Maintaining and displaying a clock

Consider the problem of maintaining and displaying a clock. A blueprint appears below.

```plaintext
class clockType

  hr
  min
  sec

  setTime
  getTime
  printTime
  incrementSeconds
  incrementMinutes
  incrementHours
  isEqual
```

- The data members are of type `int`.
- The purpose of each function member is self-explanatory. For example, `setTime` sets a particular time, `getTime` returns the present time, and `printTime` prints the present time.