```
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
#include <sys/time.h>
#include "time.h"
int main(int argc, char *argv[])
  ------Declaring Variables-----
      int max = 1024, i,j,lp;
      int top,bottom,left,right;
      float net[1024][1024];
      float x,y, fL, fR, fB, fT;
      unsigned int par=160000, loop=2000;
      struct timespec start,stop;
      double t1=0, t2=0, result=0;
//----
//-----time-----calculate Starting time-----
      clock gettime(CLOCK REALTIME, &start);
      t1 = start.tv sec + (start.tv nsec/pow(10,9));
//-----
//-----Initialising grid-----
      for (i=0;i<max;i++)</pre>
            for (j=0; j<max;j++)</pre>
                   net[i][j]=0;
//---- Mapping-----
   for (lp=1;lp<loop;lp++) {</pre>
      for ( i = 0; i < par; ++i){</pre>
      //---Random position to particle---
         x = ((float) rand() / (float) (RAND MAX) * (float) max);
         y = ((float)rand()/(float)(RAND MAX) * (float)max);
      // finding coordinate around particle
         left = (int) floor(x);
         right = left + 1;
         bottom = (int)floor(y);
         top = bottom +1;
      //___Checking boundary conditions__
         if (top>=max||bottom>=max||left>=max||right>=max)
            continue;
      // Finding particle position within box
         fL = x - left;
         fR = 1 - fL;
         fB = y - bottom;
         fT = 1 - fB;
      // calculating contribution_
         net[left][bottom] = net[left][bottom] + ( fT * fR );
         net[right][bottom] = net[right][bottom] +( fT * fL );
                       = net[left][top]
                                             +( fB * fR ) ;
         net[left][top]
         net[right][top]
                        = net[right][top]
                                            +( fB * fL ) ;
      }
   }
//----
//-----
       clock gettime(CLOCK REALTIME, & stop);
       t2 = stop.tv_sec + (stop.tv_nsec/pow(10,9));
```

```
//----calculating processing time-----
       result = t2 - t1;
       printf("its done in :\t%lf s\n", result);
//---- Saving result in file-----
      // Opening file
       FILE *f = fopen("file1.txt", "w");
       par*=loop;
       if (f == NULL) {
           printf("Error opening file!\n");
           exit(1);
      }
      // Normalizing result
       float avg= par/(max*max);
      for ( i = 0; i < max; ++i){
          for ( j = 0; j < max; j++){
              fprintf (f,"%f ,",((net[i][j])/avg));
          fprintf (f,"\n");
      }
       // Closing file___
      fclose(f);
      return 0;
```