// Variables

// Runs first, before setup

function preload() {

// Great place to load images

}

// Runs once at start of code

function setup() {

// Set size

var canvas = createCanvas(500, 500);

canvas.parent('sketch');

angleMode(DEGREES);

var s= second

var m= minute

var h= hour

}

function draw()

{

s=second

m=minute

h=hour

strokeWeight(3);

fill(150,140,250);

ellipse(250,250,400,400);

fill(100,90,150);

ellipse(250,250,200,200);

line(250,50,250,100);

//12

line(50,250,100,250);

//9

line(450,250,400,250);

//3

line(250,400,250,450);

//6

textSize(32);

fill(225);

text("12",233,115);

//12

textSize(32);

fill(225);

text("6",240,400);

//6

textSize(32);

fill(225);

text("9",108,255);

//9

textSize(32);

fill(225);

text("3",375,255);

//3

textSize(32);

fill(225);

text("1",300,140);

//1

textSize(32);

fill(225);

text("2",345,190);

//2

textSize(32);

fill(225);

text("4",345,320);

//4

textSize(32);

fill(225);

text("5",300,375);

//5

textSize(32);

fill(225);

text("7",175,375);

//7

textSize(32);

fill(225);

text("8",125,320);

//8

textSize(32);

fill(225);

text("10",125,190);

//10

textSize(32);

fill(225);

text("11",165,140);

//11

push();

translate(250,250);

rotate((second()/60) \* 360);

line(0,0,0,-130);

pop();

push();

translate(250,250);

rotate((minute()/60) \* 360);

line(0,0,0,-100);

pop();

push();

translate(250,250);

rotate((hour()/12)\*360);

line(0,0,0,-40)

pop();

noStroke();

fill(0,175,175);

ellipse(125,125,25,25);

fill(175,0,175);

ellipse(420,300,45,45);

fill(210,0,175);

ellipse(100,175,40,40);

noStroke();

fill(75,19,245);

ellipse(220,375,20,20);

fill(175,73,210);

ellipse(160,375,30,30);

fill(275,119,245);

ellipse(350,100,40,40);

}