

```

#include<LiquidCrystal.h>

int minutes = 00;    //These global integers keep the value of the clock
int sec = 00;
int hr = 0;

const long interval = 1000;          //This interval is equal to 1 second and will be added to seconds
unsigned long oldMillis = 0;
LiquidCrystal LcdDriver(11, 9, 5, 6, 7, 8);
int count;

void setup() {
    // put your setup code here, to run once:
    LcdDriver.begin(16, 2);
    LcdDriver.clear();
    LcdDriver.setCursor(0, 0);
}

void loop() {

    LcdDriver.setCursor(0,1);
    unsigned long currentMillis = millis();

    if(currentMillis - oldMillis >= interval) {          //This sets up the timer so that it can add one second to the integer
        oldMillis = currentMillis;
        sec++;

        if(hr < 10) {
            LcdDriver.print(0);                          //Prints an extra 0 if hr < 10
        }
        LcdDriver.print(hr);                             //These LcdDriver print values print the values of the clock
        LcdDriver.print(":");
        LcdDriver.print(minutes);

        if(minutes < 10) {
            LcdDriver.print(0);                          //Prints an extra 0 if minutes < 10
        }
        LcdDriver.print(":");

        if(sec < 10) {
            LcdDriver.print(0);                          //Prints an extra 0 if minutes < 10
        }
        LcdDriver.print(sec);

        if(sec > 59) {                                    //Adds to minutes whenever seconds is = to 60
            minutes++;
            sec = 0;
        }
        if(minutes > 59) {                                //Adds to hours whenever minutes is = to 60
            hr++;
            minutes = 0;
        }
        if(hr > 23) {                                     //Resets the clock whenever hours is = to 24
            hr = 0;
        }
    }
}

```