

```

%Timer Game-
%Object: Try to stop the clock as close to 7 seconds as possible. Good
%Luck!
%-----
disp('Are you ready to play the game? Get as close to 7 seconds as possible!')
user_entry = input('The clock starts after you hit enter. Hit enter again to stop
the clock.', 's');%by using input() instead of disp(), the program waits for the
user to push enter before starting the clock.
tic %starts the clock
user_entry = input('Hit enter when you think 7 seconds is up.','s');%input() waits
for the user to hit enter before proceeding to toc.
time=toc;%stops the clock and sets the elapsed time to 'time'
disp('')
disp('You stopped the clock at')
disp(time)%displays elapsed time
disp('seconds. That is')
timeaway= 7 - time;%calculates how far away from 7 seconds the user was and sets it
to 'timeaway'
disp(abs(timeaway))
if timeaway>0
    disp('seconds too low.');// if the user hit enter before 7 seconds, this displays
'seconds too low.'
else disp('seconds too high.');// if the user hit enter after 7 seconds, this
displays 'seconds too high.'
end
disp('')
if abs(timeaway)< .5
    disp('Amazing!');// if the user was within .5 seconds of 7 seconds this displays
'Amazing!'
else disp('I think you can do better.');// if the user was more than .5 seconds away
from 7 seconds this displays 'I think you can do better.'
end
disp('See if you can get closer next time!')

```