class clockType
{
private:
    int hr; // variable to store the hours
    int min; // variable to store the minutes
    int sec; // variable to store the seconds

public:
    void setTime(int hours, int minutes, int seconds);
        // Member function to set the time.
        // The time is set according to the parameters.
        // Postcondition: hr = hours; min = minutes;
        // sec = seconds
        // The function checks whether the values of
        // hours, minutes, and seconds are valid. If a
        // value is invalid, the default value 0 is
        // assigned.

    void getTime(int& hours, int& minutes, int& seconds) const;
        // Member function to return the time.
        // Postcondition: hours = hr; minutes = min;
        // seconds = sec

    void printTime() const;
        // Member function to print the time.
        // Postcondition: The time is printed in the form
        // hh:mm:ss.

    void incrementSeconds();
        // Member function to increment the time by one second.
        // Postcondition: The time is incremented by one
        // second.
        // If the before-increment time is 23:59:59, the
        // time is reset to 00:00:00.

    void incrementMinutes();
        // Member function to increment the time by one minute.
        // Postcondition: The time is incremented by one
        // minute.
        // If the before-increment time is 23:59:53,
        // the time is reset to 00:00:53.

    void incrementHours();
        // Member function to increment the time by one hour.
        // Postcondition: The time is incremented by one
        // hour.
        // If the before-increment time is 23:45:53, the
        // time is reset to 00:45:53.

    bool equalTime(const clockType& otherClock) const;
        // Member function to compare whether the readings of the
        // present clock agree with those of the other clock

};

// Non-member function

bool isEqual(clockType&, clockType&);
// Non-member function to determine whether the readings of two
// clocks are equal or not.
// Compare this non-member function with the member function
// equalTime.