Given the class definition:

class ClockType

{

public:

void setTime(int, int, int);

void getTime(int&, int&, int&) const;

void printTime() const;

clockType(int, int, int); //constructor with parameters

clockType(); //default constructor

private:

int hr;

int min;

int sec;

};

And the following code fragment:

| clockType myClock;  int hours;  int minutes;  int seconds;  myClock.getTime(hours, minutes, seconds);  cout << "hours = " << hours << ", minutes = " << minutes << ", seconds = " << seconds << endl; |
| --- |

In the statement myClock.getTime(hours, minutes, seconds); getTime member function is executed. The hr, min, and sec values of myClock object are used by the function to set the values of the three variables hours, minutes, and seconds respectively.

Requirement: Student implements the getTime 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);  int hours,minutes,seconds;  myClock.getTime(hours, minutes, seconds);  cout << "Hours = " << hours << ", minutes = " << minutes << ", seconds = " << seconds << endl; | Hours = 5, minutes = 4, seconds = 30 |