Manual

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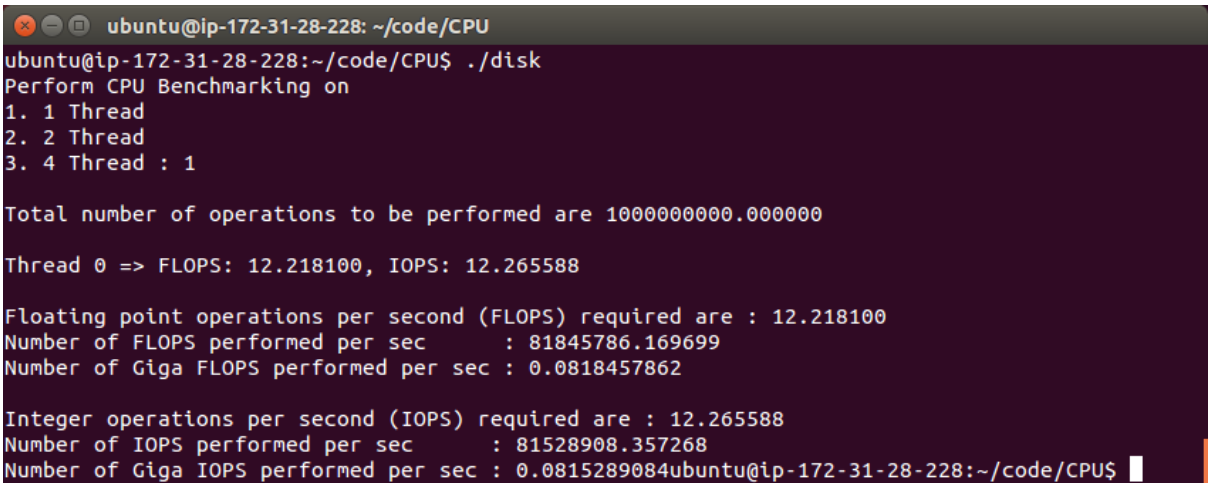
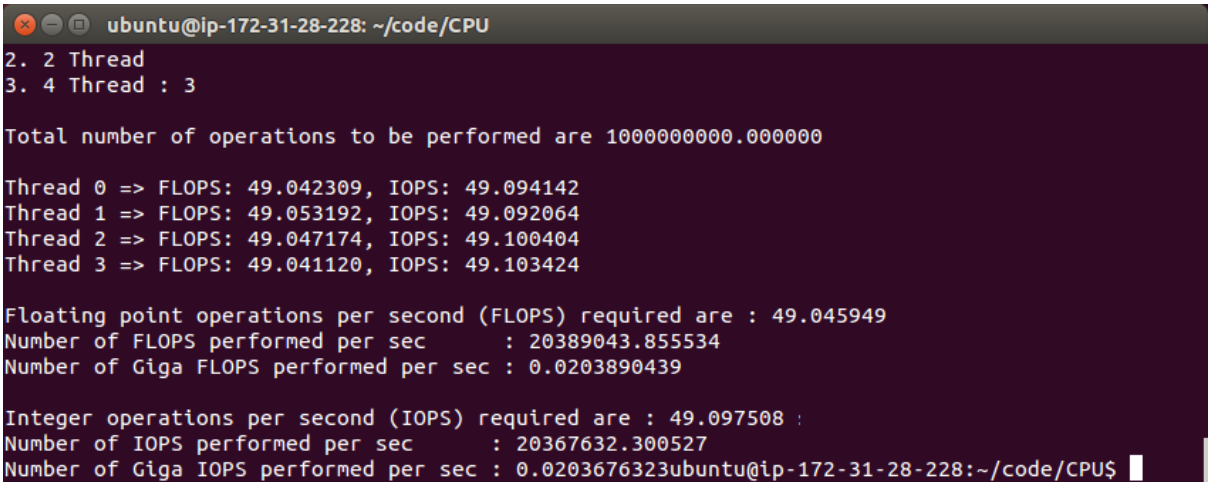
CPU Benchmarking:

Instruction to run code:

1. Code for CPU benchmarking is implemented in C language.
2. Name of file is “cpuBenchMarking.c”.
3. Instruction to compile file :
   gcc –pthread –o result cpuBenchMarking.c
4. Instruction to run code after successful compilation:
   ./result
5. Following screen appears after successfully executing code:



6. If user selects option 3 to run code for 4 thread as



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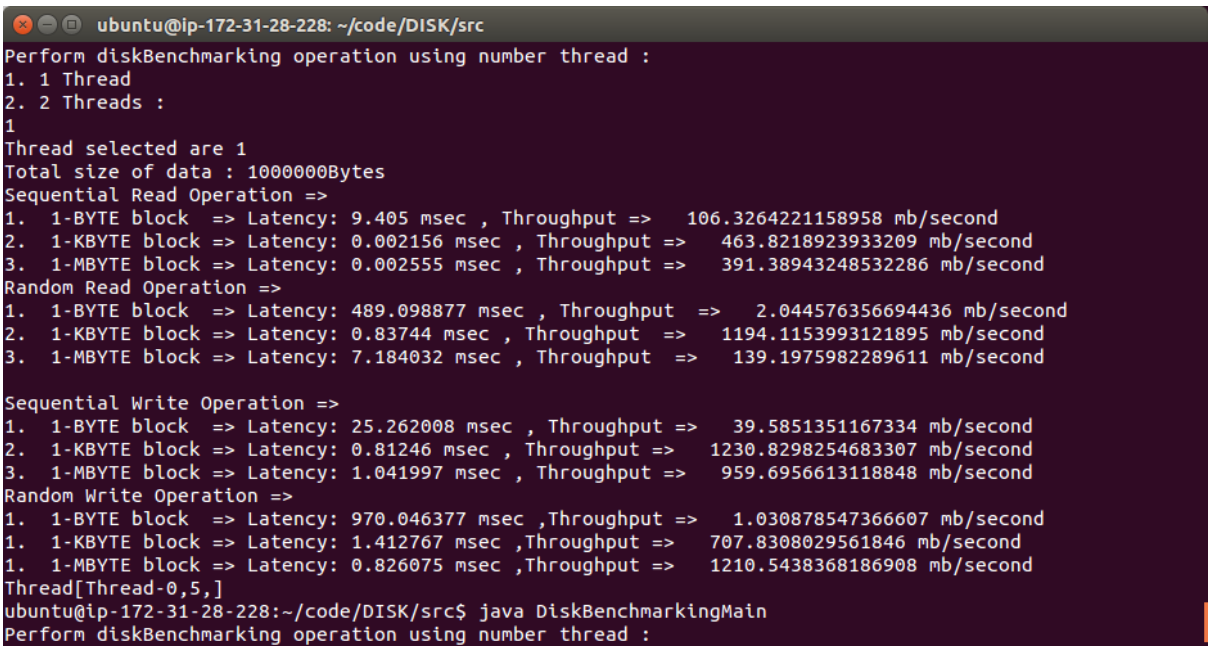
DISK Benchmarking:

Instruction to run Disk Benchmarking:

1. Compile all following files:
    a. DiskBenchmarkingMain.java
    b. DiskThread.java
    c. TimeRequired.java

2. Instruction to compile all above java files:
   javac *.java
3. Main() method is present in DiskBenchmarkingMain.java file. So run DiskBenchmarking file to run code. Instruction to run :
   java DiskBenchmarking
4. Following screen will appear after successfully running the code:



5. User can perform disk operation on 1 Thread or 2 Thread.

6. “config.properties” files contains field named “totalFileSizeInBytes”. This is total size of file in bytes. Write operation will create file of this size.

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Network Benchmarking:

1. Compile all following files:
   a. Main.java
   b. TCPClient.java
   c. TCPServer.java
   d. UDPClient.java
   e. UDPServer.java
   f. TimeRequired.java
2. Instruction to compile all files :
   javac *.java
3. Main() method is present in Main.java file.
   Run this file by following instruction:
   java Main
4. All the configuration details are present in "config.property" file.
5. Following fields present in this file :
   a. ServerPort
   b. ServerPortUDP
   c. ServerIP
   d. Datasize
   e. Iteration
6. TCP server will start on port number mentioned for "ServerPort" field.

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7. Both TCP and UDP server should start at same IP addres but at different ports.
8. IP address of server should be mentioned at “ServerIP” field.
9. Size of packet to be transform over the network should be mentioned at “Datasize” field.
10. “Iteration” fields indicated that DataSize packets will transform over network for “Iteration” times.
11. So total data transfer over the network will be

    totalSize = dataSize * iteration
12. After running the code successfully user will see following screen: