

# Project 2

task 1:

function 1

- a sorting function that uses threads to sort the array
  - the array is size N -- global array
- a total of three running threads: 2 to sort, 1 to merge
- the time that it took to run this function

function 2

- sorting function w/o threads
- using the same algorithm

in main:

- global variable** N that the user inputs what N = to
- random number generator
- stores in an array unsorted
- call function 1
- then call function