

Get the System Uptime

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```
public struct UpTime
{
    public int Years;
    public int Weeks;
    public int Days;
    public int Hours;
    public int Minutes;
    public int Seconds;
    public int MilliSeconds;
    public double TotalYears;
    public double TotalWeeks;
    public double TotalDays;
    public double TotalHours;
    public double TotalMinutes;
    public double TotalSeconds;
    public double TotalMilliSeconds;
}

public static UpTime GetUpTime()
{
    UpTime upTime = new UpTime();

    upTime.TotalMilliSeconds = Environment.TickCount;
    upTime.TotalSeconds = upTime.TotalMilliSeconds / 1000;
    upTime.TotalMinutes = upTime.TotalSeconds / 60;
    upTime.TotalHours = upTime.TotalMinutes / 60;
    upTime.TotalDays = upTime.TotalHours / 24;
    upTime.TotalWeeks = upTime.TotalDays / 7;
    upTime.TotalYears = upTime.TotalWeeks / 52;

    upTime.MilliSeconds = (int)upTime.TotalMilliSeconds - (int)upTime.TotalSeconds * 1000;
    upTime.Seconds = (int)upTime.TotalSeconds - (int)upTime.TotalMinutes * 60;
    upTime.Minutes = (int)upTime.TotalMinutes - (int)upTime.TotalHours * 60;
    upTime.Hours = (int)upTime.TotalHours - (int)upTime.TotalDays * 24;
    upTime.Days = (int)upTime.TotalDays - (int)upTime.TotalWeeks * 7;
    upTime.Weeks = (int)upTime.TotalWeeks - (int)upTime.TotalYears * 52;

    return upTime;
}
```