

```

Remove object file and directory
Remove executable and remove bin directory
Creating OBJ/task.o
Creating OBJ/option.o
Creating OBJ/game.o
Creating OBJ/memory.o
Creating OBJ/main.o
Creating OBJ/ncurses.o
Creating OBJ/thread.o
GameOfLife well created !
./Script/test.sh

```

Lets start **for** file : block.gol – Use : 64 interation

```

[TEST] Sequential : START
[TEST] Sequential : SUCCESS

```

Multi thread fined grained :

```

[TEST] 1 thread fined grained : START
[TEST] 1 thread fined grained : SUCCESS

[TEST] 2 thread fined grained : START
[TEST] 2 thread fined grained : SUCCESS

[TEST] 4 thread fined grained : START
[TEST] 4 thread fined grained : SUCCESS

[TEST] 8 thread fined grained : START
[TEST] 8 thread fined grained : SUCCESS

[TEST] 16 thread fined grained : START
[TEST] 16 thread fined grained : SUCCESS

```

Multi thread average grained:

```

[TEST] 1 thread average grained : START
[TEST] 1 thread average grained : SUCCESS

[TEST] 2 thread average grained : START
[TEST] 2 thread average grained : SUCCESS

[TEST] 4 thread average grained : START
[TEST] 4 thread average grained : SUCCESS

[TEST] 8 thread average grained : START
[TEST] 8 thread average grained : SUCCESS

[TEST] 16 thread average grained : START
[TEST] 16 thread average grained : SUCCESS

```

Lets start **for** file : blinker.gol – Use : 26 interation

```

[TEST] Sequential : START
[TEST] Sequential : SUCCESS

```

Multi thread fined grained :

```

[TEST] 1 thread fined grained : START
[TEST] 1 thread fined grained : SUCCESS

[TEST] 2 thread fined grained : START
[TEST] 2 thread fined grained : SUCCESS

[TEST] 4 thread fined grained : START
[TEST] 4 thread fined grained : SUCCESS

[TEST] 8 thread fined grained : START
[TEST] 8 thread fined grained : SUCCESS

[TEST] 16 thread fined grained : START
[TEST] 16 thread fined grained : SUCCESS

```

Multi thread average grained:

```

[TEST] 1 thread average grained : START
[TEST] 1 thread average grained : SUCCESS

[TEST] 2 thread average grained : START
[TEST] 2 thread average grained : SUCCESS

```

```
[TEST] 4 thread average grained : START
[TEST] 4 thread average grained : SUCCESS
```

```
[TEST] 8 thread average grained : START
[TEST] 8 thread average grained : SUCCESS
```

```
[TEST] 16 thread average grained : START
[TEST] 16 thread average grained : SUCCESS
```

Lets start **for** file : beacon.gol — Use : 90 interation

```
[TEST] Sequential : START
[TEST] Sequential : SUCCESS
```

Multi thread fined grained :

```
[TEST] 1 thread fined grained : START
[TEST] 1 thread fined grained : SUCCESS
```

```
[TEST] 2 thread fined grained : START
[TEST] 2 thread fined grained : SUCCESS
```

```
[TEST] 4 thread fined grained : START
[TEST] 4 thread fined grained : SUCCESS
```

```
[TEST] 8 thread fined grained : START
[TEST] 8 thread fined grained : SUCCESS
```

```
[TEST] 16 thread fined grained : START
[TEST] 16 thread fined grained : SUCCESS
```

Multi thread average grained:

```
[TEST] 1 thread average grained : START
[TEST] 1 thread average grained : SUCCESS
```

```
[TEST] 2 thread average grained : START
[TEST] 2 thread average grained : SUCCESS
```

```
[TEST] 4 thread average grained : START
[TEST] 4 thread average grained : SUCCESS
```

```
[TEST] 8 thread average grained : START
[TEST] 8 thread average grained : SUCCESS
```

```
[TEST] 16 thread average grained : START
[TEST] 16 thread average grained : SUCCESS
```

Lets start **for** file : empty.gol — Use : 6 interation

```
[TEST] Sequential : START
[TEST] Sequential : SUCCESS
```

Multi thread fined grained :

```
[TEST] 1 thread fined grained : START
[TEST] 1 thread fined grained : SUCCESS
```

```
[TEST] 2 thread fined grained : START
[TEST] 2 thread fined grained : SUCCESS
```

```
[TEST] 4 thread fined grained : START
[TEST] 4 thread fined grained : SUCCESS
```

```
[TEST] 8 thread fined grained : START
[TEST] 8 thread fined grained : SUCCESS
```

```
[TEST] 16 thread fined grained : START
[TEST] 16 thread fined grained : SUCCESS
```

Multi thread average grained:

```
[TEST] 1 thread average grained : START
[TEST] 1 thread average grained : SUCCESS
```

```
[TEST] 2 thread average grained : START
[TEST] 2 thread average grained : SUCCESS
```

```
[TEST] 4 thread average grained : START
[TEST] 4 thread average grained : SUCCESS
```

```
[TEST] 8 thread average grained : START
[TEST] 8 thread average grained : SUCCESS

[TEST] 16 thread average grained : START
[TEST] 16 thread average grained : SUCCESS
```

Lets start **for** file : toad.gol — Use : 38 iteration

```
[TEST] Sequential : START
[TEST] Sequential : SUCCESS
```

Multi thread fined grained :

```
[TEST] 1 thread fined grained : START
[TEST] 1 thread fined grained : SUCCESS

[TEST] 2 thread fined grained : START
[TEST] 2 thread fined grained : SUCCESS

[TEST] 4 thread fined grained : START
[TEST] 4 thread fined grained : SUCCESS

[TEST] 8 thread fined grained : START
[TEST] 8 thread fined grained : SUCCESS

[TEST] 16 thread fined grained : START
[TEST] 16 thread fined grained : SUCCESS
```

Multi thread average grained:

```
[TEST] 1 thread average grained : START
[TEST] 1 thread average grained : SUCCESS

[TEST] 2 thread average grained : START
[TEST] 2 thread average grained : SUCCESS

[TEST] 4 thread average grained : START
[TEST] 4 thread average grained : SUCCESS

[TEST] 8 thread average grained : START
[TEST] 8 thread average grained : SUCCESS

[TEST] 16 thread average grained : START
[TEST] 16 thread average grained : SUCCESS
```

```
[TEST] All Done : .....
```

```
Remove object file and directory
Remove executable and remove bin directory
Creating OBJ/task.o
Creating OBJ/option.o
Creating OBJ/game.o
Creating OBJ/memory.o
Creating OBJ/main.o
Creating OBJ/ncurses.o
Creating OBJ/thread.o
GameOfLife well created !
./Script/test-random.sh 5
```

```
[TEST] Start creating a random board
58 rows and 43 column
100.00 % done
File generate under the name : ./Script/random.gol
[TEST] End of creation
```

[TEST] Let's start with 92 iteration [1/5]

```
[TEST] Sequential : START
[TEST] Sequential : End

[TEST] 8 thread fined grained : START
[TEST] 8 thread fined grained : SUCCESS

[TEST] 1 thread average grained : START
[TEST] 1 thread average grained : SUCCESS
```

```
[TEST] Start creating a random board
122 rows and 128 column
100.00 % done
```

File generate under the name : ./Script/random.gol

[TEST] End of creation

[TEST] Let's start with 51 iteration [2/5]

[TEST] Sequential : START

[TEST] Sequential : End

[TEST] 4 thread fined grained : START

[TEST] 4 thread fined grained : SUCCESS

[TEST] 18 thread average grained : START

[TEST] 18 thread average grained : SUCCESS

[TEST] Start creating a random board

44 rows and 51 column

100.00 % done

File generate under the name : ./Script/random.gol

[TEST] End of creation

[TEST] Let's start with 22 iteration [3/5]

[TEST] Sequential : START

[TEST] Sequential : End

[TEST] 1 thread fined grained : START

[TEST] 1 thread fined grained : SUCCESS

[TEST] 2 thread average grained : START

[TEST] 2 thread average grained : SUCCESS

[TEST] Start creating a random board

120 rows and 90 column

100.00 % done

File generate under the name : ./Script/random.gol

[TEST] End of creation

[TEST] Let's start with 60 iteration [4/5]

[TEST] Sequential : START

[TEST] Sequential : End

[TEST] 7 thread fined grained : START

[TEST] 7 thread fined grained : SUCCESS

[TEST] 18 thread average grained : START

[TEST] 18 thread average grained : SUCCESS

[TEST] Start creating a random board

128 rows and 47 column

100.00 % done

File generate under the name : ./Script/random.gol

[TEST] End of creation

[TEST] Let's start with 25 iteration [5/5]

[TEST] Sequential : START

[TEST] Sequential : End

[TEST] 11 thread fined grained : START

[TEST] 11 thread fined grained : SUCCESS

[TEST] 19 thread average grained : START

[TEST] 19 thread average grained : SUCCESS

[TEST] All Done :