Alarm Clock

The user can set the current time and alarm in military time

```
Welcome to the program!
You will enter the current time, followed by the alarm time, and watch the alarm go off at the assigned time
Please enter the current time (format: xx xx xx):
23 55 00

Please enter the alarm time (format: xx xx xx):
01 05 00
```

The current clock runs until the alarm is reached

```
Current Time:
23:56:49
Alarm Time:
01:05:00
```

.

```
Current Time:
01:05:00

Alarm Time:
01:05:00

***ALARM ACTIVE***
```

Puzzle Maze Game

The user can choose the difficulty by pressing 1 (easy), 2 (medium), 3 (hard) and a game is generated. The player's position is (G), the target is (X), and the enemies are (T).

The user can move up, down, left, right using the w, s, a, d keys respectively.

Once the user (G) reaches the (X), the game ends and the user wins

If the enemy(T) catches the user(G), the user loses and the game is over

							ice		, 5 ,	,d(W,	m	ove	e u	p)	(a,	move	left)(s	, move	down)(d,	move	right)
																Т						
														. Т		Τ						
-																						
-																						
-												-	. 1	Γ.			-					
-				-								- (G.	. Т		-	-					
-				-								-				-	-					
-	•			-					•			-				-	-					
-				-				٠		٠		-				-	-					
-	•			-				٠				-				-	-					
-	•	•	•	-	•	-		٠	•	•	•	-		. X	-	•	-					
-																	-					
																		1-6-1/-		J., \ / J		
ın	e	op	נדכ	Lon	S	are	2 W	, a	S.	.a(w.	mo	ove	e u	D)	(a.	move	10tt)(S	move	aown i a	mava	right)
									, ,	•	•				. /	` '		1010/(3	, illove	down)(d,	IIIOVE	1 Igne)
En		r	yc	our	C		ice		, ,							` ,		1010/(5	, move	uowii) (u,	IIIOVE	1 18110)
En d	te					hoi	ice		, - ,							. ,		10,00	, move	uowii) (u,	IIIOVE	1 16110)
En d To	te	gh,	, <u>y</u>	/ou	1	hoi	ice t	:							. ,	. ,		10,00	, move	uowii) (u,	move	1 261117
En d To	te	gh,	, <u>y</u>		1	hoi	ice t	:		•								10,00	, move	uowii) (u,	move	1261117
En d To	te	gh,	, <u>y</u>	/ou	1	hoi	ice t	:										10,00	, move	uowii/(u,	illove	1251117
En d To	te	gh,	, <u>y</u>	/ou	1	hoi	ice t	:										10,00	, move	uowii/(u,	illove	1251117
En d To	te	gh,	, <u>y</u>	/ou	1	hoi	ice t	:										10,00	, move	uowii/(u,	illove	126.11
En d To	te	gh,	, <u>y</u>	/ou	1	hoi	ice t	:							T			10,00	, move	uowii/(u,	illove	15,117
En d To	te	gh,	, <u>y</u>	/ou	1	hoi	ice t	:							T			10,00	, move	uowii/(u,	move	126.11
En d To	te	gh,	, <u>y</u>	/ou	1	hoi	ice t	:							T			10,00	, move	uowii/(u,	move	15,117
En d To	te	gh,	, <u>y</u>	/ou	1	hoi	ice t	:							T				, move	uowii/(u,	move	15,117
En d To	te	gh,	, <u>y</u>	/ou	1	hoi	ice t	:						· · · · · · · · · · · · · · · · · · ·			T		, move	uowii/(u,	move	
En d To	te	gh,	, <u>y</u>	/ou	1	hoi	ice t	:						· · · · · · · · · · · · · · · · · · ·	T		T		, move	uowii/(u,	move	
En d To 	te	gh,		/ou		ost	t												, move	uowii/(u,	move	
En d To 	te	gh,		/ou	10	ost	t								T				, move	uowii/(u,	move	
En d To	te	;h,		/ou	10	ost	t						. 1						, move	uowii/(u,	move	
En d To 	te	;h,		/ou	10	ost	t							· · · · · · · · · · · · · · · · · · ·					, move	uowii/(u,	inove	
End To	te	gh,		/ou	10	ost	t						. 1	· · · · · · · · · · · · · · · · · · ·	T				inove	uowii/(u,	inove	
End To	te	gh,		/ou	10	ost	t							· · · · · · · · · · · · · · · · · · ·	T				inove	uowii/(u,	iiiove	
End To	te ug	gh,		/ou	10	ost	t								T				inove	uowii/(u,	inove	
End To	te ug	sh,		/ou	10	hos	t								T				inove	uowii/(u,	iiiove	
End To	te ug	gh,		/ou	10	hod ost	t							· · · · · · · · · · · · · · · · · · ·	T				inove	uowii/(u,	iiiove	