

```
//Answer on Question 37687 - Programming - C++
```

```
#include <iostream>
```

```
#include <conio.h>
```

```
using namespace std;
```

```
class Time
```

```
{
```

```
public:
```

```
    Time () {};
```

```
    Time(int nhr, int nmin, int nsec) : hr(nhr), min(nmin), sec(nsec){};
```

```
    ~Time(){};
```

```
    int GetHour() {return hr;};
```

```
    int GetMin() {return min;};
```

```
    int GetSec() {return sec;};
```

```
    void SetHour (int nHour) { hr = nHour;};
```

```
    void SetMin (int nMin) { min = nMin;};
```

```
    void SetSec (int nSec) { sec = nSec;};
```

```
    Time operator + (Time &ntime) const
```

```
{
```

```
    int nSec =0;
```

```
    int nMin = 0;
```

```
    int nHour = 0;
```

```
    if(sec + ntime.GetSec()<60)
```

```
        nSec = sec + ntime.GetSec();
```

```
    else
```

```
{
```

```
        nSec = sec + ntime.GetSec() - 60;
```

```
        nMin++;
```

```
}
```

```
    if( min + ntime.GetMin()<60)
```

```
        nMin += min + ntime.GetMin();
```

```
    else
```

```
{nMin += min + ntime.GetMin() - 60;
```

```
nHour++;
```

```
}
```

```
    if(hr + ntime.GetHour()<24)
```

```
        nHour += hr + ntime.GetHour();
```

```
    else
```

```
        nHour += hr + ntime.GetHour() - 24;
```

```
    return Time ( nHour, nMin, nSec);
```

```
};
```

```
private:
```

```
    int hr;
```

```
    int min;
```

```
    int sec;
```

```
};
```

```
int main()
```

```
{
```

```
    int hr1, min1, sec1;
```

```
    int hr2, min2, sec2;
```

```
    cout<<"Enter the hours of the first value :";
```

```
cin>>hr1;
cout<<"Enter the minutes of the first value :";
cin>>min1;
cout<<"Enter the seconds of the first value :";
cin>>sec1;

cout<<"Enter the hours of the second value :";
cin>>hr2;
cout<<"Enter the minutes of the second value :";
cin>>min2;
cout<<"Enter the seconds of the second value :";
cin>>sec2;

Time t1(hr1,min1,sec1);
Time t2(hr2,min2,sec2);
Time t3;
t3 = t1 + t2;

cout<<"Sum of values is : "<<t3.GetHour()<<":"<<t3.GetMin()<<":"<<t3.GetSec()<<endl;

_getch();
return 0;
}
```