use "collections"

class StopWatch

"""

A simple stopwatch class for performance micro-benchmarking

"""

var \_s: U64 = 0

fun delta(): U64 =>

Time.nanos() - \_s

actor LonelyPony

"""

A simple manifestation of the lonely pony problem

"""

var env: Env

let sw: StopWatch = StopWatch

new create(env': Env) =>

env = env