CHECK 1

#include"SevSeg.h"

SevSeg sevseg;

byte Min=1;

byte Hour=0;

void setup()

{

byte numDigits=4;

byte digitPins[]={2,3,4,5};

byte segmentPins[]={8,9,10,11,12,13,14,15};

sevseg.begin(COMMON\_CATHODE,numDigits,digitPins,segmentPins);

sevseg.setBrightness(90);

}

void loop() {

sevseg.setNumber(Hour \* 100 + Min,4);

Min++;

if(Min==60)

{

Min=0;

if(Hour==23)

Hour=0;

else

Hour++;

}

for(int i=0;i<=999999;i++)

sevseg.refreshDisplay();

}

CHECK 2

#include"SevSeg.h"

SevSeg sevseg;

byte Min=1;

byte Hour=0;

void setup() {

pinMode(6,INPUT);

byte numDigits=4;

byte digitPins[]={2,3,4,5};

byte segmentPins[]={8,9,10,11,12,13,14,15};

sevseg.begin(COMMON\_CATHODE,numDigits,digitPins,segmentPins);

sevseg.setBrightness(90);

}

void loop() {

if(digitalRead(6)==HIGH)

Hour=Min=0;

sevseg.setNumber(Hour \* 100 + Min, 4);

Min++;

if(Min==60)

{

Min=0;

if(Hour==23)

Hour=0;

else

Hour++;

}

for(int i=0;i<=999999;i++)

sevseg.refreshDisplay();

}

CHECK 3

#include"SevSeg.h"

SevSeg sevseg;

byte Min = 1;

byte Hour = 0;

void setup() {

pinMode(6, INPUT);

pinMode(16, INPUT);

byte numDigits = 4;

byte digitPins[] = {2, 3, 4, 5};

byte segmentPins[] = {8, 9, 10, 11, 12, 13, 14, 15};

sevseg.begin(COMMON\_CATHODE, numDigits, digitPins, segmentPins);

sevseg.setBrightness(90);

}

void loop() {

if (digitalRead(6) == HIGH)

Hour = Min = 0;

sevseg.setNumber(Hour \* 100 + Min, 4);

if (digitalRead(16) == LOW)

{

Min++;

if (Min == 60)

{

Min = 0;

if (Hour == 23)

Hour = 0;

else

Hour++;

}

}

else

{

Min--;

if (Min == 0)

{

Min = 60;

if (Hour == 0)

Hour = 23;

else

Hour--;

}

}

for (int i = 0; i <= 999999; i++)

sevseg.refreshDisplay();

}