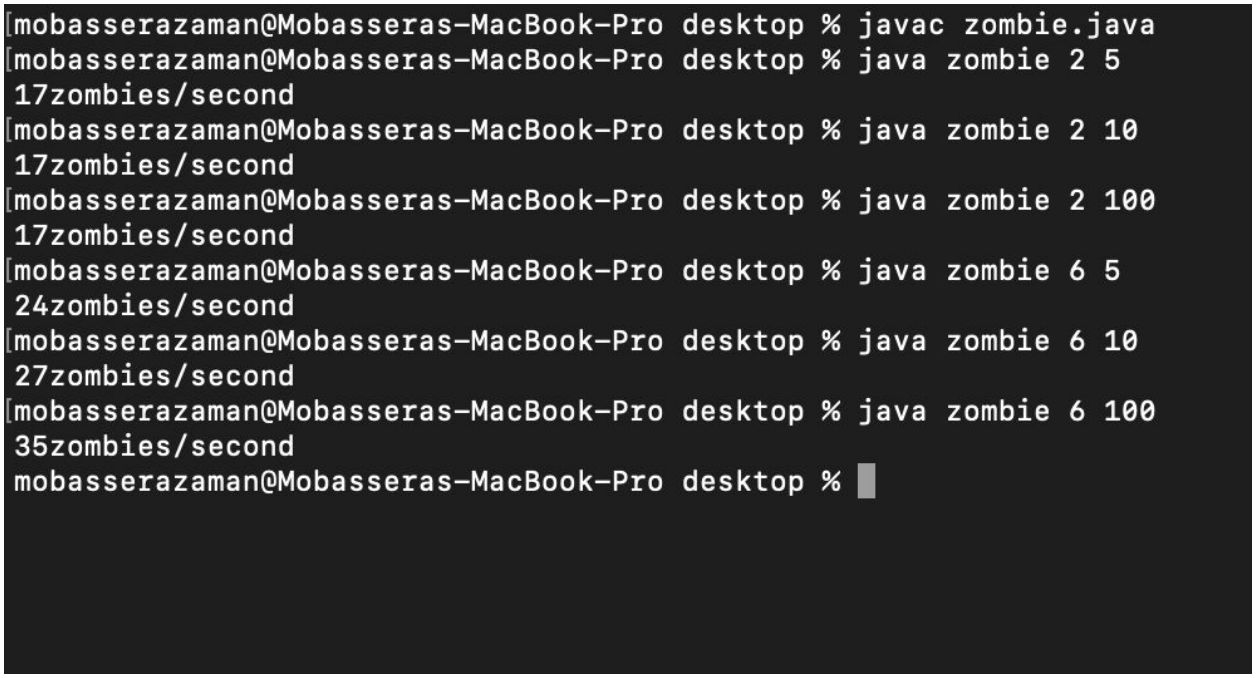

The program runs for 3 minutes with n=5, n=10 and n=100. I have experimented with k = 2 and 6 to observe any changes in throughput pattern.

Increasing the number of threads increases throughput (zombies eliminated/second). Also, varying the value of n has a greater effect on throughput when k (number of friends) is more.

For example: At n = 5, k = 6, throughput is 24 zombies eliminated/second. Whereas, at n = 100, k = 6, throughput is 35 zombies eliminated/second.

The effect of threshold on throughput is more visible when the number of threads/ friends is larger. It takes more time to communicate when you have more friends. Also, the threshold value, n, determines how often you have to radio your friends. If the threshold is less (say 5), you have to contact all k friends more often, therefore you get less time to eliminate zombies. Increasing n decreases the number of times you have to radio your friends, so throughput increases.