PCM – Assignment 3

Environment:

All tests were performed in the same environment, a computer equipped with an 8 core (all locked at 4.2 GHz), 16 threads AMD Ryzen 7 3700X and an Nvidia GeForce RTX 2070 Super with a base core clock of 1605MHz. I used the latest version of Visual Studio 2019 and the background processes were kept to a minimum.

Actor Architecture:

Implementation: