

Exercise

- Reaction-Time Tester.

Write a program that measures how quickly a user can respond. The program waits for a random interval of time then prints a single digit on the screen. The user has to type that digit as quickly as possible. The program records how long it takes the user to respond. Your program should perform 10 such tests and report the minimum, maximum and average response time. Note that the program should react immediately to the key press and not wait for <enter> to be pressed