

## Task 12

### Calulator Game

Write a little game that asks the user to add two numbers and gives him 1 second to respond. When he responded in time, print a congratulation message. If the second has passed and he hasn't responded, tell the user that he didn't make it and exit.

#### Example Runs:

- Success:  

```
$ ./calc_game
What is 3 + 7? You have one Second!
10
Success!
```
- Wrong Answer:  

```
$ ./calc_game
What is 5 + 2? You have one Second!
12
Wrong answer!
```
- Too slow:  

```
$ ./calc_game
What is 5 + 2? You have one Second!
12
Too slow!
```

#### Some Functions you might need

- You can get a number between 1 and 100 using `rand() % 100` (`rand` is declared in `<stdlib.h>`)
- You can wait for one second with `sleep(1)` (`sleep` is declared in `<unistd.h>`)

#### Hints

- The input handling should be on a separate thread from the waiting, since `scanf` will blocks until the user entered something

### **For Experts**

- Allow multiple runs of the game without restarting the program, so the user will get a new question after the first one (regardless of whether he failed or not). If you want also count the Users Score.