout << "Enter seconds: ";
```

```
cin >> seconds; }
```

```
void displayTime() {
```

```
cout << "Time: ";
```

```
if (hours < 10)
```

```
cout << "0";
```

```
cout << hours << ":";
```

```
if (minutes < 10)
```

```
cout << "0";
```

```
cout << minutes << ":";
```

```
if (seconds < 10)
```

```
cout << "0";
```

```
cout << seconds << endl; }
```

```
void addTime(const Time &t1, const Time &t2) {
```

```
seconds = t1.seconds + t2.seconds;
```

```
minutes = t1.minutes + t2.minutes + seconds / 60;
```

```
hours = t1.hours + t2.hours + minutes / 60;
```

```
seconds %= 60;
```

```
minutes %= 60; } };
```

```
int main() {
```

```
Time time1, time2, time3;
```

```
cout << "Enter time for first clock:" << endl;
time1.accepttime();
cout << "\nEnter time for second clock:" << endl;
time2.accepttime();
cout << "\nFirst clock:" << endl;
time1.displayTime();
cout << "\nSecond clock:" << endl;
time2.displayTime();
time3.addTime(time1, time2);
cout << "\nSum of both clocks:" << endl;
time3.displayTime();
return 0;}
```