	Total time for 2d array	Total time for an array of pointers
1,000 iterations	0.004235 Seconds	0.000197 Seconds
10,000 iterations	0.040492 Seconds	0.002039 Seconds
100,000 iterations	0.383372 Seconds	0.023879 Seconds
1,000,000 iterations	3.692664 Seconds	0.225372 Seconds
10,000,000 iterations	36.471766 Seconds	2.192984 Seconds
100,000,000 iterations	395.848882 Seconds	22.653515 Seconds

1. Which reverse row method was harder to code up and why? (approximately 2-3 sentences)
 2. Which is a more efficient way to handle strings (character arrays) in the C language and why? (approximately 2-3 sentences).
 3. Give us your final thoughts on the results you observed. (approximately 2-3 sentences) ?

I think the first one was harder to code up because you must store each of the line to reverse in temporary string and make sure to clear out each of the line before copying temporary string to the line. This will add up some computation time. The second one is easier to code because you are referring to address of the pointer array to reverse not copying into temporary variable to the line. Reversing the pointer address is quicker. I think the pointer is effective way to handle character string if string is stored on system. We can refer to address of the character in fixed allocated array or flexible allocated array. I think the array need more memory than pointer. Also for the array you need to specify maximum no. of character you store in array. So, I think pointer is good way to handle string from the example of the hw4 problem 2.