USE CASES

* Clock is turned on

1. LCD displays “00” for seconds/minutes/hours
2. Clock begins to count at 1 second ticks from the seconds field

* Clock ON with no interruptions

1. One second ticks from the clock.
2. When the seconds reach its maximum value “59”, a minute is added and seconds get reset to “00” and continue to tick
3. When the minutes reach its maximum value of “59”, hours get incremented by 1 and the minutes get reset to “00”.
4. When the hours reach its maximum value of “23”, hours, minutes and seconds get reset to “00” as this is a 24-hour clock.

* Resetting time

1. Specify the field to be reset (hour/s, minute/s, or second/s) by using the switch input.
2. After specifying the field, the system will reset that field back “00”
3. If the field reset was the seconds field, then after resetting it you will see it begin to tick at 1 second intervals.
4. At this point other desired fields (hours, minutes, seconds) can be reset.

* Setting time

1. Specify the field (seconds, minutes, hours), desired to be set.
2. Set the value that will be set in the field (seconds, minutes, hours) specified earlier
3. Press and hold the set button to tell the clock that you are ready to set the value
4. The clock will stop ticking.
5. Letting go of the button will set the specified field to the specified value
6. Immediately after setting the time the clock will continue clicking