```
$ ztime1
Test1: With only 1 proc in ready queue when child exited
56729 freepages in system before forked
56661 freepages in system after forked
child 4 became zombie at 263 ticks, 6988 us
zombie 4 got reaped at 263 ticks,9383 us
56729 freepages in system after exited

Test2: With 10 procs in ready queue when child exited
child 5 became zombie at 476 ticks, 510 us
zombie 5 got reaped at 476 ticks,1770 us

Test2: With 20 procs in ready queue when child exited
child 16 became zombie at 845 ticks, 1237 us
zombie 16 got reaped at 845 ticks,3693 us

Test2: With 30 procs in ready queue when child exited
child 27 became zombie at 1273 ticks, 735 us
zombie 27 got reaped at 1273 ticks,3152 us

Test2: With 40 procs in ready queue when child exited
child 38 became zombie at 1849 ticks, 2992 us
zombie 38 got reaped at 1849 ticks,5307 us

Test2: With 50 procs in ready queue when child exited
child 49 became zombie at 2476 ticks, 433 us
zombie 49 got reaped at 2476 ticks,2814 us

Test2: With 60 procs in ready queue when child exited
child 60 became zombie at 3146 ticks, 1012 us
zombie 60 got reaped at 3146 ticks,3465 us

Test2: With 70 procs in ready queue when child exited
child 71 became zombie at 4005 ticks, 396 us
zombie 71 got reaped at 4005 ticks,2941 us

Test2: With 80 procs in ready queue when child exited
child 82 became zombie at 4868 ticks, 428 us
zombie 82 got reaped at 4868 ticks,3352 us

Test2: With 90 procs in ready queue when child exited
child 93 became zombie at 5766 ticks, 645 us
zombie 93 got reaped at 5766 ticks,3150 us

Test2: With 100 procs in ready queue when child exited
child 104 became zombie at 6866 ticks, 490 us
zombie 104 got reaped at 6866 ticks,3092 us
```