1. When compared to the last implementation of the client-server, this implementation of the client-server with a single worker thread is slightly faster among all numbers of w. Additionally, the execution time given the w appears to show a similar trend compared to the last implementation of the client-server. The execution time decreases drastically moving from one worker channel to five worker channels. As the number of worker channels continues to increase, the execution time begins to taper off around 1.9s. As the number of worker channels continues to increase, there is not much reduction in execution time. Actually, as the number of worker channels reaches around one hundred, there is a slight increase in the execution time due to the overhead of having all of those worker channels. Still, at a certain point the execution time does not change and it is basically comparable regardless of the number of worker channels that you have. The difference between programming assignment 4 and programming assignment 5 in terms of the shape of the curve appear to almost be identical. The curve for the programming assignment 5 is slightly steeper, but, at a glance, the two implementations appear to be exactly the same.