

Chrono Clocks and Time Points Solutions

Clocks

- What are the main differences between `system_clock` and `steady_clock`?
 - `system_clock` is based on the hardware clock in the system. It represents the time as displayed by external clocks
 - The time as measured by `system_clock` may change erratically, due to daylight saving changes, clock synchronization, leap seconds, etc
 - `steady_clock` is an idealized clock
 - The time as measured by `steady_clock` only increases one tick at a time. It can never jump or go backwards

Clocks

- Give an example of where each one should be used
 - `system_clock` gives the time as perceived by human users and other systems
 - It should be used when interfacing to humans (GUIs) or other systems
 - `steady_clock` will always give the correct result when measuring intervals between events
 - It should be used when we need a "stopwatch" facility

Time point

- Write a program which prints out the time taken to perform a function call

sleep_for()

- Write a program which prints out a message, pauses for a certain duration, then prints out another message