```
#include <stdio.h>
#include <time.h>
#include <math.h>
int cachelevel() {
    int steps = 1024 * 1024 * 1024, i;
    int array[1024 * 1024];
    int lengthMod = (1024 * 1024) - 1;
    for (i = 0; i < steps; i++) {</pre>
        array[(i * 16) & lengthMod]++;
    }
return 0:
int bandwidth() {
    int sum = 0, k = 1, mul = 1, j = 1;
    while(k <= 1024 * 1024 * 1024)
    {
        sum = sum + k;
        mul = mul * sum;
        j = j * k;
        k++;
return 0;
int main() {
    double totalTimeTaken;
    time t startTime, endTime;
    startTime =(double) clock()/(double)CLOCKS_PER_SEC;
    bandwidth();
    endTime = (double) clock()/(double)CLOCKS PER SEC;
    totalTimeTaken = endTime - startTime;
    printf("Time\ taken\ for\ Bandwidth\ (in\ sec) = %f \ n",
totalTimeTaken);
    startTime =(double) clock()/(double)CLOCKS_PER_SEC;
    cachelevel():
    endTime = (double) clock()/(double)CLOCKS_PER_SEC;
    totalTimeTaken = endTime - startTime;
    printf("Time\ taken\ for\ CacheLevel\ (in\ sec) = %f \ n",
totalTimeTaken);
```

OUTPUT:

