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let Hour = 0
let Minute = 0
let Seconds = 0
let Passing_time = 0
let Minutes = 0
let Hours = 0
input.onButtonPressed(Button.A, () => {
  Hours += 1
})
input.onButtonPressed(Button.B, () => {
  Minutes += 1
})
basic.forever(() => {
  if (input.runningTime() - Passing_time >= 1000) {
    Passing_time = input.runningTime()
    Seconds += 1
  }
  // should be > 59 but had to change to make the
clock
  // more accurate
  if (Seconds > 38) {
    Minutes += 1
    Seconds = 0
  }
  if (Minute == 1) {
    led.plot(4, 4)
    basic.pause(400)
  } else {
    led.unplot(4, 4)
  }
  if (Minute == 2) {
    led.plot(4, 3)
    basic.pause(400)
  } else {

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        led.unplot(4, 3)
    }
    if (Minute == 3) {
        led.plot(4, 4)
        led.plot(4, 3)
        basic.pause(400)
    } else {
        led.unplot(4, 4)
        led.unplot(4, 3)
    }
    if (Minute == 4) {
        led.plot(4, 2)
        basic.pause(400)
    } else {
        led.unplot(4, 2)
    }
    if (Minute == 5) {
        led.plot(4, 4)
        led.plot(4, 2)
        basic.pause(400)
    } else {
        led.unplot(4, 4)
        led.unplot(4, 2)
    }
    if (Minute == 6) {
        led.plot(4, 2)
        led.plot(4, 3)
        basic.pause(400)
    } else {
        led.unplot(4, 2)
        led.unplot(4, 3)
    }
    if (Minute == 7) {
        led.plot(4, 2)
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    led.plot(4, 3)
    led.plot(4, 4)
    basic.pause(400)
} else {
    led.unplot(4, 2)
    led.unplot(4, 3)
    led.unplot(4, 4)
}
if (Minute == 8) {
    led.plot(4, 1)
    basic.pause(400)
} else {
    led.unplot(4, 1)
}
if (Minute == 9) {
    led.plot(4, 1)
    led.plot(4, 4)
    basic.pause(400)
} else {
    led.unplot(4, 1)
    led.unplot(4, 4)
}
Minute = Minutes % 10
if (Minutes >= 10 && Minutes < 20) {
    led.plot(3, 4)
    basic.pause(400)
} else if (Minutes >= 20) {
    led.unplot(3, 4)
}
if (Minutes >= 20 && Minutes < 30) {
    led.plot(3, 3)
    basic.pause(400)
} else if (Minutes >= 30) {
    led.unplot(3, 3)
}

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}
if (Minutes >= 30 && Minutes < 40) {
    led.plot(3, 3)
    led.plot(3, 4)
    basic.pause(400)
} else if (Minutes >= 40) {
    led.unplot(3, 3)
    led.unplot(3, 4)
}
if (Minutes >= 40 && Minutes < 50) {
    led.plot(3, 2)
    basic.pause(400)
} else if (Minutes >= 30) {
    led.unplot(3, 2)
}
if (Minutes >= 50 && Minutes < 60) {
    led.plot(3, 2)
    led.plot(3, 4)
    basic.pause(400)
} else if (Minutes >= 40) {
    led.unplot(3, 2)
    led.unplot(3, 4)
}
if (Minutes > 59) {
    Hours += 1
    Minutes = 0
}
if (Hour == 1) {
    led.plot(1, 4)
    basic.pause(400)
} else {
    led.unplot(1, 4)
}
if (Hour == 2) {

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        led.plot(1, 3)
        basic.pause(400)
    } else {
        led.unplot(1, 3)
    }
}
if (Hour == 3) {
    led.plot(1, 4)
    led.plot(1, 3)
    basic.pause(400)
} else {
    led.unplot(1, 4)
    led.unplot(1, 3)
}
if (Hour == 4) {
    led.plot(1, 2)
    basic.pause(400)
} else {
    led.unplot(1, 2)
}
if (Hour == 5) {
    led.plot(1, 4)
    led.plot(1, 2)
    basic.pause(400)
} else {
    led.unplot(1, 4)
    led.unplot(1, 2)
}
if (Hour == 6) {
    led.plot(1, 2)
    led.plot(1, 3)
    basic.pause(400)
} else {
    led.unplot(1, 2)
    led.unplot(1, 3)
}
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}
if (Hour == 7) {
    led.plot(1, 2)
    led.plot(1, 3)
    led.plot(1, 4)
    basic.pause(400)
} else {
    led.unplot(1, 2)
    led.unplot(1, 3)
    led.unplot(1, 4)
}
if (Hour == 8) {
    led.plot(1, 1)
    basic.pause(400)
} else {
    led.unplot(0, 1)
}
if (Hour == 9) {
    led.plot(1, 1)
    led.plot(1, 4)
    basic.pause(400)
} else {
    led.unplot(1, 1)
    led.unplot(1, 4)
}
Hour = Hours % 10
if (Hours >= 10 && Hours < 20) {
    led.plot(0, 4)
    basic.pause(400)
} else if (Hours >= 20) {
    led.unplot(0, 4)
}
if (Hours >= 20 && Hours < 24) {
    led.plot(0, 3)
}

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        basic.pause(400)
    } else if (Hours >= 24) {
        led.unplot(0, 3)
        Hours = 0
        Minutes = 0
    }
})
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