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| RSEG126 Assignment 4: Build  9 Nov 2021 | Sieve of Erastosthenes |
| C. Sean Morrison | This was a fun assignment! I have recollections researching prime number optimization strategies a very long time ago, so it was fun to read up on this approach and watch it pump out a half million primes per second even completely unoptimized. The algorithm would lend itself well to memory coherency tricks and parallelization... Ant Compile and Run Targets |
|  | Ant Clean Target  Going Old School (antless) |

# Going New School (Eclipse IDE)



  