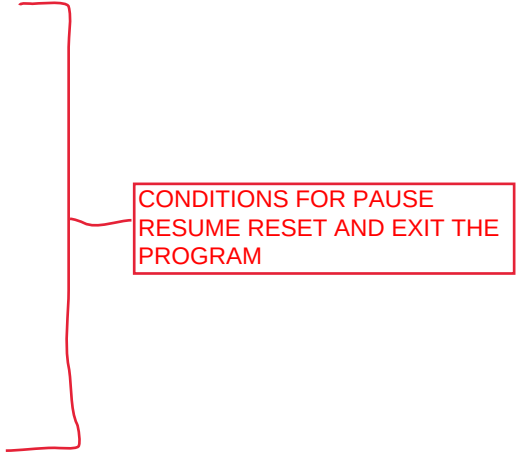


PROGRAMMER GUYS

```
#include<conio.h>
#include<stdio.h>
#include<dos.h>
#include<stdlib.h>
#include<graphics.h>
void main()
{
g: THIS IS THE POINTER OF
GOTO STATEMENT
textbackground(3);
textcolor(0);
clrscr();
int h,m,s,ms;
char i;
h=0,m=0,s=0,ms=0;
printf("\n\n\t\t\t Programmer Guys\n");
printf("\n\n\n\n\n\n\t\t\t Stop Watch");
printf("\n\n\t\t\t H:%d M:%d S:%d MS:%d",h,m,s,ms);
printf("\n\n\n\n\t\t\t Press Any Key to Start");
getch();
y: THIS IS THE SECOND POINTER OF GOTO STATEMENT
while(!kbhit()) MAIN LOOP
{
ms++;
delay(8);
if(ms>99)
{
s++;
ms=0;
}
if(s>59)
{
m++;
s=0;
}
if(m>59)
{
h++;
m=0;
}
clrscr();
textcolor(RED);
printf("\n\n\t\t\t Programmer Guys\n");
printf("\n\n\n\n\n\n\t\t\t Stop Watch");
printf("\n\n\t\t\t H:%d M:%d S:%d MS:%d",h,m,s,ms);
printf("\n\n\n\n\t\t\t Press any key to stop");
printf("\n\t\t\t When stopped,press any key to resume and press e to exit");
printf("\n\t\t\t Press 'r' for Reset clock \n");
printf("\t");
}
getch();
textcolor(0);
scanf("%c",&i);
if(i=='r')
```

```
{
goto g;
}
else if(i=='e')
{
exit(0);
}
else if(i!='r' && i!='e')
{
goto y;
}
getch();
}
```



CONDITIONS FOR PAUSE
RESUME RESET AND EXIT THE
PROGRAM

PROGRAMMER GUYS