

7. Analog Clock

Student learning outcomes

- Students will create an SVG image with an analog clock with tick marks around the edge and hands.
- Students will use a timer function and the current time to move the second, minute, and hour hands into the appropriate locations.
- Students will learn to use algebra to translate a number of seconds, minutes, or hours into angles that represents the clock's current's time.

Real world applications:

- Clocks are one of the most popular categories in the app store, for both phones and watches.
- Many web pages incorporate clocks of various kinds.

Assignment requirements:

- The clock will be an SVG file with JavaScript placed in a CDATA section.
- The clock will have tick marks around the edge.
- The clock will have hour, minute, and second hands.
- The clock will display the correct time.

