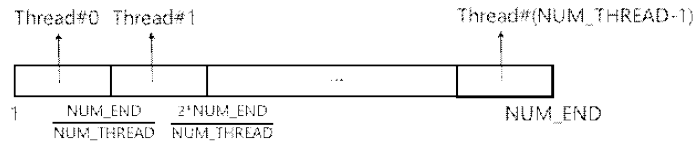


5.(40 points) Following multi-threaded JAVA code computes the number of prime numbers between 1 and NUM_END using NUM_THREAD threads. (Assume that NUM_END can be divided by NUM_THREAD) Following code uses static load balancing approach where we divide entire number range (1~NUM_END) into NUM_THREAD chunks : (1 ~ NUM_END/NUM_THREAD), (NUM_END/NUM_THREAD+1 ~ 2*NUM_END/NUM_THREAD), ..., ((NUM_THREAD-1)*NUM_END/NUM_THREAD+1 ~ NUM_END), and assign i -th chunk to i -th thread. Each thread calculates the number of prime numbers from its assigned chunk number range. The main thread finally collects the results from each thread and sum them up to print the final result.



- Implement above static load balancing approach by filling out empty boxes with appropriate JAVA code in the code below.
- Does above approach result in good load balancing or bad load balancing? **Mark: (good load balancing / bad load balancing)**
Explain why you think so : (_____)

-----< source code : ex4.java >-----

```
class PrimeThread extends Thread {
    int min_val, max_val, counter;

    PrimeThread(int x,int y) {
        min_val = x;
        max_val = y;
        counter=0;
    }

    public int getCounter() {
        return counter;
    }

    private boolean isPrime(int x){
        int i;
        if (x<=1) return false;
        for (i=2;i<x;i++) {
            if ((x%i == 0) && (i!=x)) return false;
        }
        return true;
    }
}
```

```
public class ex4 {
    private static final int NUM_THREAD=4;
    private static final int NUM_END=200000;

    public static void main(String[] args) {
        int i,sum=0;
        int Width;
        PrimeThread[] t = new PrimeThread[NUM_THREAD];
    }
}
```

```
System.out.println("number of prime numbers: "+sum);
}
```