Q4:

To time each of the calls to compute\_pascal I imported the time.h header file and used the clock(); to time each function in seconds. Before the function call I set the timer clock\_t timer;

timer = clock(); r

Then after the function call I subtract the original time from the current time as follows: timer = clock() - timer;

double time\_taken = ((double)timer) / CLOCKS\_PER\_SEC; // in seconds n I then calculate the time taken cast as a double. The constant CLOCKS\_PER\_SEC is used to calculate the time in seconds. The time\_taken grew with the more function calls I added to the code for handling smaller pieces of repeated code. Originally it was around the 2 second mark, but when I added the functions raise\_depth() and next\_deep(), the time jumped to around the 4 second mark.

File t3Test contains my code for Q3 and Q4. The text file contains my mode for Q1 and Q2. A screenshot of the output to my console is also included.