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CSC345-01
Project 2

Fulfilled Requirements:
- Program successfully fetches sudoku table from input file and transfers it to 2D array (9x9 matrix)
- Program successfully outputs board state and validates the game, along with a computation time in seconds
- Program is capable of running both with three threads (one for columns, one for rows, one for squares) and 27 threads (nine for columns, nine for rows, nine for squares)
- Program was modified to run 50 times on the desired option and output the average computation time. Input board was correct for one iteration and incorrect for the other, meaning a total of 100 runs per option. The averages for each option are as follows: Option 1 had an average compute time of 0.000047 seconds, and Option 2 had an average compute time of 0.0009965 seconds. It can then be deduced that it is significantly quicker to simply have three threads doing repetitive tasks than to have 27 threads for each repetition of the task, at least on the provided virtual machines.