

You could check for inaccuracy by starting a stopwatch when you run the program at first. When the first observable inaccuracy is noted, multiply the time that it took to get that inaccuracy by 10 and record data for that period of time.

```
#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
const long intervalShort = 500;
unsigned long oldMillis = 0;
LiquidCrystal LcdDriver(11, 9, 5, 6, 7, 8);
int count = 0;

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 >= intervalShort) {    //This sets up the timer so that it can add one second to the integer
        oldMillis = currentMillis;
        count++;
        LcdDriver.clear();
        LcdDriver.print(count);
    }

    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;
    }
}
```