NAME

clock − determine processor time

SYNOPSIS

#include <time.h>

clock_t clock(void);

DESCRIPTION

The **clock**() function returns an approximation of processor time used by the program.

RETURN VALUE

The value returned is the CPU time used so far as a *clock_t*; to get the number of seconds used, divide by **CLOCKS_PER_SEC**. If the processor time used is not available or its value cannot be represented, the function returns the value *(clock_t) −1*.

ATTRIBUTES

For an explanation of the terms used in this section, see **attributes**(7).

Interface	Attribute	Value
clock()	Thread safety	MT-Safe

CONFORMING TO

POSIX.1-2001, POSIX.1-2008, C89, C99. XSI requires that **CLOCKS_PER_SEC** equals 1000000 independent of the actual resolution.

NOTES

The C standard allows for arbitrary values at the start of the program; subtract the value returned from a call to **clock**() at the start of the program to get maximum portability.

Note that the time can wrap around. On a 32-bit system where **CLOCKS_PER_SEC** equals 1000000 this function will return the same value approximately every 72 minutes.

On several other implementations, the value returned by **clock**() also includes the times of any children whose status has been collected via **wait**(2) (or another wait-type call). Linux does not include the times of waited-for children in the value returned by **clock**(). The **times**(2) function, which explicitly returns (separate) information about the caller and its children, may be preferable.

In glibc 2.17 and earlier, **clock**() was implemented on top of **times**(2). For improved accuracy, since glibc 2.18, it is implemented on top of **clock_gettime**(2) (using the **CLOCK_PROCESS_CPUTIME_ID** clock).

SEE ALSO

clock_gettime(2), **getrusage**(2), **times**(2)

COLOPHON

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