CS 350 Project 2

Assuming example file of 584 kb:

Visual studios:

Wall\_clock: 0.000

CPU\_time: 0.000

TJW:

Wall\_clock: 0.000

CPU\_time: 0.000

Linux Machine:

Wall\_clock: 0.000

CPU:time: 0.000

Explanation:

The fact that the program ran almost instantly (however there will be a delay of 1 second because I added a sleep function at the end) was very surprising. This was probably because of 1 of 2 things. Either multi-threading is so much faster than single threading that it completes faster. This makes sense because there wouldn’t be lag time between reading and writing.

Option two is based on where the clock timing functions were placed. They were placed before and after the calls to the threads so the program may have executed them before finishing the thread calls. In which case I would be unsure of where to put the clock functions. When trying to put them inside thread one, the Wall\_clock read a negative and the CPU time was still 0.000.