

1 Basic Design

The logic behind the game is rather simple. After initialising the game and generating the code, a simple loop iterates ten times, each time asking the u

.5 `get_seconds_from_epoch` : `INT64`

This function calls SmartEiffel specific `SEI` that accesses the system clock. Once synchronised with the system clock, it returns the years, months, days, hours, minutes and seconds since UNIX Epoch (00:00:00 1st January 1970). After converting it to seconds via arithmetic and checking that the number is greater than 0, it is returned `INT64`.

4 source code

Example Output