
Class Clock

```
java.lang.Object
└ java.awt.Component
  └ java.awt.Container
    └ java.awt.Window
      └ java.awt.Frame
        └ javax.swing.JFrame
          └ Clock
```

All Implemented Interfaces:
javax.accessibility.Accessible, java.awt.event.ActionListener, java.util.EventListener,
java.awt.image.ImageObserver, java.awt.MenuContainer, javax.swing.RootPaneContainer,
java.io.Serializable, javax.swing.WindowConstants

```
public class Clock
extends javax.swing.JFrame
implements java.awt.event.ActionListener
```

A GUI window that contains a digital clock

See Also:
[Serialized Form](#)

Constructor Summary	
Clock ()	Default Constructor
Clock (java.lang.String city)	Explicit Value Constructor

Method Summary	
void	beep () Play the default "beep" on the system speaker
java.lang.String	getAMPM () Get the time period (either "AM" or "PM")
int	getHour () Get the current hour [1, 12]
int	getMinute () Get the current minute [0, 59]

int	getSecond() Get the current second [0, 60]
void	reverseColors() Reverse this Clock object's colors
void	updateTime() Update the time displayed on the clock This method is called every second.

Constructor Detail

Clock

public **Clock()**

Default Constructor

Construct a Clock for your "home" city (e.g., Harrisonburg)

Clock

public **Clock**(java.lang.String city)

Explicit Value Constuctor

Construct a Clock for a given city. (Note: Not all city names are recognized.)

Method Detail

beep

public void **beep()**

Play the default "beep" on the system speaker

getAMPM

public java.lang.String **getAMPM()**

Get the time period (either "AM" or "PM")

Returns:

"AM" or "PM"

getHour

```
public int getHour()
```

Get the current hour [1, 12]

Returns:

The hour

getMinute

```
public int getMinute()
```

Get the current minute [0, 59]

Returns:

The minute

getSecond

```
public int getSecond()
```

Get the current second [0, 60]

Returns:

The second

reverseColors

```
public void reverseColors()
```

Reverse this Clock object's colors

updateTime

```
public void updateTime()
```

Update the time displayed on the clock This method is called every second. Subclasses that want to have something happen every second should override this method.
