click_count = 0
(displayed)

Stopped

click / tick_count = 0,
click_count++, start clock

Increment

click / tick_count = 0,
click_count++ (up to 99)

tick / tick_count++

tick_count < 3

tick_count == 3,
tick_count = 0, beep

click / click_count = 0,
stop clock

click /
click_count == 99,
beep

click / stop clock

Alarm

Decrement

tick / click_count--,
click_count == 0, beep

tick / beep

tick / click_count--,
click_count > 0

**Items to persist**
**across rotations:**
- current state
- click_count
- tick_count
**(turn clock off & on)**