Method	Num_Ops	+ Ops/sec	- Ops/sec	* Ops/sec	/ ops/sec
Function	1 Million	24,188,477	20,823,355	23,860,654	24,142,926
Pipe	1 Million	1,062,312	1,040,479	508,790	648,076
Socket	1 Million	504,126	502,051	356,112	350,117

- Figures are rounded to the nearest whole number.

Function add had the best performance while socket divide had the worst. This is because add is the simplest function of those tested, along with the fact that no child processes need be created to invoke the function locally. By contrast, socket divide had the worst performance because divide checks for a non-zero divisor before running the calculation. Socket also makes several system calls to create socket file descriptors, and to send and receive information. This overhead, combined with the complexity of the divide function relative to the others is what makes socket divide the slowest.