***3 STAGE PIPELINING***

***PROGRAM***

#include<stdio.h>

int main()

{

float a,b,counter=1,res,INS;

float performance\_measure;

printf("Enter the number 1: ");

scanf("%f",&a);

printf("Enter the number 2: ");

scanf("%f",&b);

counter =counter+1;

res=a || b;

counter=counter+2;

printf("enter no.of instruction:");

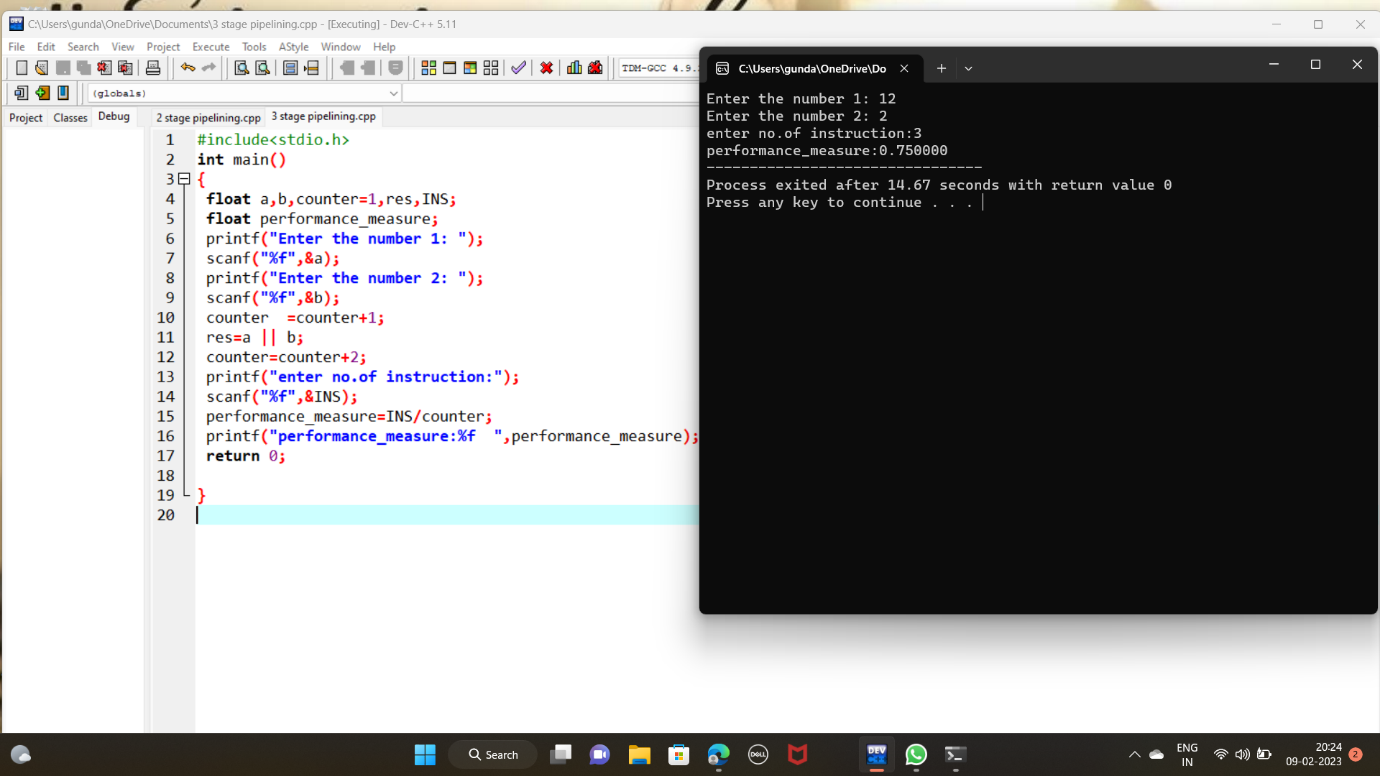
scanf("%f",&INS);

performance\_measure=INS/counter;

printf("performance\_measure:%f ",performance\_measure);

return 0;

}

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