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The code basically measures *sleep*(1) using different clock type using function *int clock\_gettime(clockid\_t clk\_id, struct timespec\* tp)*. The difference between these clock type are listed below:

CLOCK\_ REALTIME: System-wide realtime clock.

CLOCK\_ MONOTONIC: Clock that cannot be set and represents monotonic time since some unspecified starting point.

CLOCK\_ PROCESS\_CPUTIME\_ID: High-resolution per-process timer from the CPU.

CLOCK\_ THREAD\_CPUTIME\_ID: Thread-specific CPU-time clock.