|  |  |  |  |
| --- | --- | --- | --- |
| Algorithm | Input | Time | Number of Triplets |
| ThreeSumA | 8ints.txt | 0.0 | 4 |
|  | 1Kints.txt | 0.378 | 70 |
|  | 2Kints.txt | 2.492 | 528 |
|  | 4Kints.txt | 16.722 | 4039 |
|  | 8Kints.txt | 131.607 | 32074 |
| ThreeSumB | 8ints.txt | 0.001 | 4 |
|  | 1Kints.txt | 0.039 | 70 |
|  | 2Kints.txt | 0.145 | 528 |
|  | 4Kints.txt | 0.5 | 4039 |
|  | 8Kints.txt | 2.449 | 32074 |

Based on the results, ThreeSumB performs much better than ThreeSumA. This is due to the differences of how they were implemented. ThreeSumA goes through a brute force process while ThreeSumB uses binary search.