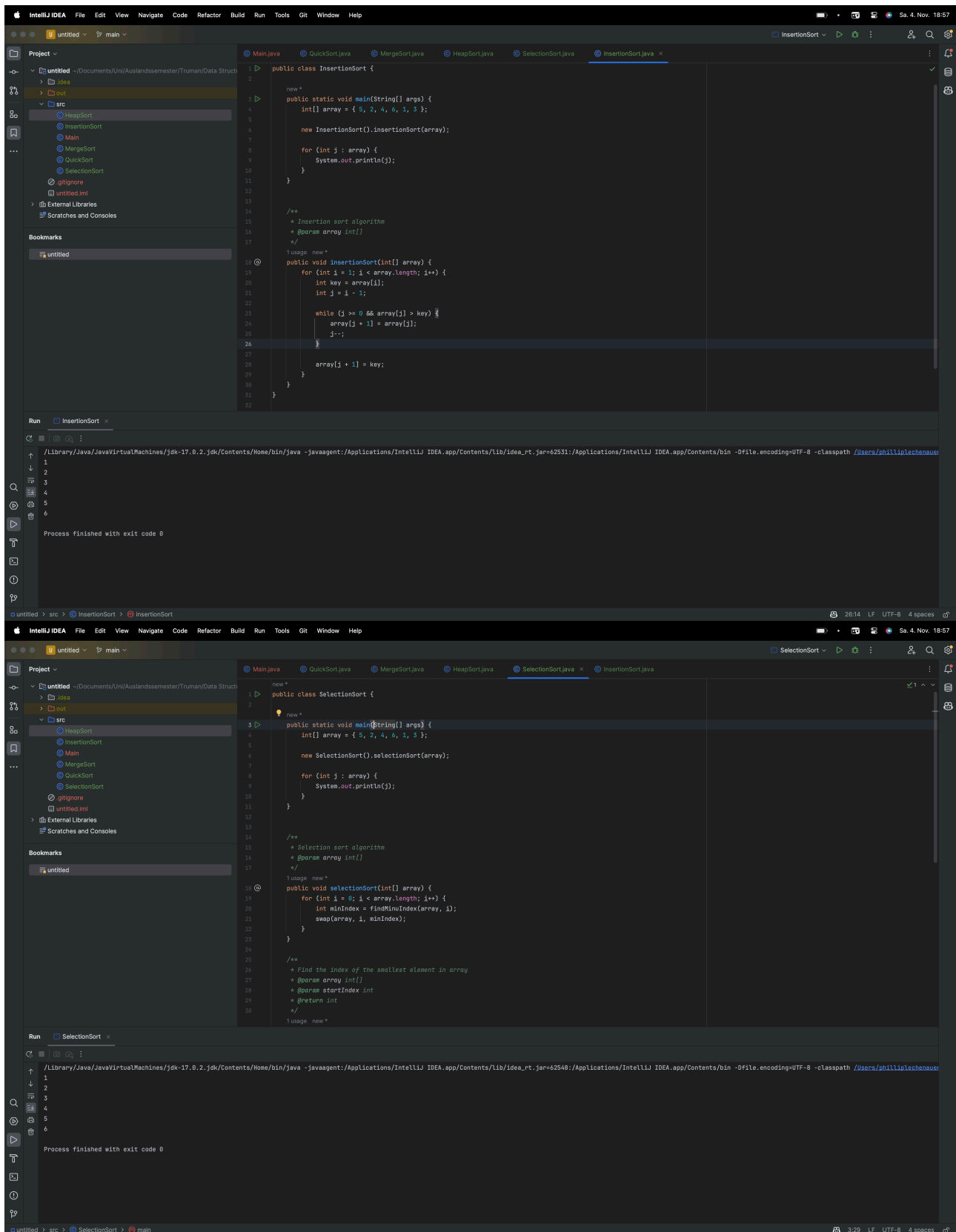
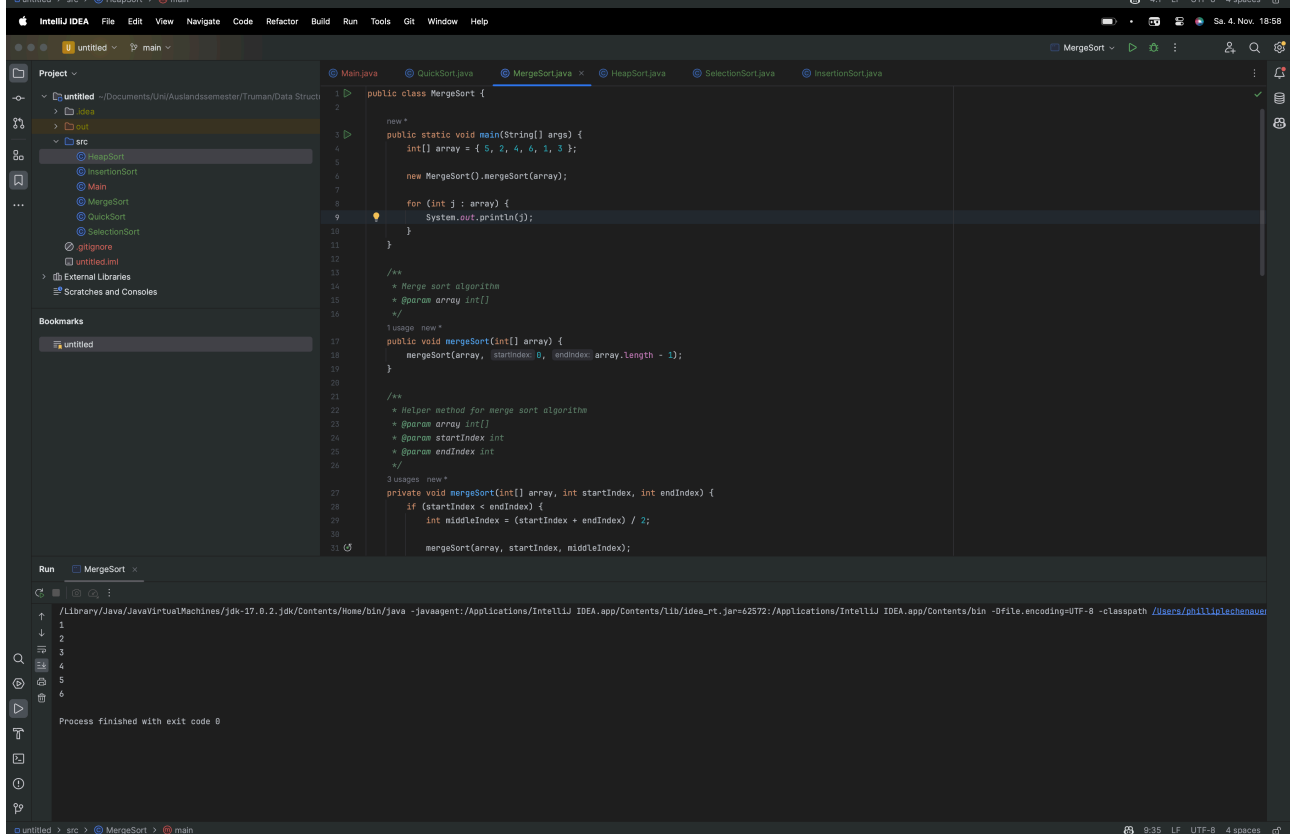
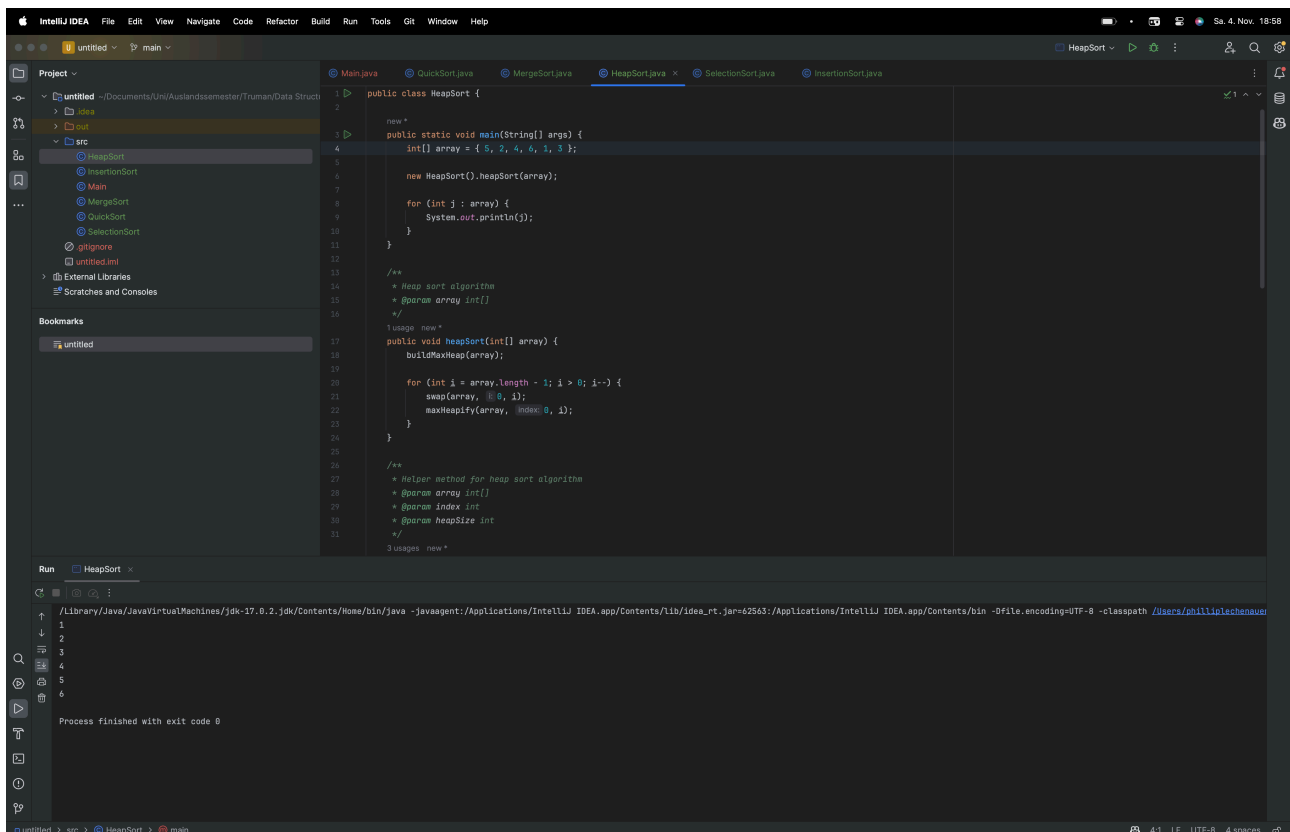
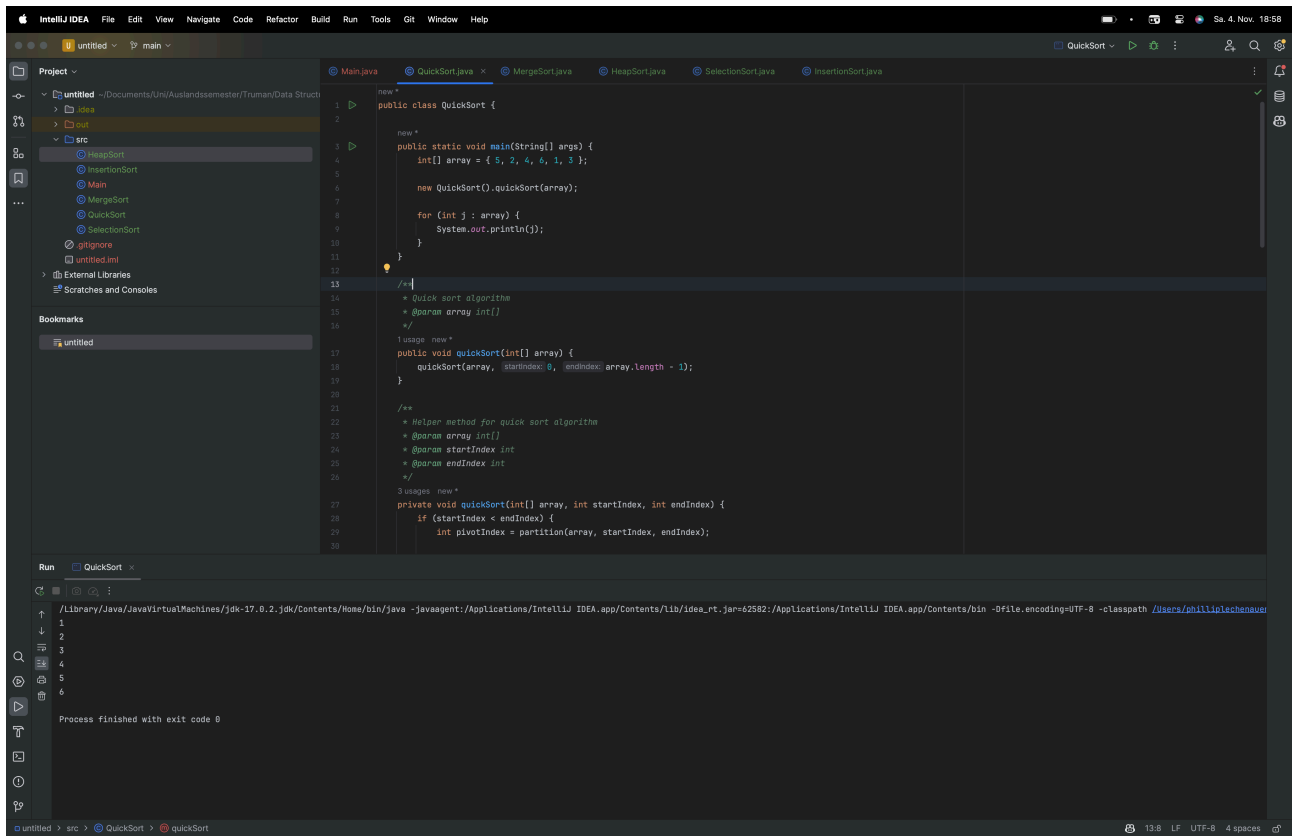


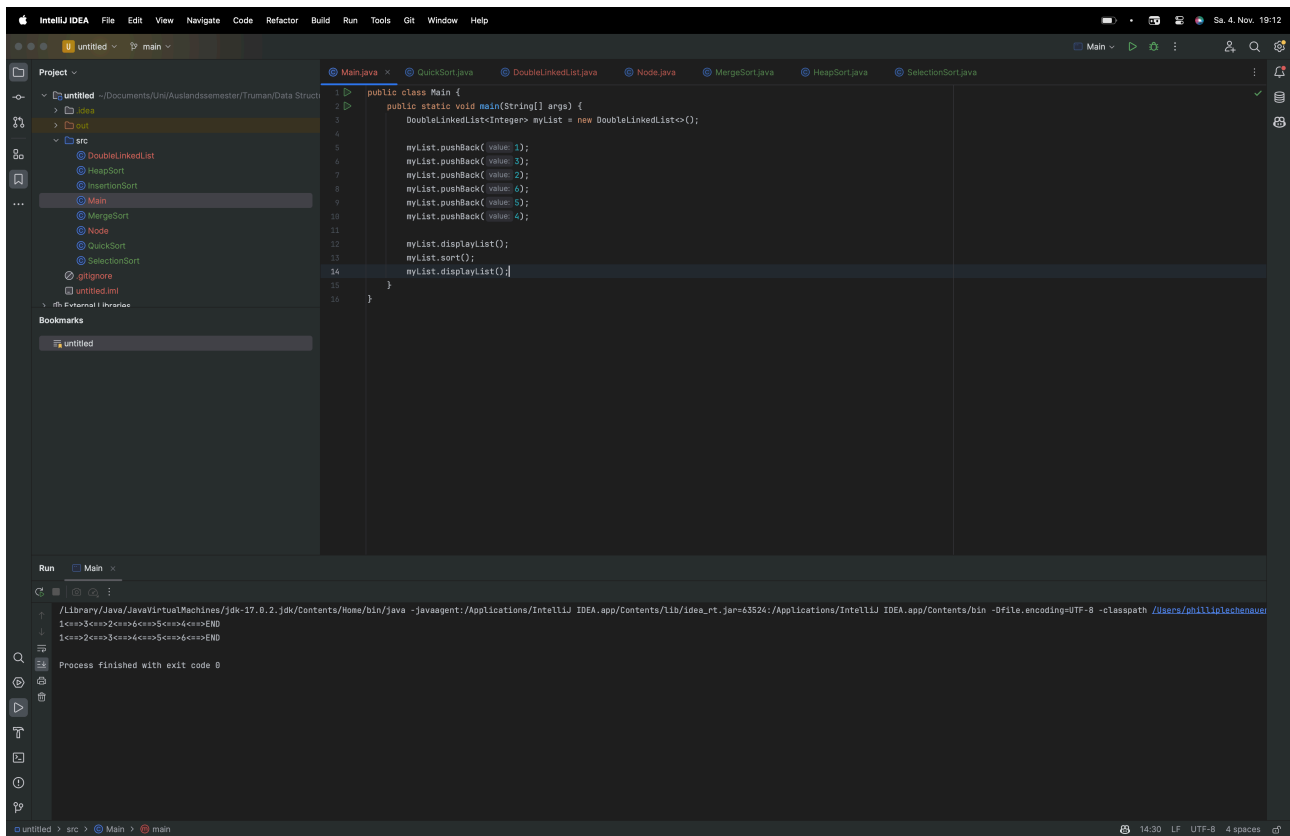
Deliverable 1







Deliverable 2



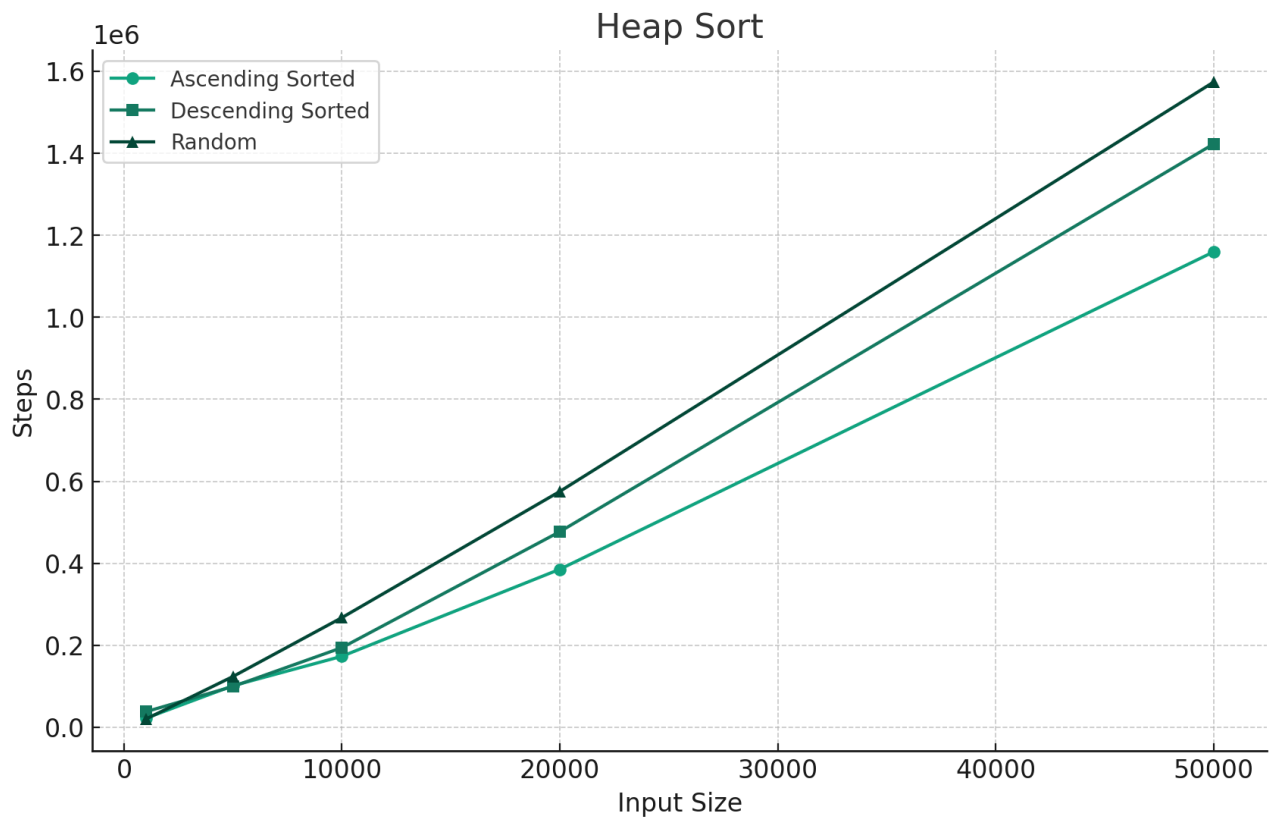
Deliverable 3

I did it with only 1.000 steps, my computer was to slow for 10.000

Quicksort with 50.000 elements ran into an stack overflow error. so I skipped 50.000 for some of the simulations.

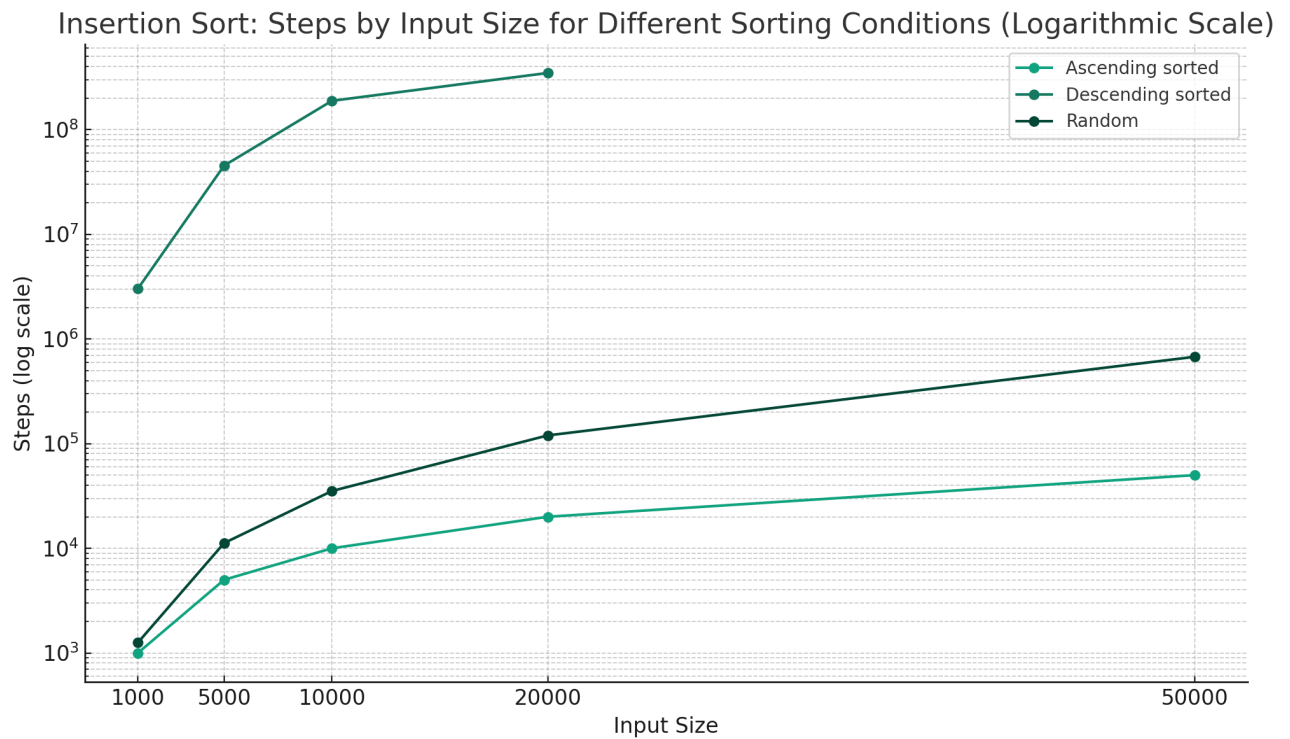
Heap Sort

Input Size	Ascending sorted	Descending sorted	Random
1k	21973	37857	19803
5k	101272	99435	123733
10k	173079	194178	267339
20k	385350	476992	575172
50k	1159458	1422621	1573603



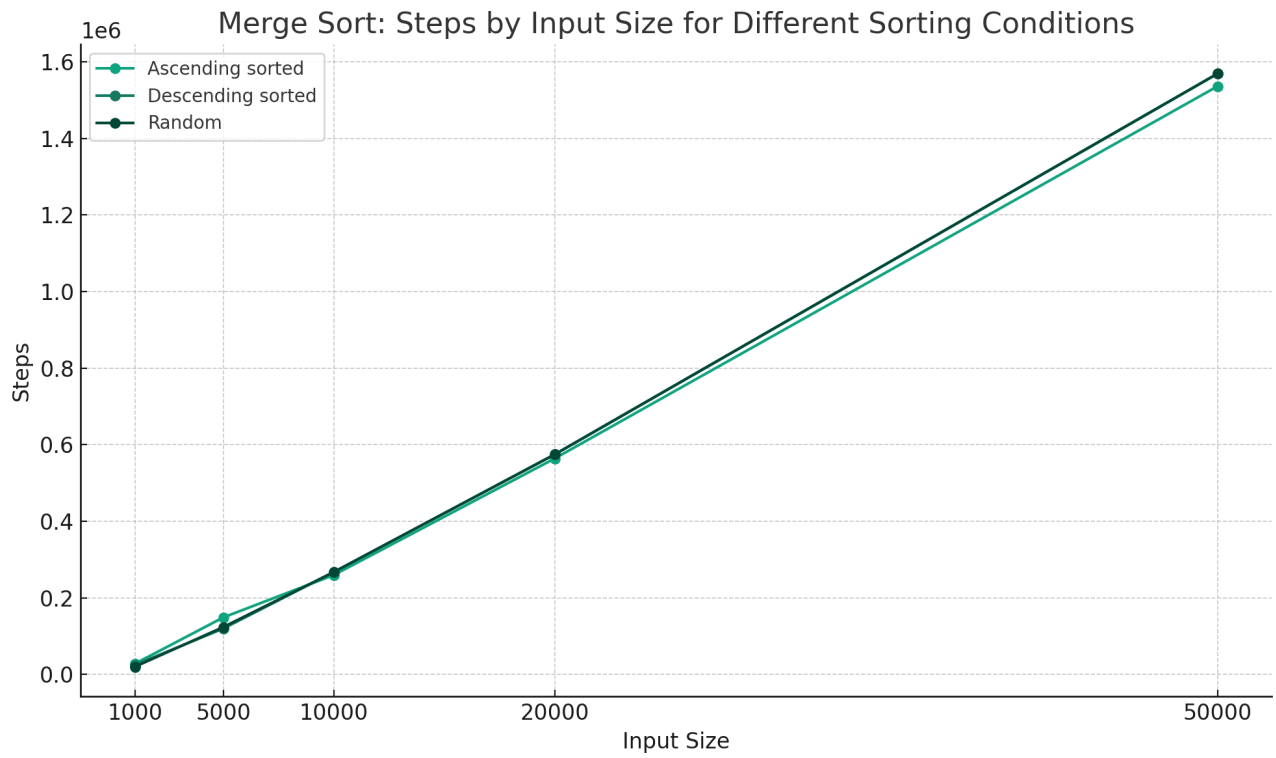
Insertion Sort

Input Size	Ascending sorted	Descending sorted	Random
1k	999	3013321	1254
5k	4999	45252676	11213
10k	9999	188107833	35264
20k	19999	346942403	119680
50k	49999		674542



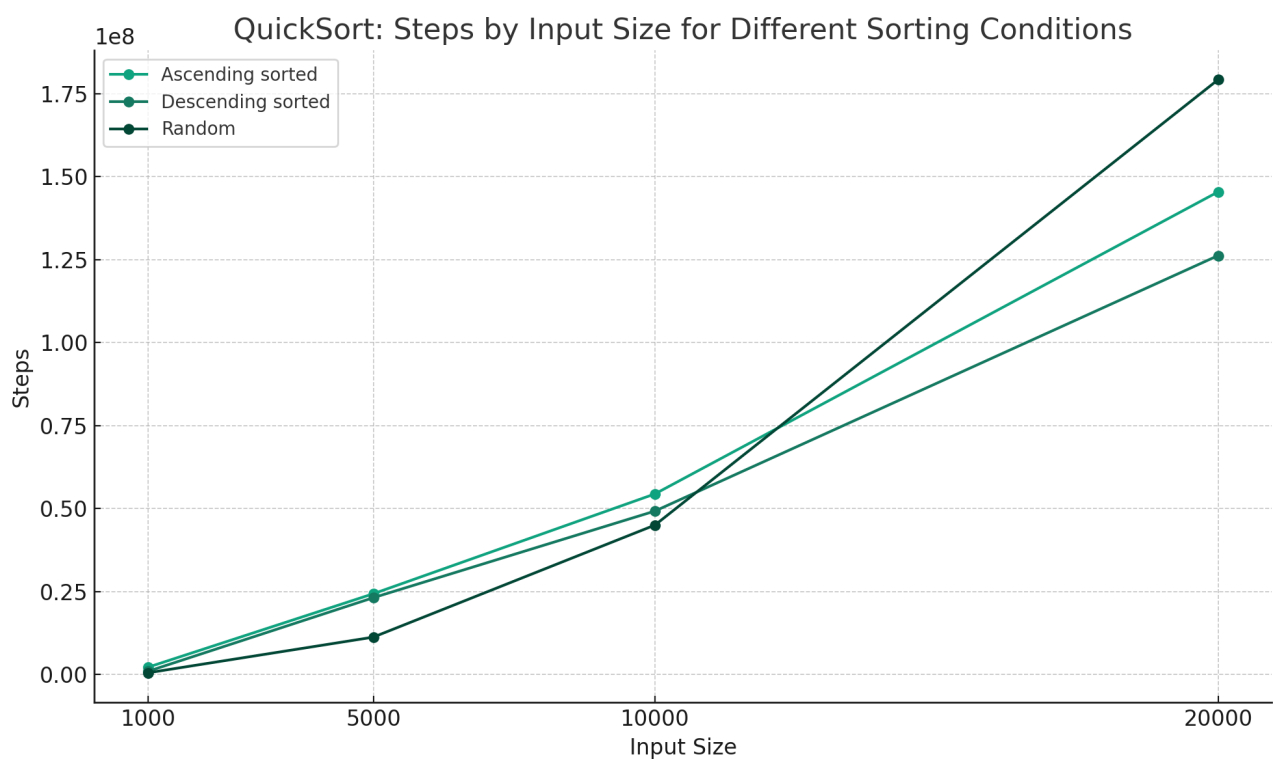
Merge Sort

Input Size	Ascending sorted	Descending sorted	Random
1k	27807	24521	19952
5k	148768	119868	123616
10k	259496	267232	267232
20k	563805	574464	574464
50k	1535905		1568928



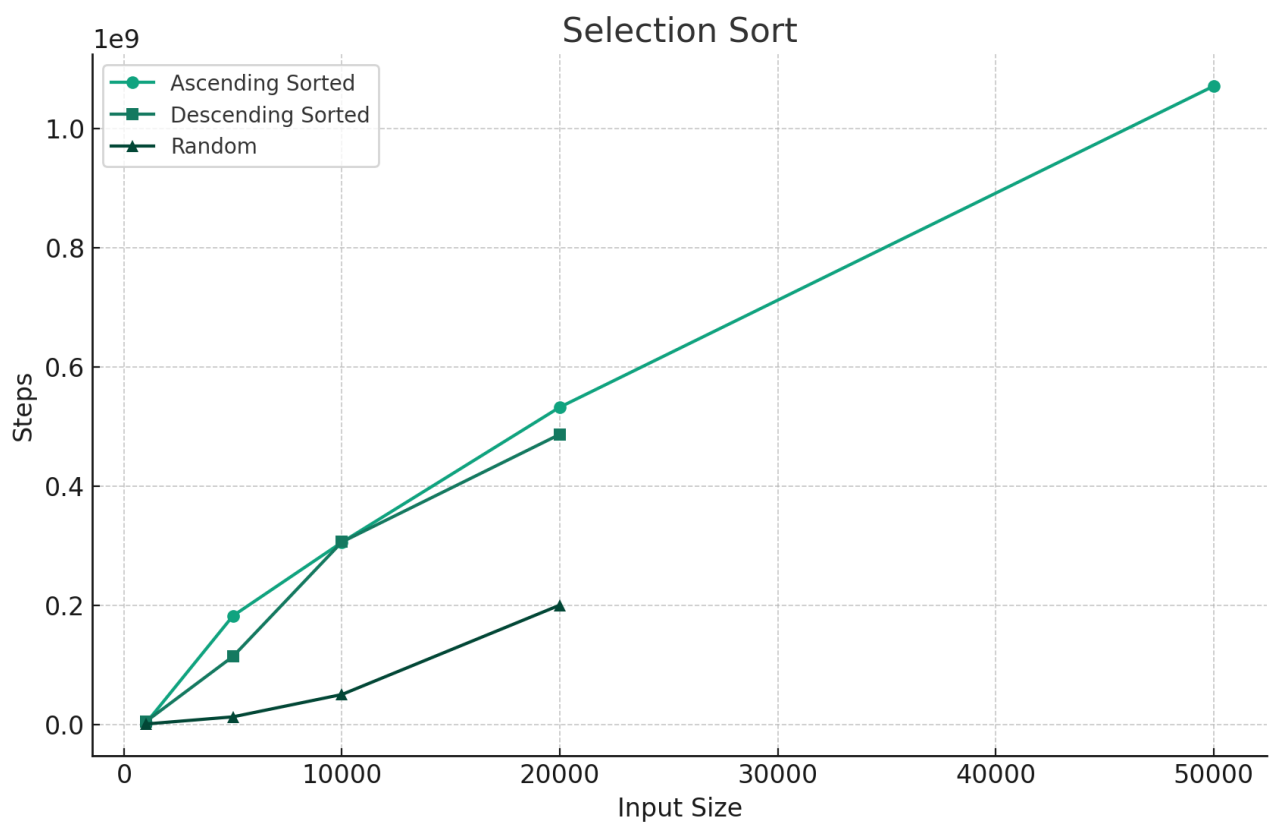
Quick Sort

Input Size	Ascending sorted	Descending sorted	Random
1k	2141391	912530	461047
5k	24288104	23094211	11211483
10k	54375444	49208635	44980789
20k	145428387	126219805	179241066
50k			



Selection Sort

Input Size	Ascending sorted	Descending sorted	Random
1k	1671499	4414140	501500
5k	182044720	113833624	12507500
10k	305555611	305982970	50015000
20k	532339842	486728370	200030000
50k	1071140318		



Deliverable 4

- A) Quick Sort because we always select the first element as pivot
- B) Selection Sort due to its quadratic time complexity
- C) Merge Sort due to its stable divide-and-conquer approach
- D) Selection Sort due to its quadratic time complexity