

# Change the size of the network buffers from 10 to 20 and explain why (if any) there is a significant difference in the running times.

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## Running time with buffer size of 10

Service	Time Taken (ms)
Client receiving application	21
Client sending application	20
Server thread	31

## Running time with buffer size of 20

Service	Time Taken (ms)
Client receiving application	16
Client sending application	18
Server thread	29

## Explanation

By looking at the data, it seems like having a larger buffer size reduced the time it took for the threads to finish executing. This wasn't a huge gain in time saved, but there was a change nonetheless.

These performance gains are likely caused by a reduction in the number of context switches needed to process all the data. Less thread switches were needing resulting in lower system overhead performance costs (syscalls).