

## **LINUX**

For my code, I made use of a struct object in order to hold: an array of threads, and int values for the start and end of the section of the memory buffer that this particular thread is supposed to work on. From there, I initialized the initial memory buffer and an array to hold all the ASCII characters. From there, I checked to make sure that the file I'm trying to read from exists, and can be opened. I then read all of the contents from the file into the buffer, one character at a time. From there, I would create the threads individually and pass them into a method that would compare the current character with every character in the ASCII array I had created. If it matched, I would increment the second row in the ASCII array that corresponded with the characters' column.