

22/07/2008 16:45 by Coder

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/* Display a software timer. */
#include
#define DELAY 128000
struct my_time {
    int hours;
    int minutes;
    int seconds;
};
void display(struct my_time *t);
void update(struct my_time *t);
void delay(void);
int main(void)
{
    struct my_time systime;
    systime.hours = 0;
    systime.minutes = 0;
    systime.seconds = 0;
    for(;;) {
        update(&systime);
        display(&systime);
    }
    return 0;
}
void update(struct my_time *t)
{
    t->seconds++;
    if(t->seconds==60) {
        t->seconds = 0;
        t->minutes++;
    }
    if(t->minutes==60) {
        t->minutes = 0;
        t->hours++;
    }
    if(t->hours==24) t->hours = 0;
    delay();
}
void display(struct my_time *t)
{
    printf("%02d:", t->hours);
    printf("%02d:", t->minutes);
    printf("%02dn", t->seconds);
}
void delay(void)
{
```

```
long int t;  
/* change this as needed */  
for(t=1; t }
```

Kaynak: SELAM.tk