The times of the logs logs differ significantly between both implementations.The implementation for Question 1(Main.java) moves much slower than the implementation for question 2(Main.java). I believe that the primary reason for this is due to the fact that my solution for question 1 involves multithreading. Its 5 threads running at the same time accessing shared forks while the second implementation is one thread that locks the forks when a philosopher wishes to eat (critical region). Eating in the second solution is only being done by no more than 2 philosophers at a time. With that in mind all philosophers are guaranteed to eat and spend little to no time being hungry.