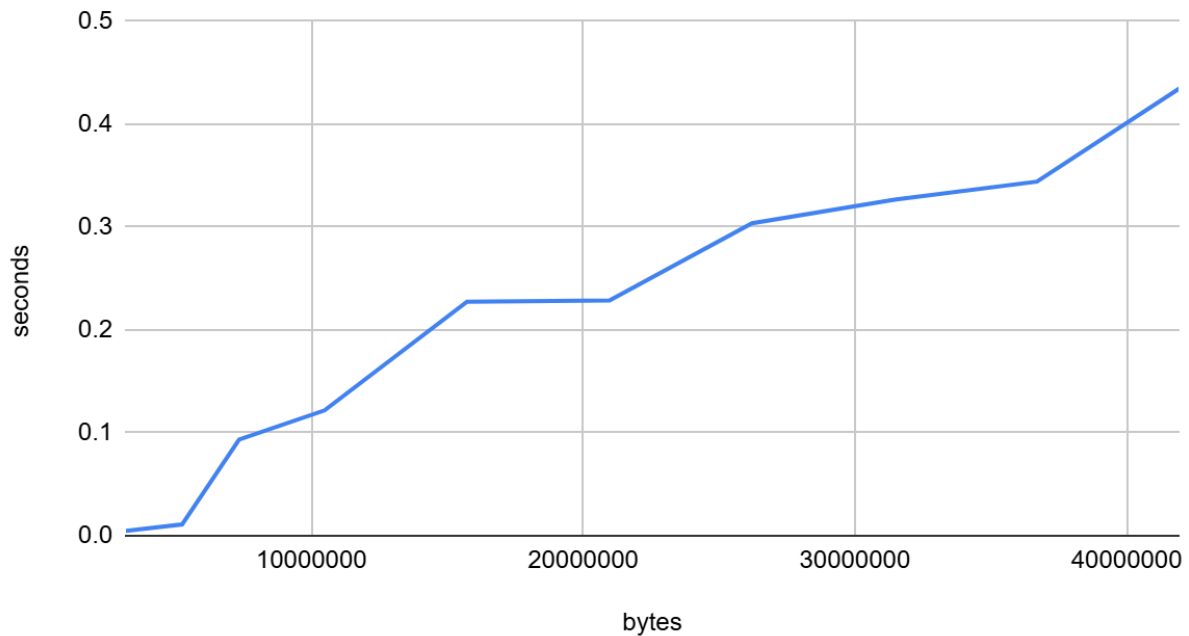


1. When we create files of various sizes we get a graph with a linear relation between the file size and the time it takes to transfer them. The visualization can be seen below:

seconds vs. bytes



This makes sense, as our buffer size is 256 bytes and the code will be transferred 256 bytes each iteration of the loop used when transferring the data. We considered these 'chunks' in the code and you can see this happening in our loop in client.cpp.

2. The main bottleneck that stops the code from transferring faster is the maximum buffer size (m). The larger this value is, the quicker the transfer will be, as less transfers across the FIFO channel will be needed.