Module 7 Assessment

Runtime Analysis

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| Size of Array | .push | .unshift |
| tinyArray | 124.9 μs | 48.4 μs |
| smallArray | 153.2 μs | 73.2 μs |
| mediumArray | 231.3 μs | 251.1 μs |
| largeArray | 1.7388 ms | 28.1754 ms |
| extraLargeArray | 4.8984 ms | 1.4601 s |

After running runtime.js through the different size arrays, I have found that the .push method scales better with larger arrays, while the .unshift method is faster with smaller arrays. Based on the results I got, both methods would take about the same time for the medium array (1000). In the large and extra large array the .push method really out paced the .unshift method. I believe the .push method would be the better method to scale with for bigger projects that hold larger arrays of data.