**8.** Define a structure to represent time in hours (0-23), minutes (0-59), and seconds (0-59), and then write a function that accepts as an argument a time represented by this structure and updates it by one minute & 30 seconds.

**Solutions:**

#include<stdio.h>

typedef struct

{

int hours,min,sec;

}time;

time rep(time t);

main()

{

time time;

clrscr();

printf("Enter Time (HH:MM:SS) : ");

scanf("%d%\*c%d%\*c%d",&time.hours,&time.min,&time.sec);

time=rep(time);

printf("Updated Time(By 1 min 30 sec): %d:%d:%d",time.hours,time.min,time.sec);

getch();

}

time rep(time t)

{

t.min +=1;

t.sec +=30;

if(t.sec>=60)

{

t.min +=1;

t.sec -=60;

}

if(t.min>=60)

{

t.hours +=1;

t.min -=60;

}

if(t.hours>=24)

t.hours -=24;

return t;

}