session 16 - Odds and Ends

In the last session, we took a look at YAML. And while that was fun, I doubt that we want to plunge ahead
and look at json. There is only so much serialization that someone can handle. So, we are going to take a
break from that topic and look at a couple of useful odds and ends in the standard template library, starting
with clocks and timers.

Clocks and Timers