Counter

```
- _count : int
```

- + Counter()
- + Count : int <<pre><<pre>count : int <<pre><<pre>property>>
- + Increment()
- + Reset()

```
Clock
```

```
- _hours : Counter
```

```
- _mins : Counter
```

- _secs : Counter

- _now : string

+ Clock()

```
+ Hours : int <<pre><<pre>cproperty>>
```

+ Mins : int <<pre><<pre>cproperty>>

+ Secs : int <<pre><<pre>cproperty>>

+ Now : string <<pre><<pre>cproperty>>

+ tick()

+ ReturnTime()