

class declaration maintains the time in 24-hour format and ToString Method

```
using System;
```

```
public class Time1
{
    private int hour; // 0 – 23
    private int minute; // 0 – 59
    private int second; // 0 – 59

    public void SetTime( int h, int m, int s )
    {
        hour = ( ( h >= 0 && h < 24 ) ? h : 0 ); minute = ( ( m >= 0
        && m < 60 ) ? m : 0 ); second = ( ( s >= 0 && s < 60 ) ? s : 0
        ); } public string ToUniversalString() { return string.Format(
        "{0:D2}:{1:D2}:{2:D2}", hour, minute, second ); } public
        override string ToString() { return string.Format(
        "{0}:{1:D2}:{2:D2} {3}", ( ( hour == 0 || hour == 12 ) ? 12 :
        hour % 12 ), minute, second, ( hour < 12 ? "AM" : "PM" ) ); }
    } public class Time1Test { public static void Main( string[]
    args ) { Time1 time = new Time1(); Console.WriteLine(
    time.ToUniversalString() ); Console.WriteLine( time.ToString()
    ); time.SetTime( 13, 27, 6 ); Console.WriteLine(
    time.ToUniversalString() ); Console.WriteLine( time.ToString()
    ); time.SetTime( 99, 99, 99 ); Console.WriteLine(
    time.ToUniversalString() ); Console.WriteLine( time.ToString()
    ); } } [/csharp]
```