**ABSTRACT**

This mini project on **CLOCK** displays an analog as well as a digital clock by reading the time from the system in which it runs. It implements the wall clock with the round circular board and three conic geometrics which forms the different (sec, min & hour) hands. Small cubes are also made for the minutes, while each hour is represented with a large block. Digit display of the clock timing is also placed at the bottom of the graphics window.

The ‘localtime (*&ltime)'*function is used to get the local time. With proper mathematics and conversion of the time for sec, min and hours the graphical hands are made to make movement. The user can toggle between two types of views and can enable or disable the background brightness of the clock.