#include <thread> ***//To enable multi-processing***

#include "Game Functions.h" ***//External header file***

#include <dos.h> ***//Provides delay***

#include <process.h> ***// Provides exit***

using namespace std;

int main()

{

Fnctns\_Usd Func;

initwindow(800,480,"The Slide Game"); ***//Creates the Playing Window***

thread t(Show\_Watch); ***//Runs Timer parallel to Puzzle***

Func.Wlcm\_scr(); ***//Runs the Welcome Screen***

Func.Prsnt\_Menu(); ***//Presents the Main Menu***

t.join();

***//t.join(): to stop the thread and join it with the main i.e.; combines two processes***

return 0;

}