

Clock App

In this tutorial, you will create an app that uses a Clock component to display the current time on the screen. The app will update the display once every second. You will set the Clock component's `TimeInterval` property to 1000 milliseconds and create a Timer event handler that gets the current time, formats it, and displays it.

Step 1: Start a new project named MyClock.

Step 2: Set up the app's screen with the components shown below

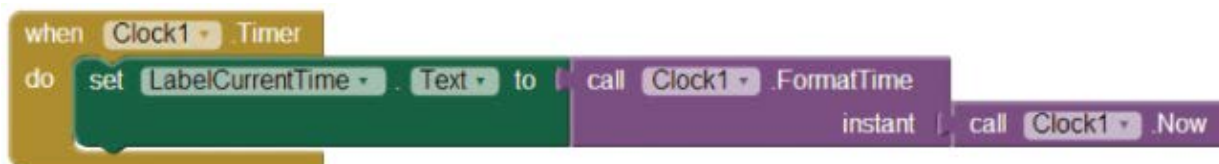


Refer to the Table below for the relevant property settings for each component. (You do not have to change the default Text property for the LabelCurrentTime component because it will be updated automatically in the Timer event handler that you will create next.)

Component	Relevant Property Settings
Screen1	AlignHorizontal = <i>Center</i> Title = <i>My Clock</i>
LabelCurrentTime	FontBold = <i>checked</i> FontSize = 32
Clock1	TimerEnabled = <i>checked</i> TimerInterval = 1000

Step 3: Open the Blocks Editor. Open the Clock1 drawer and select the block for the Clock1.Timer event handler.

Step 4: Complete the event handler as shown below.



Step 5: Test the app in the emulator or on your device. The time should update once every second.

You can experiment with other Clock component functions.

Function	Description
call Clock1.AddDays instant days	Requires two arguments: an <i>instant</i> and a number of <i>days</i> . This function returns an instant in time that is the specified number of days after the given <i>instant</i> .
call Clock1.AddHours instant hours	Requires two arguments: an <i>instant</i> and a number of <i>hours</i> . This function returns an instant in time that is the specified number of hours after the given <i>instant</i> .
call Clock1.AddMinutes instant minutes	Requires two arguments: an <i>instant</i> and a number of <i>minutes</i> . This function returns an instant in time that is the specified number of minutes after the given <i>instant</i> .