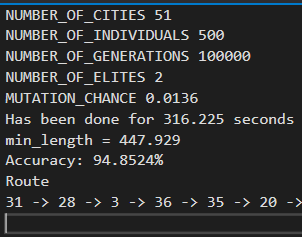


All previous was done with threads. Now let’s compare with implementation without thread.

Withot visualization and without thread



With visualization and without thread

