

Unit Testing:

- * I took every function and ran it in a separate program where it is isolated
 - checked the output to see if it was successful
- * Ran the server with and without caching
- * filled up the queue to see if it would perform the correct pop() and push()
- * updated the cache and checked to see if the file was written back to disk before popped off the queue

Question:

I did a test for latency

First I tested a file using caching. The speed was normal just like the first server

Then, I used caching. I noticed a noticeable speed difference vs not using caching.

Since my program just went to virtual memory it made it obviously quicker to respond to the

GET request.