**Clock *(alarm)***

* Current time (seconds) : int
* Current time (minutes) : int
* Current time (hours) : int
* ***Alarm state : bool***
* ***Alarm time (hours, minutes, seconds)* : char**

+ Set time (seconds, minutes, hours : char) : void  
 + Show time() : char  
 + ***Enable alarm (bool) : void*** + ***Set alarm time (seconds, minutes, hours : char) : void***

**Rectangle**

* Width : int
* Length : int
* Show outline : bool
* Outline weight : int
* Outline color : string
* Fill color : string

+ Change Width (amount : int) : void  
 + Change Length (amount : int) : void  
 + Change outline weight (amount : int) : void  
 + Show outline (bool) : void  
 + Outline color (color code : char) : void  
 + Fill color (color code : char) : void