

## ☰ Documentation

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### API Collection

## Time

Measure how long an operation takes and determine schedules in the future.

## Topics

### Clocks

`protocol Clock`

A mechanism in which to measure time, and delay work until a given point in time.

`struct ContinuousClock`

A clock that measures time that always increments and does not stop incrementing while the system is asleep.

`struct SuspendingClock`

A clock that measures time that always increments but stops incrementing while the system is asleep.

### Durations

`struct Duration`

A representation of high precision time.

`protocol DurationProtocol`

A type that defines a duration for a given `InstantProtocol` type.

## Supporting Types

```
protocol InstantProtocol
```

## See Also

### Values and Collections

- ☰ Numbers and Basic Values

Model data with numbers, Boolean values, and other fundamental types.

- ☰ Strings and Text

Work with text using Unicode-safe strings.

- ☰ Collections

Store and organize data using arrays, dictionaries, sets, and other data structures.