OOP - Printing Clocks

You have a struct

```
struct Position
{
  int row, col;
};
```

Make the class Clock with the following properties

```
class Clock
{
        int sec, min, hour;
        Position clock_position;
        string TimeZone;

        public:
        // Write appropriate functions
}
```

The **Clock** should must have below two public functions

```
void IncrementOneSecond() ;
void DisplayClock();
```

Your main program should wait for one second using the above functions

```
static void wait(int sec)
{
        long long prevClock = time(0);
        long long currClock = time(0);
        while(currClock-prevClock<=sec)
        {
                currClock = time(0);
        }
}
```

Your program should read 5 Clocks and their Positions form file....and display them on the screen using the function **GotoRowCol()**

The coordinates of the clocks should be 4 corners of your console screen and one in the middle of the screen and in main() there should be a loop which should wait for one second every time and then call IncrementOneSecond() of every clock and display the changed clock on the screen

Bonus: You have to figure out how to load SYSTEM time and Pakistan time should be initialize with SYSTEM time. Now the rest of the country's times should be initialize by seeing the difference in the time zone. You can use I termer to figure out how to load SYSTEM time.

Your Program should show menu.... whether to read from file or Load System time...!