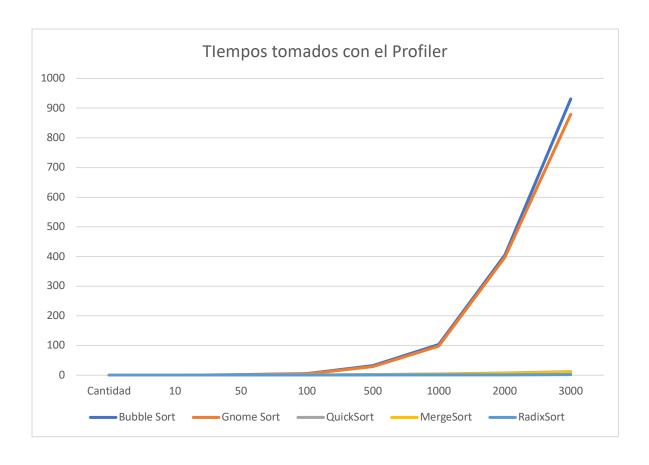
# Algoritmos de Ordenamiento

**Profiler utilizado:** Visual VM.

# Resumen de los resultados

PRÁCTICO	Bubble Sort	Gnome Sort	QuickSort	MergeSort	RadixSort
Cantidad	Tiempo	Tiempo	Tiempo	Tiempo	Tiempo
10	0.261	0.256	0.209	0.153	0.135
50	1.73	0.809	0.235	0.179	0.041
100	5.6	3.9	0.607	0.519	0.17
500	32	28.8	2.4	1.61	0.742
1000	104	97.9	4.24	3.1	0.775
2000	405	398	7.33	6.3	1.36
3000	931	879	12	10.5	2.16

TEÓRICO	<b>Bubble Sort</b>	<b>Gnome Sort</b>	QuickSort	MergeSort	RadixSort
Cantidad	Tiempo	Tiempo	Tiempo	Tiempo	Tiempo
10	100	100	10.0	10.0	10
50	2500	2500	84.9	84.9	50
100	10000	10000	200.0	200.0	100
500	250000	250000	1349.5	1349.5	500
1000	1000000	1000000	3000.0	3000.0	1000
2000	4000000	4000000	6602.1	6602.1	2000
3000	9000000	9000000	10431.4	10431.4	3000
Mejor caso	O(n)	O(n)	O(nlog(n))	O(nlog(n))	O(n)
promedio	O(n2)	O(n2)	O(nlog(n))	O(nlog(n))	O(n)
peor caso	O(n2)	O(n2)	O(n2)	O(nlog(n))	O(n)

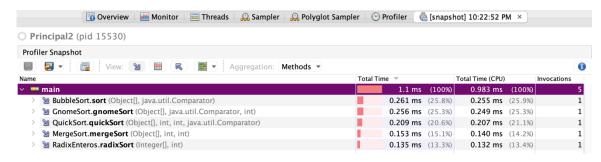




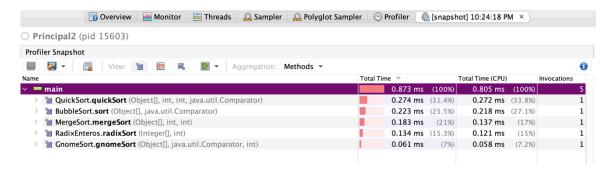
A continuación se muestran los resultados obtenidos en cada algoritmo de sort, cada vez con más números de entrada.

#### - 10 números

# Desordenado

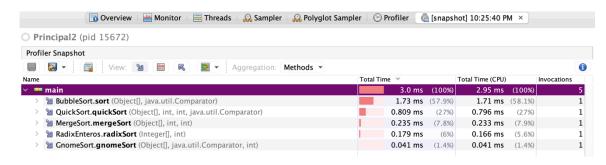


# Ordenado

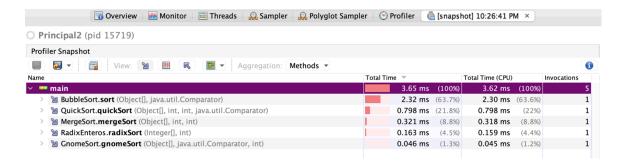


#### - 50 números

# Desordenado

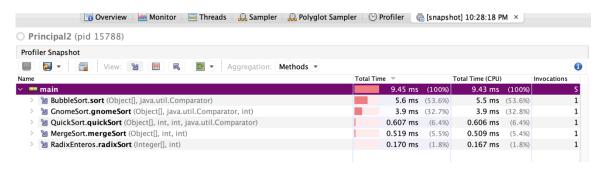


# Ordenado

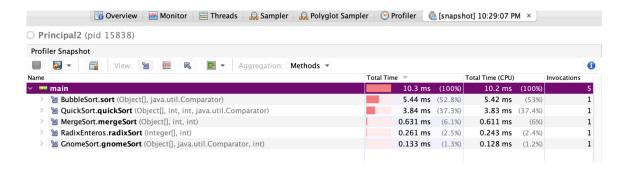


#### - 100 números

### Desordenado

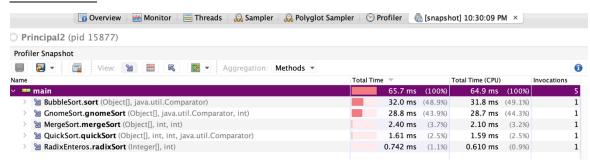


### Ordenado

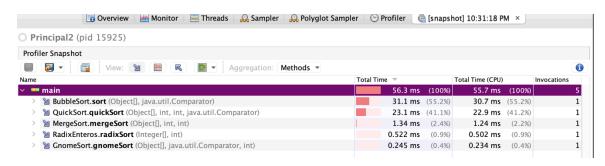


#### 500 números

### Desordenado

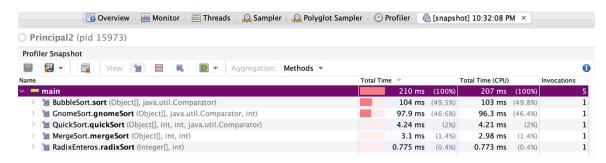


# Ordenado

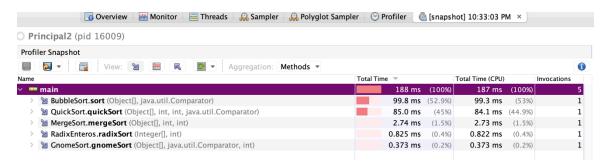


#### 1000 números

# Desordenado

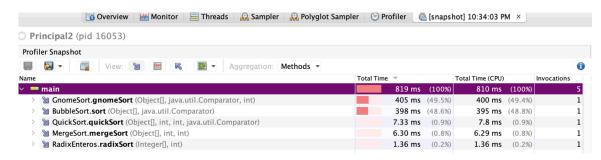


# **Ordenado**

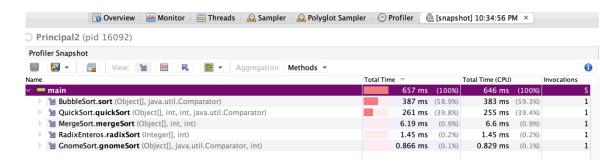


#### - 2000 números

#### Desordenado

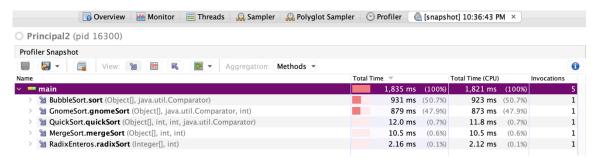


# Ordenado



#### 3000 números

#### Desordenado



#### Ordenado

