La Clase NumbreDisplay

```java
public class NumbreDisplay
{
private int limit;
private int value;

public NumbreDisplay(int rollOverLimit)
{
limit=rollOverLimit;
value=0;
}

public int getValue()
{
    return value;
}

public String getDisplayValue()
{
if (value<10) {
    return "0"+ value;
} else {
    return "1"+ value;
}
}

public void setValue( int replacementValue)
{
if ((replacementValue >=0) && (replacementValue < limit)){
    value=replacementValue;
}
}

public void increment()
{
value = (value+1) % limit;
}
}
```

La Clase ClockDisplay

```java
public class ClockDisplay
{

    private NumbreDisplay hours;
    private NumbreDisplay minutes;
    private String displayString;

    public ClockDisplay()
    {

        hours= new NumbreDisplay(24);
        minutes = new NumbreDisplay(60);
        updateDisplay();

    }

    public ClockDisplay(int hour, int minute)
    {

        hours= new NumbreDisplay(24);
        minutes = new NumbreDisplay(60);
        setTime(hour, minute);

    }

    public void timeTick()
    {

        minutes.increment();
        if (minutes.getValue()==0) {
          hours.increment();
          }
        updateDisplay();

    }

    public void setTime(int hour, int minute)
    {
      hours.setValue(hour);
      minutes.setValue(minute);
        updateDisplay();
    }

public String getTime()
{
return displayString;
}

private void updateDisplay()
{
displayString=hours.getDisplayValue()+" : "+ minutes.getDisplayValue();

    }
}
```