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Thread: [C++ Timer - How can I make this more efficiently?](#)

Silent Sweat - October 8, 2014, 4:41 pm

I know this is probably the most shit program you've ever seen, but it is all I am currently capable of. This was made completely from scratch, without looking anything up. It took me about 20 minutes (had some problems with the logic) but I got it to work technically like a timer, although it is very inefficient (even I know this).

But I don't know how to make it like a C++ pro would.. any suggestions on improvement?

Here is the pastebin code source: [HERE](#)

topLevel - October 8, 2014, 5:12 pm

At first thought, use boost it has a simple way to manage time.
edit..

http://www.boost.org/doc/libs/1_55_0/doc/html/date_time/posix_time.html#date_time.posix_time.time_duration

Qmz_ - October 8, 2014, 6:35 pm

...or

PHP Code

```
<?php
clock_t start = clock();
// ...
clock_t end = clock();
double elapsed = double(end - start) / CLOCKS_PER_SEC;
```

Silent Sweat - October 8, 2014, 7:42 pm

(Oct 8, 2014 06:35 PM)Qmz_ Wrote: [\[CITE\]](#) ...or

PHP Code

```
<?php
clock_t start = clock();
// ...
clock_t end = clock();
double elapsed = double(end - start) / CLOCKS_PER_SEC;
```

Can you elaborate on that? Please, I am a beginner. Explain to me what that does, and how I can replace my code with it.

0xDEAD10CC - October 8, 2014, 8:53 pm

(Oct 8, 2014 07:42 PM)Paranova Wrote: [\[CITE\]](#) Can you elaborate on that? Please, I am a beginner. Explain to me what that does, and how I can replace my code with it.

What is there to elaborate on? The code is self explanatory. It takes the current measurement of time, // ... indicates some kind of code that takes time to execute, and an end measurement of time

is stored in a variable. To find the time elapsed, it's the delta between these 2 calculated values, and the macro `CLOCKS_PER_SEC` is a defined value for the "clocks per second", thus elapsed is a measurement of elapsed seconds.