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Project 2 Report

Summary:

10pts

In this project, I gained experience writing a relatively larger C program. My skills in utilizing structs and parsing strings improved as well. I was unable to get my program to work, as I believe I created some sort of deadlock somewhere. It stalls on locking the queue mutex. More research is needed for me to debug and figure out where I blundered. Nonetheless, I learned a good deal about using mutexes in a practical application.

Part II:

6.2:

5pts Average processing times for TRANS and CHECK requests (from test script):

6.3:

3.2.1:

3pts Which technique was faster - coarse or fine grained locking?

3pts Why was this technique faster?

3pts Are there any instances where the other technique would be faster?

3pts What would happen to the performance if a lock was used for every 10 accounts? Why?

3pts Discuss the probable "optimal" locking granularity (fine, coarse, or medium)?