1 – One reason for the different running times is the unpredictability of the order of the threads running. While we do know that the network thread will always run first, we cannot guarantee of which of the other threads will run first.

2 – Another reason for the different running times between the three different cases could be because of the hardware that we are running our code on. As seen as test1.txt and test1_machine1.txt, the first file was run on a powerful pc which led to faster sending and receiving times, for the other test file it ran on a considerably weaker machine than the pc, hence slower times for both threads.