

□ Pomodoro Timer code in C

```
#include <stdio.h>
#include <unistd.h> // For sleep function

// Function to start the timer
void startTimer(int minutes, char activity[]) {
    int seconds = minutes * 60;
    printf("\nStarting timer for %s: %d minutes\n", activity, minutes);
    while (seconds > 0) {
        printf("Time remaining: %02d:%02d\n", seconds / 60, seconds % 60);
        sleep(1); // Wait for 1 second
        seconds--;
    }
    printf("\n%s time is over! Move to the next activity.\n", activity);
}

int main() {
    int choice, time;

    // Main menu to select activity
    printf("Welcome to the Extended Pomodoro Timer\n");
    printf("Select an activity:\n");
    printf("1. Study\n");
    printf("2. Assignment work\n");
    printf("3. Other Activities\n");
    printf("4. Exit\n");

    while (1) {
        printf("\nEnter your choice: ");
        scanf("%d", &choice);

        switch (choice) {
            case 1:
                printf("Enter time for Study in minutes: ");
                scanf("%d", &time);
                startTimer(time, "Study");
                break;

            case 2:
                printf("Enter time for Assignment work in minutes: ");
                scanf("%d", &time);
                startTimer(time, "Assignment work");
                break;

            case 3:
                printf("Enter time for Other Activities in minutes: ");
                scanf("%d", &time);
                startTimer(time, "Other Activities");
                break;

            case 4:
                printf("Exiting the program. Stay productive!\n");
                return 0;

            default:
                printf("Invalid choice! Please select a valid option.\n");
        }
    }
}
```

```
    return 0;  
}
```

Code Explanation:

1. Header Files:

- `#include <stdio.h>`: Standard input/output functions.
- `#include <unistd.h>`: For the `sleep` function (to pause the program for 1 second between time updates).

2. `startTimer` Function:

- Takes the time in minutes and the activity name.
- Runs a countdown from the given minutes to 0, updating the remaining time every second.
- Displays a message when the timer is done.

3. `Main` Function:

- Displays a menu for selecting different activities.
- Takes user input for the activity and the timer duration.
- Runs the timer accordingly for the selected activity.
- Exits the program when the user selects the "Exit" option.