

Part 1. System Calls ("Clear").

Type in the program shown here and get it to run.
 Tomorrow we will modify it.



The complete code for the Concentration Game is shown next.

```
#include <stdio.h>
#include <stdlib.h>

main()
{
    char cYesNo = '\0';
    int iResp1 = 0;
    int iResp2 = 0;

    int iResp3 = 0;
    int iElapsedTime = 0;
    int iCurrentTime = 0;
    int iRandomNum = 0;
    int i1 = 0;
    int i2 = 0;
    int i3 = 0;
    int iCounter = 0;

    srand(time(NULL));

    printf("\nPlay a game of Concentration? (y or n): ");
    scanf("%c", &cYesNo);

    if (cYesNo == 'y' || cYesNo == 'Y') {

        i1 = rand() % 100;
        i2 = rand() % 100;
        i3 = rand() % 100;

        printf("\nConcentrate on the next three numbers\n");
        printf("\ni1\ti2\ti3\n", i1, i2, i3);

        iCurrentTime = time(NULL);

        do {

            iElapsedTime = time(NULL);

        } while ( (iElapsedTime - iCurrentTime) < 3 ); //end do while loop

        system ("clear");

        printf("\nEnter each # separated with one space: ");
        scanf("%d%d%d", &iResp1, &iResp2, &iResp3);

        if ( i1 == iResp1 && i2 == iResp2 && i3 == iResp3 )
            printf("\nCongratulations!\n");

        else
            printf("\nSorry, correct numbers were %d %d %d\n", i1, i2, i3);

    } //end if
} //end main function
```

...to obtain you and your friends will like it. For more id... at the end t