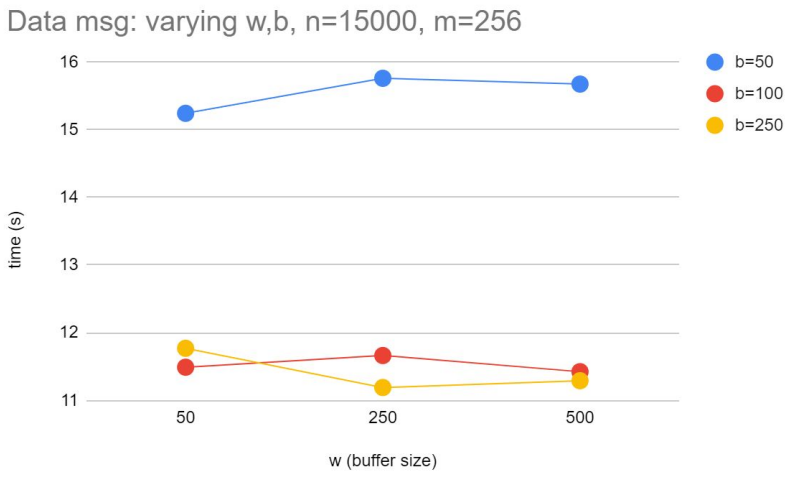
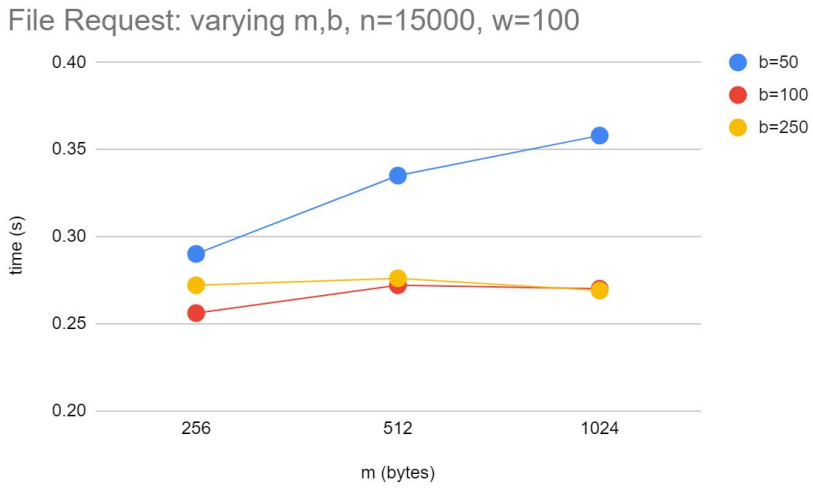
Benjamin Ramon, csce 313, PA4 report

Link to demo video: https://youtu.be/vdRqZkVH3tI

To begin, we can start with analyzing the time taken for the two methods of request through our server, data message, and file request.



As you can see, the cutoff for time improvement starts at around w = 500, and the time decrease will continue to diminish as w increases. This is the case for the data messages in this range, but testing edge cases time improvement diminishes at around w = 1100 for my system.



For the file request, the time will diminish in a different way, since for my case, I had no issue with running out of memory, so when you are increasing a buffer size (w), there isn't any effect on the time taken to complete a file transfer. But the cutoff point for this would not be as

definitive, rather as the buffer size increases, the time taken to complete can only improve so much.

Testing edge case with time completion:

n	b	m	Time (s)
15000	1	256	14.951

Testing with w > 500

n	b	w	Time (s)
15000	50	1000	8.582
15000	50	2000	10.8645