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Task 1a.

The allocation time for int and char is effectively zero. This might indicate that the allocations are either too small or too fast to be measured accurately with the timing method used, or there might be optimizations by the compiler or my operating system. The allocation time for double, however, shows a substantial amount which might suggest that as the size of the allocation increases the time taken also increases.

With the given data, it's hard to conclusively say which is more efficient because the time for smaller sizes (int and char) was recorded as zero. This could be due to the limitations of the timing resolution or the small size of the data. Generally, allocating all bytes at once is more time-efficient in controlled scenarios because it reduces the overhead of multiple calls to the memory management system.