# 타이밍 맞추기 게임

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#include "stdafx.h"
#include <windows.h>
#include <time.h>
#include <conio.h>

int g_Timing[] = { 5, 10, 14, 17, 20, 25, 29, 31, 33 };
clock_t g_Result[20] = {0,};
int g_iIndex, g_iMax;
clock_t DiffTerm;

void main(void)
{
    DiffTerm = CLOCKS_PER_SEC / 4;
    g_iMax = sizeof(g_Timing) / sizeof(int);
    g_iIndex = 0;
    clock_t NowClock = 0;
    int iCnt;
    long TimeDiff;

    while ( 1 )
    {
        system("cls");
        // 현재 클럭 얻기
        NowClock = clock();
        // 현재 시간 출력
        printf("%02d.%03d Sec ₩n₩n", NowClock / CLOCKS_PER_SEC, NowClock % CLOCKS_PER_SEC);

        // 타이밍 정보와 해당 결과 출력
        for ( iCnt = 0; iCnt < g_iMax; iCnt++ )
        {
            printf("%d Sec : ", g_Timing[iCnt]);
            if ( g_Result[iCnt] != 0 && iCnt < g_iIndex )
            {
                TimeDiff = abs((g_Timing[iCnt] * CLOCKS_PER_SEC) - g_Result[iCnt]);
                if ( TimeDiff <= DiffTerm )
                {
                    printf("Great");
                }
                else if ( TimeDiff <= DiffTerm * 2 )
                {
                    printf("Good");
                }
                else if ( TimeDiff <= DiffTerm * 3 )
                {
                    printf("Nogood");
                }
                else if ( TimeDiff <= DiffTerm * 4 )
                {
                    printf("Bad");
                }
                else
                {
                    printf("Fail");
                }
            }
            printf("₩n");
        }
        if ( g_iIndex >= g_iMax )
        {
            printf("End ₩n₩n");
            break;
        }
        // 놓쳐버린 타이밍 자동으로 넘김.
        if ( g_Timing[g_iIndex] * CLOCKS_PER_SEC + CLOCKS_PER_SEC < NowClock )
        {
            g_Result[g_iIndex] = NowClock;
            g_iIndex++;
        }
        if ( _kbhit() )
        {
            _getch();
            g_Result[g_iIndex] = NowClock;
            g_iIndex++;
        }
    }
}
```