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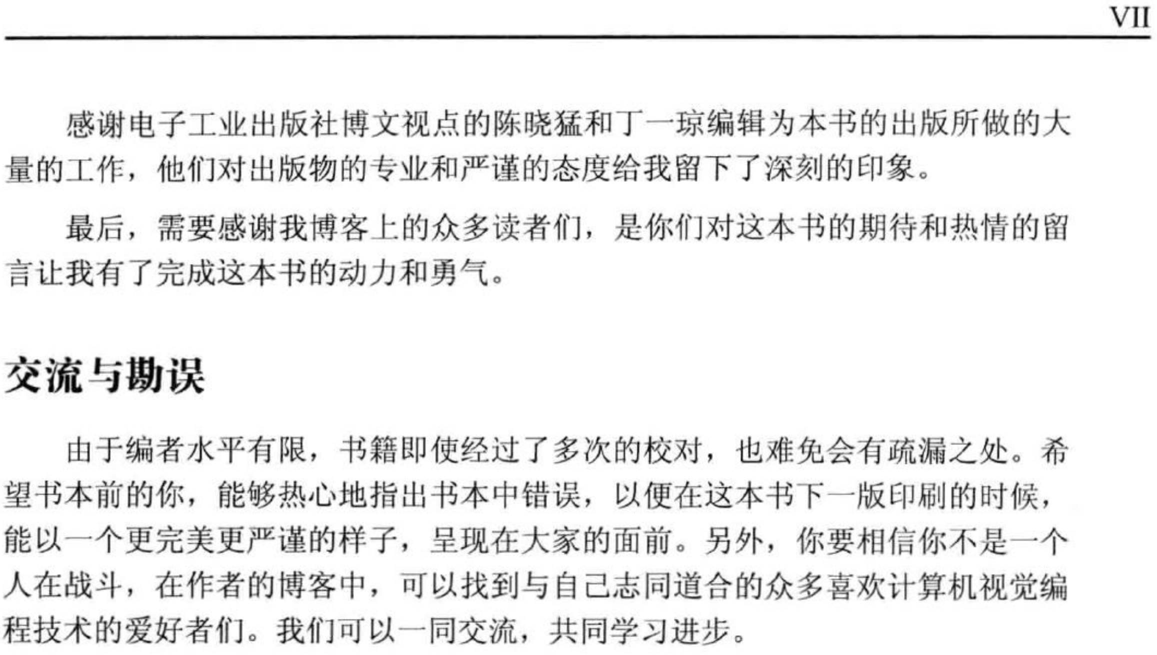
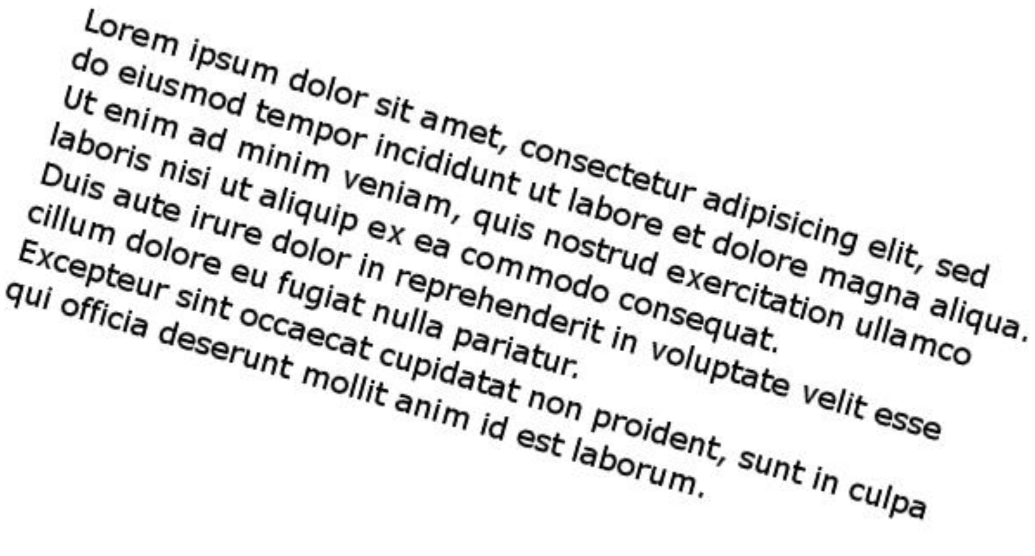


感谢电子工业出版社博文视点的陈晓猛和丁一琼编辑为本书的出版所做的大量的工作，他们对出版物的专业和严谨的态度给我留下了深刻的印象。

最后，需要感谢我博客上的众多读者们，是你们对这本书的期待和热情的留言让我有了完成这本书的动力和勇气。

交流与勘误

由于编者水平有限，书籍即使经过了多次的校对，也难免会有疏漏之处。希望书本前的你，能够热心地指出书本中错误，以便在这本书下一版印刷的时候，能以一个更完美更严谨的样子，呈现在大家的面前。另外，你要相信你不是一个人在战斗，在作者的博客中，可以找到与自己志同道合的众多喜欢计算机视觉编程技术的爱好者们。我们可以一同交流，共同学习进步。



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打印服务器管理

语文，数学，英语，生物，化学

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5.7 Clocks and Timers

One of the most obvious libraries a programming language should have is one to deal with date and time. However, experience shows that such a library is harder to design than it sounds. The problem is the amount of flexibility and precision the library should provide. In fact, in the past, the interfaces to system time provided by C and POSIX switched from seconds to milliseconds, then to microseconds, and finally to nanoseconds. The problem was that for each switch, a new interface was provided. For this reason, a precision-neutral library was proposed for C++11. This library is usually called the *chrono library* because its features are defined in `<chrono>`.

In addition, the C++ standard library provides the basic C and POSIX interfaces to deal with calendar time. Finally, you can use the thread library, provided since C++11, to wait for a thread or the program (the main thread) for a period of time.