**Lab #1**

Design a class named *Timer* that contains the following three private instance data fields:

*hours*: an integer that holds the number of hours.

*minutes*: an integer that holds the number of minutes.

*seconds*: an integer that holds the number of seconds.

In addition, the class should have the following constructors and methods:

1. A no-arg constructor that creates a default *Timer* object (The data fields *hours*, *minutes*, *seconds* are defaulted to 0).
2. A constructor that constructs a *Timer* object with three specified values for *hours*, *minutes*, and *seconds*.
3. Three public setter methods for the data fields *hours*, *minutes* and *seconds*.
4. Three public getter methods for the data fields *hours*, *minutes* and *seconds*.

In the second constructor and three setter methods above, make sure that the three data fields are greater than or equal to 0. e.g., if the value used to set the data field *hours* is negative, you should then set *hours* to 0 instead.

Write a test program to do the following tasks:

1. Prompt the user to enter three groups of values of *hours*, *minutes* and *seconds* and use these values to create an **array** of three *Timer* objects.
2. Calculate and print the total number of *hours*, *minutes*, and *seconds* in these three objects.

The object created should have 7, 8, and 0 for the data fields *hours*, *minutes*, and *seconds* since -1 is invalid.

A sample dialog is:

Enter the first Timer object: 1 2 3

Enter the second Timer object: 4 5 6

Enter the third Timer object: 7 8 -1

The total number of hours is 12 (sum of 1, 4 and 7)

The total number of minutes is 15 (sum of 2, 5, and 8)

The total number of seconds is 9 (sum of 3, 6 and 0)