Generate Random Numbers

```cpp
int a;
a = rand();
```

```cpp
#include <cstdlib>
#include <time.h>
```

```cpp
srand(time(0));
int a;
a = rand();
```

Time

```
#include <time.h>    or    #include <ctime>
```

```
time(0); // time(NULL)
```
→ Reference 1970

Chrono

```
#include <chrono>

chrono::time_point<chrono::high_resolution_clock> start, end;
start = chrono::high_resolution_clock::now();
end = chrono::high_resolution_clock::now();
chrono::duration<double> elapsed_seconds = end - start;
elapsed_seconds.count()
```