

*****OUTPUT*****

THESE ARE OUTPUTS WHEN TRYING TO REPLICATE WHEN BOTH HANDS COINCIDE.

12:00

```
This is hours: 0.0
This is mins: 0.0
Angle of minute hand from 12 o'clock: 0.0
Angle of hour hand from 12 o'clock: 0.0
Angle is: 0.0
Hours and minute hand coincides:
hours: 12
mins:0
```

02:11

```
This is hours: 2.0
This is mins: 11.0
Angle of minute hand from 12 o'clock: 66.0
Angle of hour hand from 12 o'clock: 65.5
Angle is: 1.0
Hours and minute hand coincides:
hours: 12
mins:0
```

03:16

```
This is hours: 3.0
This is mins: 16.0
Angle of minute hand from 12 o'clock: 96.0
Angle of hour hand from 12 o'clock: 98.0
Angle is: 2.0
Hours and minute hand coincides:
hours: 12
mins:0
```

04:22

```
This is hours: 4.0
This is mins: 22.0
Angle of minute hand from 12 o'clock: 132.0
Angle of hour hand from 12 o'clock: 131.0
Angle is: 1.0
Hours and minute hand coincides:
hours: 12
mins:0
```

05:27

```
This is hours: 5.0
This is mins: 27.0
Angle of minute hand from 12 o'clock: 162.0
Angle of hour hand from 12 o'clock: 163.5
Angle is: 2.0
Hours and minute hand coincides:
hours: 12
mins:0
```

06:33

```
This is hours: 6.0
This is mins: 33.0
Angle of minute hand from 12 o'clock: 198.00000000000003
Angle of hour hand from 12 o'clock: 196.5
Angle is: 2.0
Hours and minute hand coincides:
hours: 12
mins:0
```



Peculiar precision

07:38

```
This is hours: 7.0
This is mins: 38.0
Angle of minute hand from 12 o'clock: 228.0
Angle of hour hand from 12 o'clock: 229.0
Angle is: 1.0
Hours and minute hand coincides:
hours: 12
mins:0
```

08:44

```
This is hours: 8.0
This is mins: 44.0
Angle of minute hand from 12 o'clock: 264.0
Angle of hour hand from 12 o'clock: 262.0
Angle is: 2.0
Hours and minute hand coincides:
hours: 12
mins:0
```

09:49

```
This is hours: 9.0
This is mins: 49.0
Angle of minute hand from 12 o'clock: 294.0
Angle of hour hand from 12 o'clock: 294.5
Angle is: 1.0
Hours and minute hand coincides:
hours: 12
mins:0
```

10:55

```
This is hours: 10.0
This is mins: 55.0
Angle of minute hand from 12 o'clock: 330.0
Angle of hour hand from 12 o'clock: 327.5
Angle is: 3.0
Hours and minute hand coincides:
hours: 12
mins:0
```

THIS IS THE ONLY OUTPUT SHOWING HOUR AND MINUTE HANDS COINCIDE

Hours and minute hand coincides:

hours: 12

mins:0

** Process exited - Return Code: 0 **

*****CODE*****

*MORE COMMENTS ARE KEPT IN ON THIS OCCASION

//*****CODE*****

import java.util.Scanner;

import java.util.Arrays;

public class Main

{

public static void main(String[] args) {

double hours;

double mins;

clock c;

//do {

Scanner reader = new Scanner(System.in); // Reading from System.in

System.out.println("Enter a number between 0-23 to denote HH in HH:mm 24 hour clock");

hours = reader.nextInt(); // Scans the next token of the input as an int.

System.out.println("Enter a number between 0-59 to denote MM in hh:MM 24 hour clock");

mins = reader.nextInt(); // Scans the next token of the input as an int.

//once finished

reader.close();

System.out.println("\n");

// THE FUNCTION HAS TO START here

c= new clock(hours,mins);

}

}

```

class clock
{
    double hours; //counter
    double mins; //counter
    double degrees;
    double hr24Tohr12;
    double angleHour;
    double angleMinute;

    double angleH;
    double angleM;

    public clock(double hours, double mins)
    {
        this.hours=hours;
        this.mins=mins;
        double temp;
        double Angle;

        if (hours>12)           //conversion from hh:mm to h:mm
        {
            hours=hours-12;

        }

        System.out.println("This is hours: " + hours);
        System.out.println("This is mins: " + mins);

        if (hours==12)         //ensure any loops can execute from 0:00 to 11:59 in forthcoming code

```

```
{
```

```
    hours=0;
```

```
}
```

```
angleMinute = (mins/60)*360;
```

```
angleHour = ((hours/12)*360) + ((angleMinute/360)*30);
```

```
System.out.println("Angle of minute hand from 12 o'clock: " + angleMinute);
```

```
System.out.println("Angle of hour hand from 12 o'clock: " + angleHour);
```

```
Angle = Math.round(Math.abs(angleHour-angleMinute));
```

```
// This is to ensure that hands can not be further than 6 o'clock apart
```

```
if (Math.round(Math.abs(angleHour-angleMinute))>180)
```

```
{
```

```
    Angle = 360 - Math.round(Math.abs(angleHour-angleMinute));
```

```
}
```

```
System.out.println("Angle is: " + Angle);
```

```
// This is now checking if there are any moments when angle between minute and hour hand is  
ZERO
```

```
for (int i=0;i<12;i++)
```

```
{
```

```
    for (int j=0;j<60;j++)
```

```
    {
```

```
        double k=i;
```

```
        double p=j;
```

```
angleM = (p/60)*360;  
angleH = ((k/12)*360) + ((p/360)*30);
```

```
temp=angleH-angleM;
```

```
if (Math.abs(temp)>180)  
{  
    temp = 360 - temp;  
}
```

```
//System.out.println("This is difference: " + Math.abs(temp));
```

```
if (Math.abs(temp)==0)  
{  
    System.out.println("Hours and minute hand coincides:");  
    System.out.println("hours: " + i);  
    System.out.println("mins:" + j);  
}
```

```
}
```

```
}
```

```
}
```

```
}
```