

We see that the insert “unshift” can start off quicker when you look at the tinyArray, but as the time complexity increases we see that the doublerAppend takes the lead with the .pop quickness. The doublerAppend provides a time advantage with the method “pop”.

The main difference here is that the unshift is adding to the front vs the pop is pushing the values towards the back. This wouldn't seem like a big issue but when you start scaling the inputs it takes a long time for the memory to insert the values into the front leading to slower execution times.

-Chase