

Структура TGrdSystemTime

Структура описания формата времени.

Пространство имен: Guardant

Синтаксис

C

```
#pragma pack(push,1)
typedef struct
{
    WORD    wYear;           // (1601 - 30827)
    WORD    wMonth;          // ( = 1, = 2, ...)
    WORD    wDayOfWeek;      // ( = 0, = 1, ...)
    WORD    wDay;            // (1-31)
    WORD    wHour;           // (0-23)
    WORD    wMinute;         // (0-59)
    WORD    wSecond;         // (0-59)
    WORD    wMilliseconds;   // (0-999)
} TGrdSystemTime;
#pragma pack(pop)
```

C#

```
public struct GrdSystemTime
{
    public ushort wYear;           // (1601 - 30827)
    public ushort wMonth;          // ( = 1, = 2, ...)
    public ushort wDayOfWeek;      // ( = 0, = 1, ...)
    public ushort wDay;            // (1-31)
    public ushort wHour;           // (0-23)
    public ushort wMinute;         // (0-59)
    public ushort wSecond;         // (0-59)
    public ushort wMilliseconds;   // (0-999)
}
```

Java

```
public class GrdSystemTime
{
    public short mYear;           // (1601 - 2099)
    public short mMonth;          // ( = 1, = 2, ...)
    public short mDayOfWeek;      // ( = 0, = 1, ...)
    public short mDay;            // (1-31)
    public short mHour;           // (0-23)
    public short mMinute;         // (0-59)
    public short mSecond;         // (0-59)
    public short mMilliseconds;   // (0-999)
}
```