Given the class definition:

class ClockType

{

public:

ClockType();

void setTime(int, int, int);

void printTime() const;

private:

int hr;

int min;

int sec;

};

And the following command:

myClock.setTime(5, 2, 30);

In the statement *myClock.setTime(5, 2, 30);* the method setTime is executed. The values 5, 2, and 30 are passed as parameters to the function setTime, and the function uses these values to set the values of the three member variables hr, min, and sec of object myClock to 5, 2, and 30, respectively.

Requirement: Student implements the *setTime* method for it to do as described above.

Note: hr, min, sec need to satisfy the following conditions. If the input parameter does not satisfy the condition below, we assign the value 0 to the corresponding member variable:

* 0 <= hr < 24
* 0 <= min < 60
* 0 <= sec < 60

**For example:**

| **Test** | **Result** |
| --- | --- |
| ClockType myClock;  myClock.setTime(5, 4, 30);  myClock.printTime(); | 05:04:30 |