Portable (platform-independent) way to sleep

```cpp
#ifdef _WIN32
    #include <windows.h>

    void sleep(unsigned milliseconds)
    {
        Sleep(milliseconds);
    }
#else
    #include <unistd.h>

    void sleep(unsigned milliseconds)
    {
        usleep(milliseconds * 1000); // takes microseconds
    }
#endif
```

Or you can use C++11's
std::this_thread::sleep_for