1. This program can be run on OSU's flip server, and I use Mac OS's terminal to access OSU's server and run it on.
   To run my program, be sure to put all my code in same directory, and type "./script.sh"
   If you encounter permission problem, do this before running the script:
   "chmod +x script.sh".
   Since I did not declare variable NUMT in project_0.cpp, it would not be able to run by running the cpp file itself because I set this variable in the script file. But if the script is not working on your machine, you can remove the "//" before the define keyword in cpp file.
   By the way, the script will clear the object file and exe file when everything is finished.

2.
```
[linxinw@flip2 ~/CS475]$ ./script.sh
Using 1 threads
Peak Performance =   329.22 MegaMults/Sec
Using 4 threads
Peak Performance =  1092.82 MegaMults/Sec
```
   The performance for using 1 thread is 329.22 megamults/sec and 1092.82 megamults/sec for 4 threads.
3. S = 1092.82/329.22 = 3.12806
4. 3.12806 is definitely smaller than 4. I think it is because more threads may cause more pressure on the processor, and they may wait for others to do some certain tasks. It is a bit of like a road that more cars on the road causes worse traffic.
5. F_p = (4./3.)*(1. - (1./3.12806)) = 0.90708