

Timing Report

	Synchroniza tion	Mutex	Atomic variable	Original
1	2.5213913	2.5149271	2.5069183	2.5274687
2	2.5197983	2.5140315	2.5071172	2.52085
3	2.5178868	2.5188392	2.5123587	2.5289187
4	2.5183801	2.5274847	2.5064654	2.5447199
5	2.5314275	2.5156605	2.5104178	2.5318664
Average	2.5217768	2.5181886	2.5086554	2.5307647
Fastest	2.517	2.5140	2.5064	2.52085
Slowest	2.53	2.527	2.5123	2.5447199

I think This timing report shows that using the atomic variable is the most efficient way to solve this issue and synchronize the threads. It also shows that using the synch variable is the least efficient although it was the easiest to implement