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PA5: Worker Thread Revisions

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### Code Differences:

Rather than have tons of worker threads with their own request channels and boundbuffers, we now have just one thread that controls all the channels and only has one bound buffer to handle. By doing this, we reduce the overhead of having to manage multiple worker threads with their own separate channel. It's much faster to have one thread handle all the channels at once rather than having all threads run individually. We do this by using the `select()` command to help cycle through file descriptors. In addition to, we "primed the pump" in order to begin all the channels at once. This is to also make sure the program runs through even if there are more channels than there are requests.

### Worker Threads Ran:

Number of requests ran were 10k, 1000 buffer size. Comparing to PA3, PA5's code needed slightly more time to run to completion in all cases except for when there was only 1 thread. We expected it to be faster but it's odd that it hasn't. I believe this is caused by how I implemented how the unionized worker thread finds for ready reqchannels. I ended up using for loops to find ready channels. Doing this caused my program to run slower compared to PA3's code.

