

CMSC 117: Introduction to Computing: Interactive Systems

Clock

Due by Class (1:30pm) April 12, 2016

The next 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 a link to your sketch via moodle and bring a hard copy to class.