

```

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 : 26 iteration

```

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

```

Multi thread :

```

[TEST] 0 thread fined grained : START
[TEST] 0 thread fined grained : SUCCESS

[TEST] 1 thread fined grained : START
[TEST] 0 thread fined grained : SUCCESS

[TEST] 2 thread fined grained : START
[TEST] 0 thread fined grained : SUCCESS

[TEST] 3 thread fined grained : START
[TEST] 0 thread fined grained : SUCCESS

[TEST] 4 thread fined grained : START
[TEST] 0 thread fined grained : SUCCESS

```

Multi thread :

```

[TEST] 0 thread average grained : START
[TEST] 0 thread average grained : SUCCESS

[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] 3 thread average grained : START
[TEST] 3 thread average grained : SUCCESS

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

```

Lets start **for** file : block.gol – Use : 2 iteration

```

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

```

Multi thread :

```

[TEST] 0 thread fined grained : START
[TEST] 1 thread fined grained : SUCCESS

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

[TEST] 2 thread fined grained : START
[TEST] 1 thread fined grained : SUCCESS

[TEST] 3 thread fined grained : START
[TEST] 1 thread fined grained : SUCCESS

[TEST] 4 thread fined grained : START
[TEST] 1 thread fined grained : SUCCESS

```

Multi thread :

```

[TEST] 0 thread average grained : START
[TEST] 0 thread average grained : SUCCESS

[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] 3 thread average grained : START
[TEST] 3 thread average grained : SUCCESS

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

Lets start **for** file : block.gol — Use : 18 interation

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

Multi thread :

```
[TEST] 0 thread fined grained : START
[TEST] 2 thread fined grained : SUCCESS

[TEST] 1 thread fined grained : START
[TEST] 2 thread fined grained : SUCCESS

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

[TEST] 3 thread fined grained : START
[TEST] 2 thread fined grained : SUCCESS

[TEST] 4 thread fined grained : START
[TEST] 2 thread fined grained : SUCCESS
```

Multi thread :

```
[TEST] 0 thread average grained : START
[TEST] 0 thread average grained : SUCCESS

[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] 3 thread average grained : START
[TEST] 3 thread average grained : SUCCESS

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

Lets start **for** file : block.gol — Use : 76 interation

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

Multi thread :

```
[TEST] 0 thread fined grained : START
[TEST] 3 thread fined grained : SUCCESS

[TEST] 1 thread fined grained : START
[TEST] 3 thread fined grained : SUCCESS

[TEST] 2 thread fined grained : START
[TEST] 3 thread fined grained : SUCCESS

[TEST] 3 thread fined grained : START
[TEST] 3 thread fined grained : SUCCESS

[TEST] 4 thread fined grained : START
[TEST] 3 thread fined grained : SUCCESS
```

Multi thread :

```
[TEST] 0 thread average grained : START
[TEST] 0 thread average grained : SUCCESS

[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] 3 thread average grained : START
[TEST] 3 thread average grained : SUCCESS

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

Lets start **for** file : block.gol — Use : 98 iteration

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

Multi thread :

```
[TEST] 0 thread fined grained : START
[TEST] 4 thread fined grained : SUCCESS

[TEST] 1 thread fined grained : START
[TEST] 4 thread fined grained : SUCCESS

[TEST] 2 thread fined grained : START
[TEST] 4 thread fined grained : SUCCESS

[TEST] 3 thread fined grained : START
[TEST] 4 thread fined grained : SUCCESS

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

Multi thread :

```
[TEST] 0 thread average grained : START
[TEST] 0 thread average grained : SUCCESS

[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] 3 thread average grained : START
[TEST] 3 thread average grained : SUCCESS

[TEST] 4 thread average grained : START
[TEST] 4 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
45 rows and 14 column
100.00 % done
File generate under the name : ./Script/random.gol
[TEST] End of creation
```

```
[TEST] Let's start with 25 iteration [1/5]
```

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

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

[TEST] 3 thread average grained: START
[TEST] 3 thread average grained: SUCCESS
```

```
[TEST] Start creating a random board
68 rows and 89 column
100.00 % done
File generate under the name : ./Script/random.gol
```

[TEST] End of creation

[TEST] Let's start with 36 iteration [2/5]

[TEST] Sequential : START

[TEST] Sequential : End

[TEST] 1 thread fined grained : START

[TEST] 1 thread fined grained : SUCCESS

[TEST] 6 thread average grained : START

[TEST] 6 thread average grained : SUCCESS

[TEST] Start creating a random board

10 rows and 69 column

100.00 % done

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

[TEST] End of creation

[TEST] Let's start with 56 iteration [3/5]

[TEST] Sequential : START

[TEST] Sequential : End

[TEST] 1 thread fined grained : START

[TEST] 1 thread fined grained : SUCCESS

[TEST] 10 thread average grained : START

[TEST] 10 thread average grained : SUCCESS

[TEST] Start creating a random board

19 rows and 69 column

100.00 % done

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

[TEST] End of creation

[TEST] Let's start with 8 iteration [4/5]

[TEST] Sequential : START

[TEST] Sequential : End

[TEST] 1 thread fined grained : START

[TEST] 1 thread fined grained : SUCCESS

[TEST] 15 thread average grained : START

[TEST] 15 thread average grained : SUCCESS

[TEST] Start creating a random board

10 rows and 10 column

100.00 % done

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

[TEST] End of creation

[TEST] Let's start with 11 iteration [5/5]

[TEST] Sequential : START

[TEST] Sequential : End

[TEST] 3 thread fined grained : START

[TEST] 3 thread fined grained : SUCCESS

[TEST] 17 thread average grained : START

[TEST] 17 thread average grained : SUCCESS

[TEST] All Done :