MYY502 – SYSTEMS PROGRAMMING

Lab #11
12/1/2016

I. TIMERS AND LOCAL TIME

Create an application that runs forever and every 1 minute it prints:

- The number of minutes that have passed.
- The current date and time.

For the second item, you have to search for information about the system functions `ctime()` and `time()`.

II. TYPING SPEED GAME

Implement a game that repeats the following:

- It prints a random character and asks the user to type it as fast as he/she can (and starts timing).
- It reads characters from the user, until the correct one is typed (and stops timing).
- It prints the actual (real) time that passed.

You are free to use any function of your choice that measures real time.

Furthermore, if the user does not press any key within 5 seconds, the application must terminate, printing the average typing time (in msec) the user achieved during the game.

III. EXTRA PRACTICE

Try to do the problems of the extra lab (Lab 10), i.e. implement your own base64 encoding and decoding program.