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Windows:

1. Line by line
   1. Wall clock time: 0.041s, CPU time 0.000s
2. Byte by byte
   1. Wall clock time: 0.049s, CPU time: 0.046875

Linux:

1. Line by line
   1. Wall clock time: 0.002s, CPU time: 0.000s
2. Byte by byte
   1. Wall clock time: 0.129s, CPU time: 0.125s

In each case, the CPU time is less because it is the amount of the CPU spends on the specific task. The wall time is longer because the process could get interrupted or the CPU switches tasks mid-process. While processing full lines at a time, the CPU time displays 0s, this is likely because the computer I am running the program on completes the task in less time than the functions measure. The byte by byte measurements are always slower than the line by line because it requires more I/O operations to read then write each byte, whereas the line by line reads several bytes, then writes them all at once. Since I/O operations are slower it makes sense that the byte by byte tests take longer.