

## CMSC 117: Introduction to Computing: Interactive Systems

### Assignment 3: Clock

Due by Class (1:30pm) February 24, 2010

The third assignment asks you to create a clock. Your clock should display at the least the time (feel free to visualize other things like the date). You are free to choose how time is visualized. Your clock could be a traditional three-handed analog type, a digital text-based display, or maybe even a sundial. If you decide to go the digital clock route, be sure your clock isn't just the time in boring text.

You can use the `hour()`, `minute()`, and `second()` functions to ask processing the time.

#### Learning Objectives

- Create a clock.
- Use processing time facilities.
- Practice visualizing information.

#### Deliverable

Submit an electronic copy of your sketch via moodle. It should be named: **cmsc117\_clock\_NAME.pde**. Also, consider posting your sketch to openprocessing.