

```
C:\Program Files\nodejs\node x + v
Debugger attached.
00:00:01
00:00:02
00:00:03
00:00:04
00:00:05
00:00:06
00:00:07
00:00:08
00:00:09
00:00:10
Clock reset to: 00:00:00
Press Enter to exit...|
```

```
class Counter {  
  constructor(name) {  
    this._count = 0;  
    this._name = name;  
  }  
  
  increment() {  
    this._count++;  
  }  
  
  reset() {  
    this._count = 0;  
  }  
  
  get ticks() {  
    return this._count;  
  }  
  
  get name() {  
    return this._name;  
  }  
}
```

```

    }

    set name(value) {
        this._name = value;
    }
}

class Clock {
    constructor() {
        this._hour = new Counter("Hour");
        this._minute = new Counter("Minute");
        this._second = new Counter("Second");
    }

    tick() {
        this._second.increment();
        if (this._second.ticks === 60) {
            this._second.reset();
            this._minute.increment();
        }
        if (this._minute.ticks === 60) {
            this._minute.reset();
            this._hour.increment();
        }
        if (this._hour.ticks === 24) {
            this._hour.reset();
        }
    }

    reset() {
        this._hour.reset();
    }
}

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        this._minute.reset();

        this._second.reset();
    }

    readTime() {
        return `${this._hour.ticks.toString().padStart(2, '0')}:${this._minute.ticks.toString().padStart(2, '0')}:${this._second.ticks.toString().padStart(2, '0')}`;
    }
}

// Example usage
const clock = new Clock();
for (let i = 0; i < 10; i++) {
    clock.tick();
    console.log(clock.readTime());
}

clock.reset();
console.log("Clock reset to:", clock.readTime());
const readline = require("readline");

const rl = readline.createInterface({
    input: process.stdin,
    output: process.stdout,
});

rl.question("Press Enter to exit...", () => {
    rl.close();
});

```