

Go Concurrency versus C and pthreads

Apples and Oranges?

December 26, 2015

I recently participated in the following programming challenge:

Write a program to test user reflexes: when it runs, it waits a random amount of time between 1 and 10 seconds, and prints "GO!" as a prompt.

It then expects the user to hit the enter key, and times how fast enter is pressed, in milliseconds.

If the enter key is pressed before the "GO!" prompt appears, the program prints "FAIL".

It's essentially an exercise in [concurrency](#): have one piece of logic listen to the keyboard, for the key press, while simultaneously generating a random number for the sleep duration, and finally comparing the event timestamps.

Since I have been learning [Go](#), the "GO!" prompt in the challenge description led me to think of using [goroutines](#) and [channels](#) to solve it.

As it turns out, doing it this way is pretty easy: