3 Node distribution

Map Statistics (In-Memory Format: BINARY)

Member	Entries	Gets	Puts	Removals	Sets	Entry Memory	Backups	Backup Memory	Events	Hits	Locks	Dirty Entries
192.168.239.1:57...	352	0	352	0	0	43.62 kB	310	38.42 kB	0	0	0	0
192.168.239.1:57...	294	0	294	0	0	36.43 kB	346	42.87 kB	0	0	0	0
192.168.239.1:57...	354	0	354	0	0	43.87 kB	344	42.63 kB	0	0	0	0
TOTAL	1000	0	1000	0	0	123.92 kB	1000	123.92 kB	0	0	0	0

2 Node distribution

Map Statistics (In-Memory Format: BINARY)

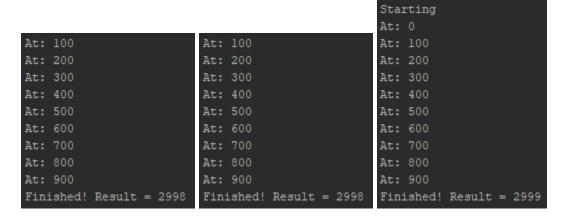| Member	Entries	Gets	Puts	Removals	Sets	Entry Memory	Backups	Backup Memory	Events	Hits	Locks	Dirty Entries
192.168.239.1:57...	532	0	352	0	0	65.92 kB	468	57.99 kB	0	0	0	0
192.168.239.1:57...	468	0	294	0	0	57.99 kB	532	65.92 kB	0	0	0	0
TOTAL	1000	0	646	0	0	123.92 kB	1000	123.92 kB	0	0	0	0

1 Node distribution

Map Statistics (In-Memory Format: BINARY)

Member	Entries	Gets	Puts	Removals	Sets	Entry Memory	Backups	Backup Memory	Events	Hits	Locks	Dirty Entries
192.168.239.1:57...	1,000	0	352	0	0	123.92 kB	0	0 B	0	0	0	0
TOTAL	1000	0	352	0	0	123.92 kB	0	0 B	0	0	0	0

Race:
- No block:


```
Starting
At: 0
At: 100
At: 200
At: 300
At: 400
At: 500
At: 600
At: 700
At: 800
At: 900
Finished! Result = 996
```

```
Starting
At: 0
At: 100
At: 200
At: 300
At: 400
At: 500
At: 600
At: 700
At: 800
At: 900
Finished! Result = 998
```

```
Starting
At: 0
At: 100
At: 200
At: 300
At: 400
At: 500
At: 600
At: 700
At: 800
At: 900
Finished! Result = 1001
```

- Pessimistic block:

```
At: 100
At: 200
At: 300
At: 400
At: 500
At: 600
At: 700
At: 800
At: 900
Finished! Result = 2998
```

```
At: 100
At: 200
At: 300
At: 400
At: 500
At: 600
At: 700
At: 800
At: 900
Finished! Result = 2998
```

```
Starting
At: 0
At: 100
At: 200
At: 300
At: 400
At: 500
At: 600
At: 700
At: 800
At: 900
Finished! Result = 2999
```

- Optimistic block:

```
At: 0
At: 100
At: 200
At: 300
At: 400
At: 500
At: 600
At: 700
At: 800
At: 900
Finished! Result = 3000
```

```
At: 940
At: 950
At: 960
At: 970
At: 980
At: 990
Finished! Result = 1049
```

```
At: 940
At: 950
At: 960
At: 970
At: 980
At: 990
Finished! Result = 3000
```

Bounded queue:

```
Producing: 89
Producing: 90
Producing: 91
Producing: 92
Producing: 93
Producing: 94
Producing: 95
Producing: 96
Producing: 97
Producing: 98
Producing: 99
Producer Finished!
```

```
Consumed: 81
Consumed: 83
Consumed: 85
Consumed: 87
Consumed: 89
Consumed: 91
Consumed: 93
Consumed: 95
Consumed: 97
Consumed: 99
Consumed: -1
Consumer Finished!
```

```
Consumed: 80
Consumed: 82
Consumed: 84
Consumed: 86
Consumed: 88
Consumed: 90
Consumed: 92
Consumed: 94
Consumed: 96
Consumed: 98
Consumed: -1
Consumer Finished!
```

Bounded queue without Consumers will stop after 10 iterations:

```
Producing: 1
Producing: 2
Producing: 3
Producing: 4
Producing: 5
Producing: 6
Producing: 7
Producing: 8
Producing: 9
Producing: 10
```