

1. Number of worker actor that results in best performance is **1000000**. Work is equally divided among actors.

After trying couple of worker actor count, I realized that 1000000 works best for small and large ranges.

2. The result of running your program for:-> `dotnet fsi proj1.fsx 1000000 4`

(No output for this particular command -> 1000000 4)

3. run time scala project1.scala 1000000 4

Real Time: 24548 ms

Cpu Time: 135106 ms

Concurrency Ratio: 5.503748

4. The largest problem you managed to solve: ->

n = 100000000