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#include <iostream>
#include <ctime>

// Example of using timing capability, by getting the system time.

using namespace std;

double array[10000][10000];

int main(){
    int val = 0;
    clock_t timeBegin, timeEnd;
    double totalTime = 0.0;

    timeBegin = clock();
    // code between timeBegin and timeEnd is the code you are "timing"
    // perform some slow task for an example
    for(int i = 0; i<10000;i++)
        for(int j = 0; j<10000;j++)
            array[i][j] = i+5*1000/1.1 ;

    timeEnd =clock();
    //cout<<timeEnd<<endl;
    totalTime = (double)(timeEnd - timeBegin)/CLOCKS_PER_SEC;

    cout << "Total (approx) runtime is " << totalTime << endl;

    return 0;

}
```