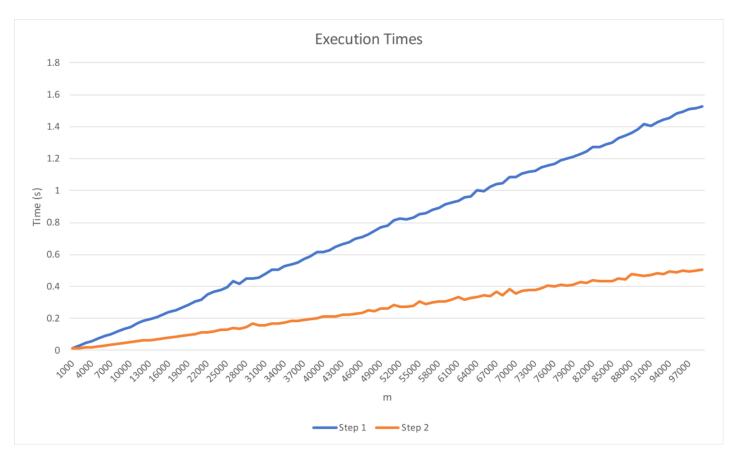
Question 4

Monday, January 21, 2019 12:25 AM



Windows edition

Windows 10 Home

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System-

Processor: Intel(R) Core(TM) i7-6850K CPU @ 3.60GHz 3.60 GHz

Installed memory (RAM): 16.0 GB

System type: 64-bit Operating System, x64-based processor

```
#include <stdio.h>
#include <stdlib.h>
#include <time.h>
void arrTest(int);
FILE *f;
int main() {
    f = fopen("memory-frag-output.txt", "w");
    printf("\nEnter a value for m to go to: ");
    scanf("%d", &m);
   fprintf(f, "m, Step 1, Step 2\n");
    for(int i = 1000; i < m; i += 1000)</pre>
void arrTest(int m) {
   double time spent;
    printf("m is %d\t\t", m);
    fprintf(f, "%d", m);
    clock t begin step1 = clock();
    int** arrays1 = malloc(sizeof(int*) * 3*m);
        arrays1[i] = malloc(sizeof(int[800000]));
    clock_t end_step1 = clock();
    time_spent = (double) (end_step1-begin_step1) / CLOCKS_PER_SEC;
    printf(" | Step 1: %f seconds", time spent);
    fprintf(f, " %f,", time spent);
    clock t begin step2 = clock();
    for(int i = 0; i < 3*m; i += 2)
       free(arrays1[i]);
    for(int i = 0; i < m; i++)</pre>
        arrays2[i] = malloc(sizeof(int[900000]));
    clock_t end_step2 = clock();
    time_spent = (double) (end_step2-begin_step2) / CLOCKS_PER_SEC;
    printf(" | Step 2: %f seconds\n", time spent);
    fprintf(f, "%f\n", time_spent);
    free (arrays1);
    free (arrays2);
```

Test: see how the time fluctuates between the chosen m (array size) value

- Step 1: Allocate memory for a sequence of 3m arrays of size 800,000 elements each
- Step 2: Deallocate even-numbered arrays and allocate m arrays of size 900,000 elements each
- The amount of seconds are for array sizes m = k1000 where the integer $k \ge 1$ $m = \{1000, 2000, ..., 98000, 99000\}$

In this test, the time for Step 1 and Step 2 grow linearly showing a direct correlation between array size and how long this scenario will run. At any array size the time seems to stay at the same growth pattern

There was an issue when m was 270000

This caused the program to crash

Because of this, I decided to only have m be between 1000 and 100000 in my testing