

Object Oriented Programming

Assignment 7 - Clock Class

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1 Description

You will be extending your Clock class with alarm functionality

1. An AlarmClock should be able to set and alarm time
2. If the current time is the alarm time, then `.toString()` should return something different (e.g. Wake up! It's HH:MM)

2 Learning Goals

1. Understand how subclassing works, and how it can be used to simplify code

3 Sample Interface

```
public AlarmClock(); // cannot override constructors
public AlarmClock(int hour, int minute); // this should call the parent constructor
//as we want to keep a similar signature (keep things consistent)
public AlarmClock(int hour, int minute, int alarmHour, int alarmMinute);

public void setAlarmHour(int hour);
public void setAlarmMinute(int minute);

public int getAlarmHour();
public int getAlarmMinute();

@Override
public void tick();

@Override
public String toString();

public void update();/
```