Flow of Problem function

0 - 1. Problem is defined with struct has objects String problem, String answer.

0 - 2. When program starts running, it reads standardized one line from notepad adequatly stored problems and answers and store to struct array.

1. Touching the problem will starts printing problem, and while printing problem, all elements except TIME global varible will be stoped until problem function is done.

2. Using usleep() and refresh(), problem's character is printed one by one per scheduled time in advance.

3. at start printing problem, terminal will listen user's keyboard interrupt(specifically, number 1 ~ 4), and set handler for properly handle signal.

4. in signal handler, compare answer with user input and take one case between two. case 1, which user correct the answer, add 1 to CORRECT_PROBLEM global varible, and other case, do not.

5. Finally, restart the elements and exit from this function.

<remind>
- no multi-answer
- use linux's function, not implement additionally.