

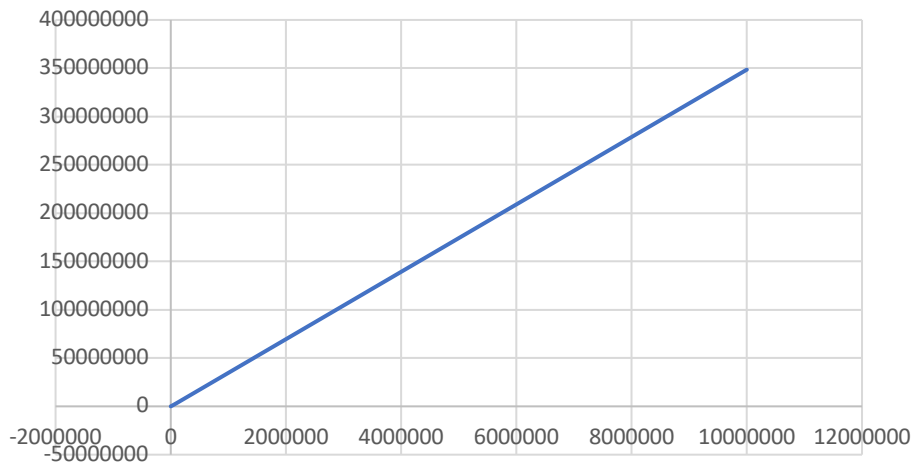
## Compile

```
[scole4@gaea L19src]$ make
gcc -c genPointsTxt.c -pg -std=c99
gcc -c Point.c -pg -std=c99
gcc -o genPointsTxt genPointsTxt.o -pg -std=c99 Point.o
gcc -c genPointsBin.c -pg -std=c99
gcc -o genPointsBin genPointsBin.o -pg -std=c99 Point.o
gcc -c genPointsBlob.c -pg -std=c99
gcc -o genPointsBlob genPointsBlob.o -pg -std=c99 Point.o
gcc -c pointsTxt2Bin.c -pg -std=c99
gcc -o pointsTxt2Bin pointsTxt2Bin.o -pg -std=c99 Point.o
gcc -c pointsBin2Txt.c -pg -std=c99
gcc -o pointsBin2Txt pointsBin2Txt.o -pg -std=c99 Point.o
gcc -c pointsSeekBin.c -pg -std=c99
gcc -o pointsSeekBin pointsSeekBin.o -pg -std=c99 Point.o
mkdir -p ./bin
mv -f genPointsTxt genPointsBin genPointsBlob pointsTxt2Bin pointsBin2Txt po
```

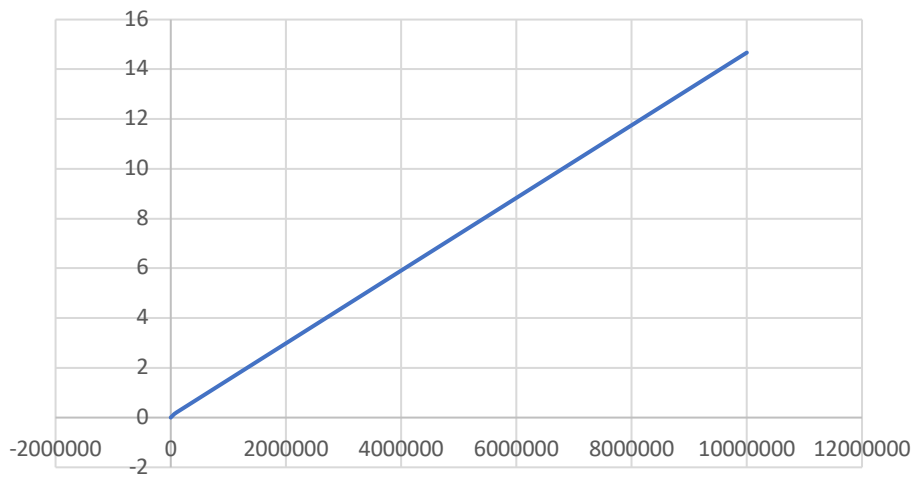
## Results:

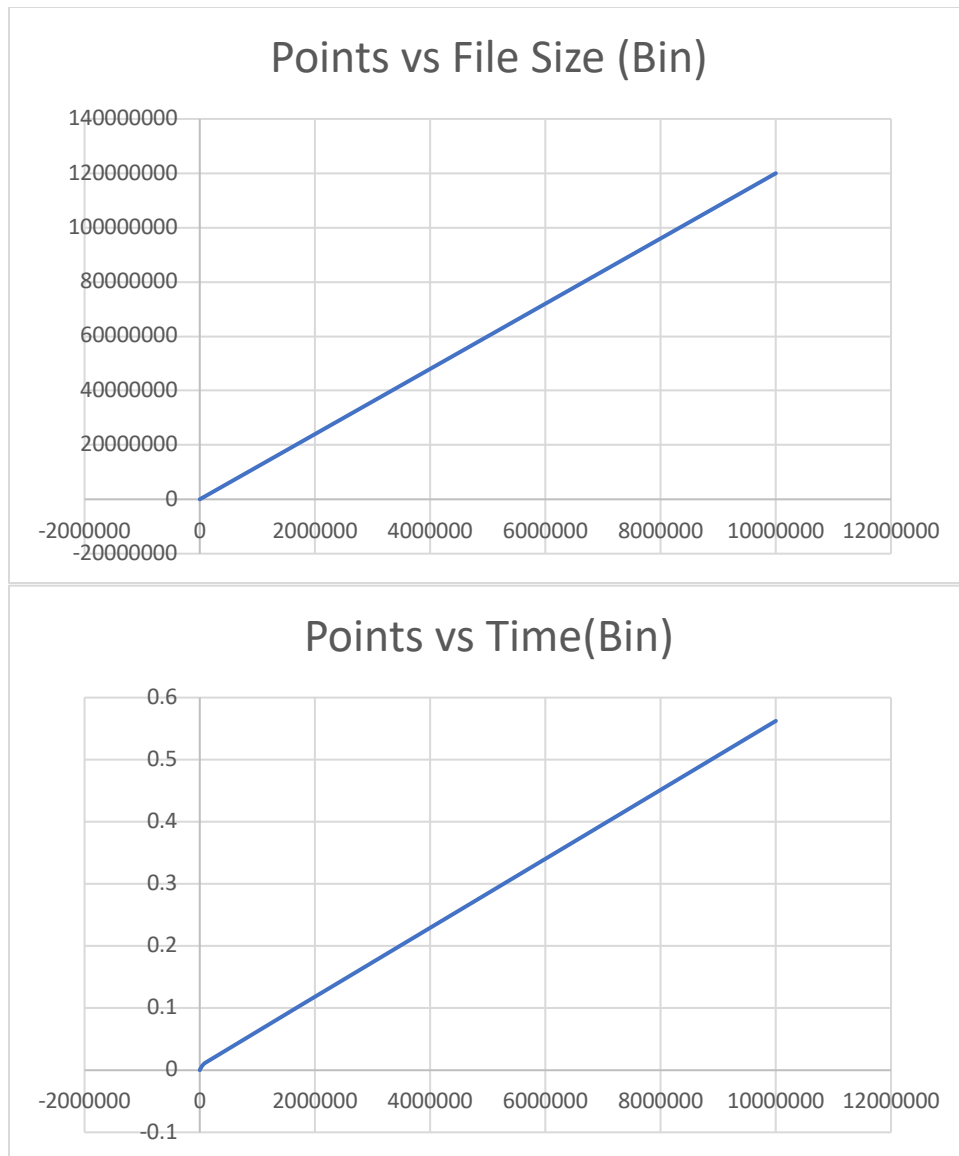
	10	1000	100000	10000000
Bin	0.000050	0.000205	0.012189	0.562453
Size	120	12000	1200000	120000000
Text	0.000175	0.003861	0.207016	14.672015
Size	288	30856	3285461	348543173

Points vs File Size (Text)



Points vs Time (Text)





Binary files grow at a lower rate and also take less to write to.