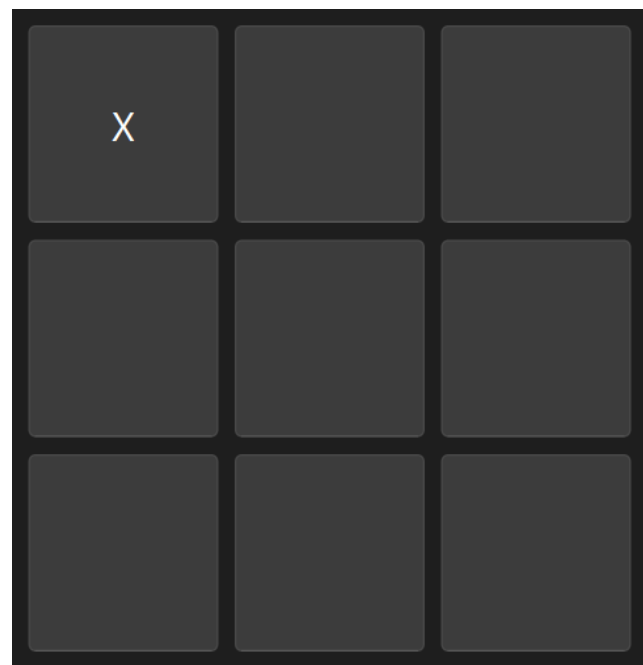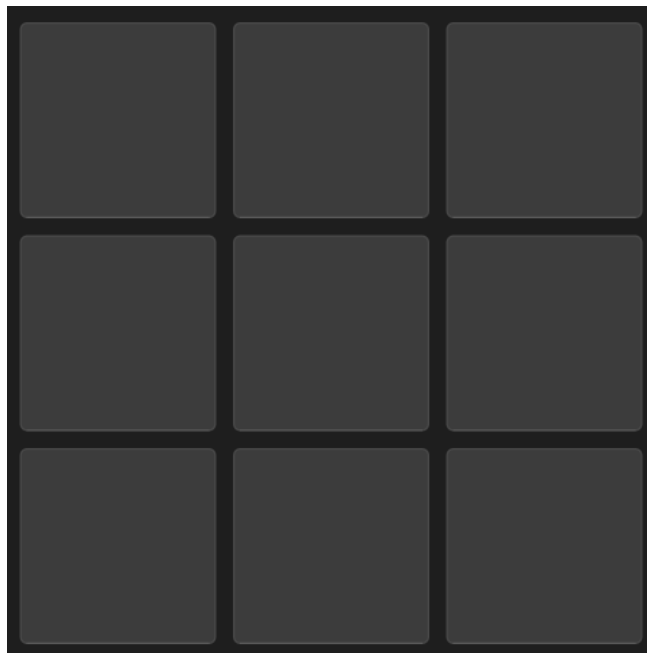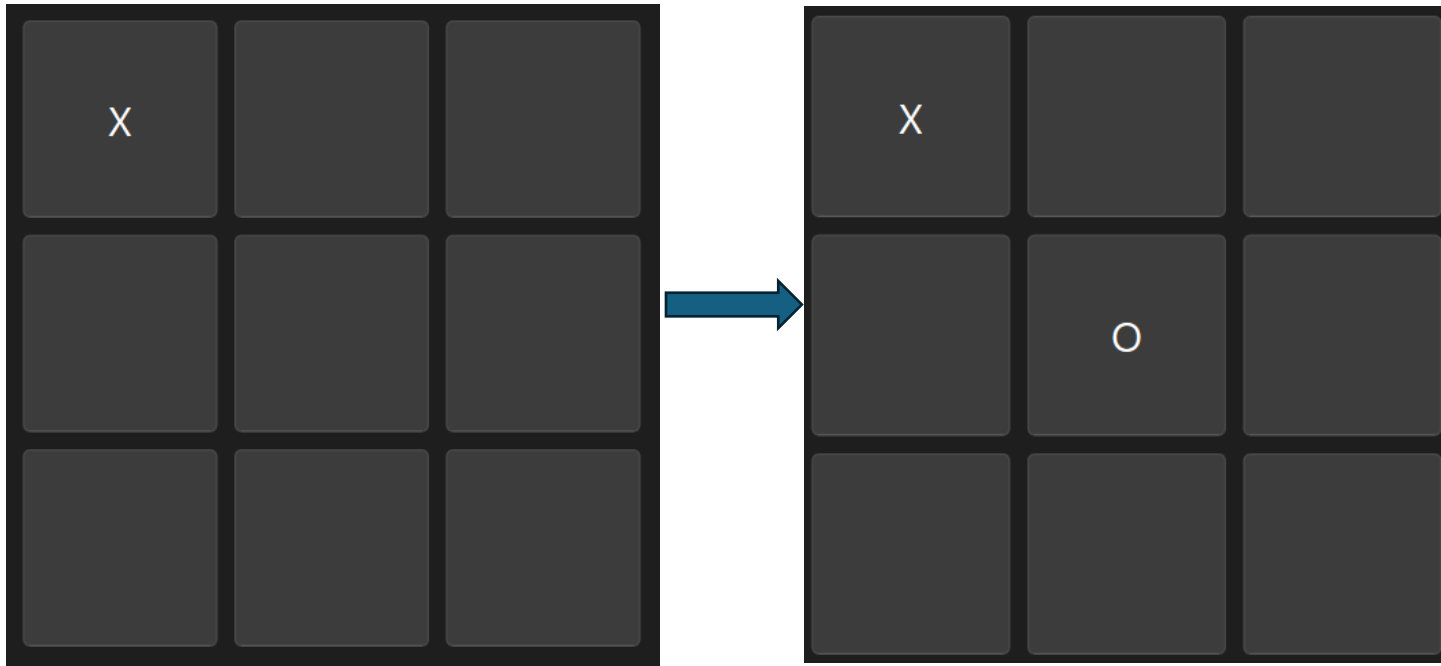# Time of Response

Code Snippet:

```cpp
auto start = std::chrono::high_resolution_clock::now();
buttons[row][col]->setText(QString(symbol));
auto end = std::chrono::high_resolution_clock::now();
std::chrono::duration<double> elapsed = end - start;
```

First Execution time is the time between pushing the button and appearing the Symbol

```
Execution time:  9.6e-06  seconds
```

## Second Execution time is the respond time of Ai to play it's turn


```
Execution time:  6e-06  seconds
```

Code Snippet:

```
auto start = std::chrono::high_resolution_clock::now();
if (checkWin('X')) {
    QFont font = statusLabel->font();
    font.setPointSize(20); // Set the desired font size
    statusLabel->setFont(font);
    statusLabel->setText("Player 1 wins!");
    auto end = std::chrono::high_resolution_clock::now();
    std::chrono::duration<double> elapsed = end - start;
    qDebug()<< "Execution time: " << elapsed.count() << " seconds\n";
```

third Execution time is the time which program take to determine who's the winner

Player 1 wins!
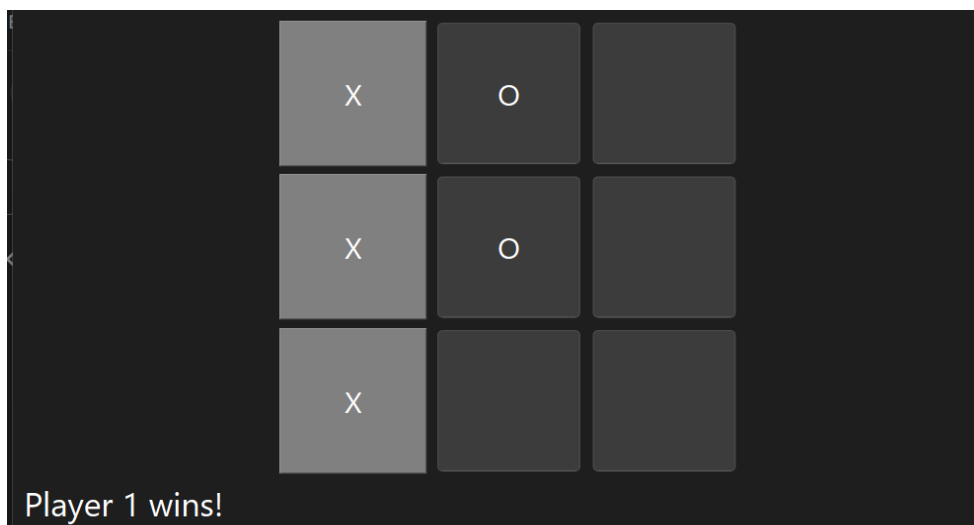
```
Execution time:  0.0011553  seconds
```

memory usage and CPU utilization

> 🖼 tuc	0%	23.4 MB	0 MB/s	0 Mbps
> 🖼 tuc	0.1%	22.6 MB	0.1 MB/s	0 Mbps
> 🖼 tuc	0.1%	22.9 MB	0.3 MB/s	0 Mbps
> 🖼 tuc	0.6%	23.6 MB	0.1 MB/s	0 Mbps
> 🖼 tuc	0.1%	23.4 MB	0 MB/s	0 Mbps
> 🖼 tuc	0.2%	23.4 MB	0 MB/s	0 Mbps
> 🖼 tuc	0.3%	23.4 MB	0 MB/s	0 Mbps