Submitted to

Sir Abid Rauf

Advanced programming

assignment#02

muhammad abdullah kazmi

188990

|  |  |  |
| --- | --- | --- |
| **File Size (Bytes)** | **Time (ms)**  **Without Threading** | **Time (ms)**  **With Threading** |
| 599,999 bytes | 137ms | 13ms |
| 599,999 bytes | 143ms | 11ms |
|  |  |  |

* **ASCII CHARACTERS (WITHOUT THREADING):**

{~=4505, }=4500, |=4505, {=4500, z=4505, y=4559, x=4505, w=4505, v=5632, u=12156, t=10966, s=11441, r=8933, q=5484, p=6454, o=7901, n=9306, m=8095, l=9547, k=4505, j=4591, i=12422, h=4998, g=5669, f=5034, e=13982, d=6594, c=7734, b=5595, a=10798, `=4505, Z=4505, Y=4505, X=4505, W=4505, V=4717, U=4568, T=4505, S=4725, R=4505, Q=4569, P=4951, O=4505, N=4782, M=4645, L=4516, K=4505, J=4505, I=4635, H=4505, G=4505, F=4642, E=4601, D=4686, C=4728, B=4505, A=4645, @=4505, ?=4505, >=4505, ==4505, <=4505, ;=4538, /=4505, .=2273, ,=1936, \*=4505, )=4505, (=4505, '=4505, &=4505, %=4505, $=4505, #=4505, "=4505, !=4505, =136256, �=45020}

* **ASCII CHARACTERS (WITH THREADING):**

1. **Thread1: (reading ascii characters from 0 to 40)**

{ =136256, '=4505, &=4505, %=4505, $=4505, #=4505, "=4505, !=4505}

1. **Thread2: (reading ascii characters from 40 to 80)**

{.=2273, ,=1936, \*=4505, )=4505, (=4505, O=4505, N=4782, M=4645, L=4516, K=4505, J=4505, I=4635, H=4505, G=4505, F=4642, E=4601, D=4686, C=4728, B=4505, A=4645, @=4505, ?=4505, >=4505, ==4505, <=4505, ;=4538, /=4505}

1. **Thread3: (reading ascii characters from 80 to 127)**

{Z=4505, Y=4505, X=4505, W=4505, V=4717, U=4568, T=4505, S=4725, R=4505, Q=4569, P=4951, ~=4505, }=4500, |=4505, {=4500, z=4505, y=4559, x=4505, w=4505, v=5632, u=12156, t=10966, s=11441, r=8933, q=5484, p=6454, o=7901, n=9306, m=8095, l=9547, k=4505, j=4591, i=12422, h=4998, g=5669, f=5034, e=13982, d=6594, c=7734, b=5595, a=10798, `=4505}