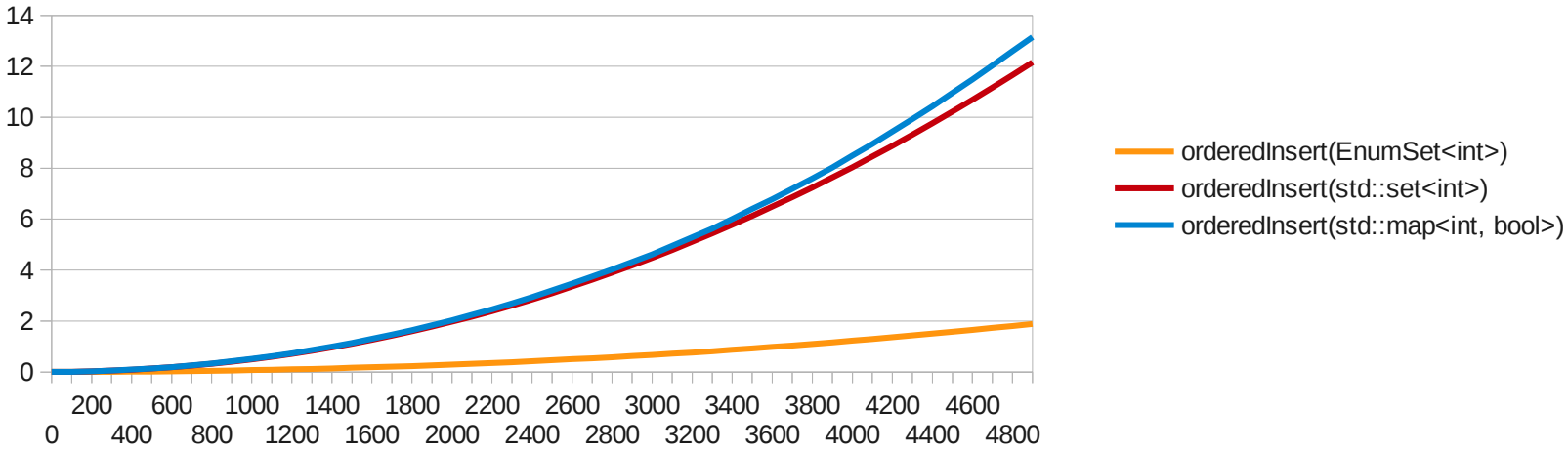
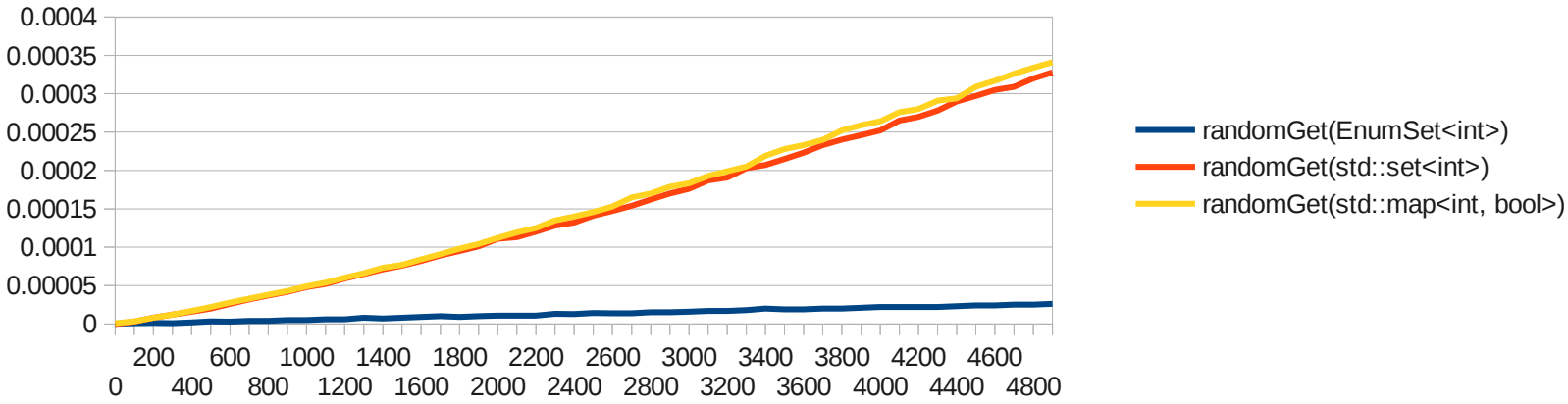
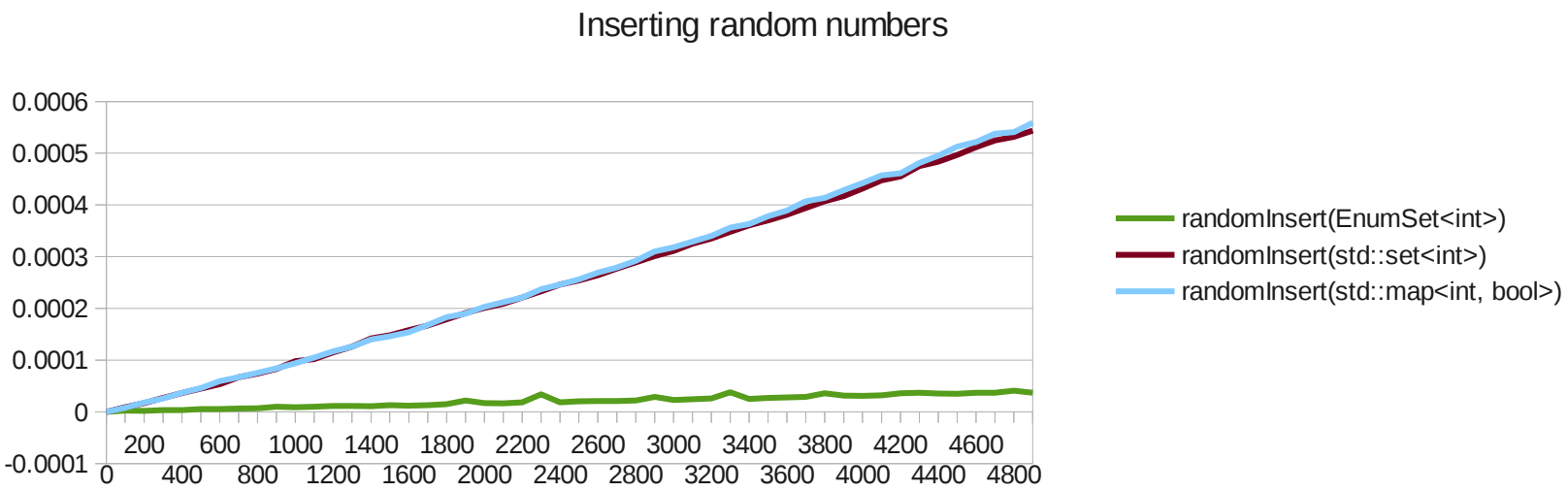
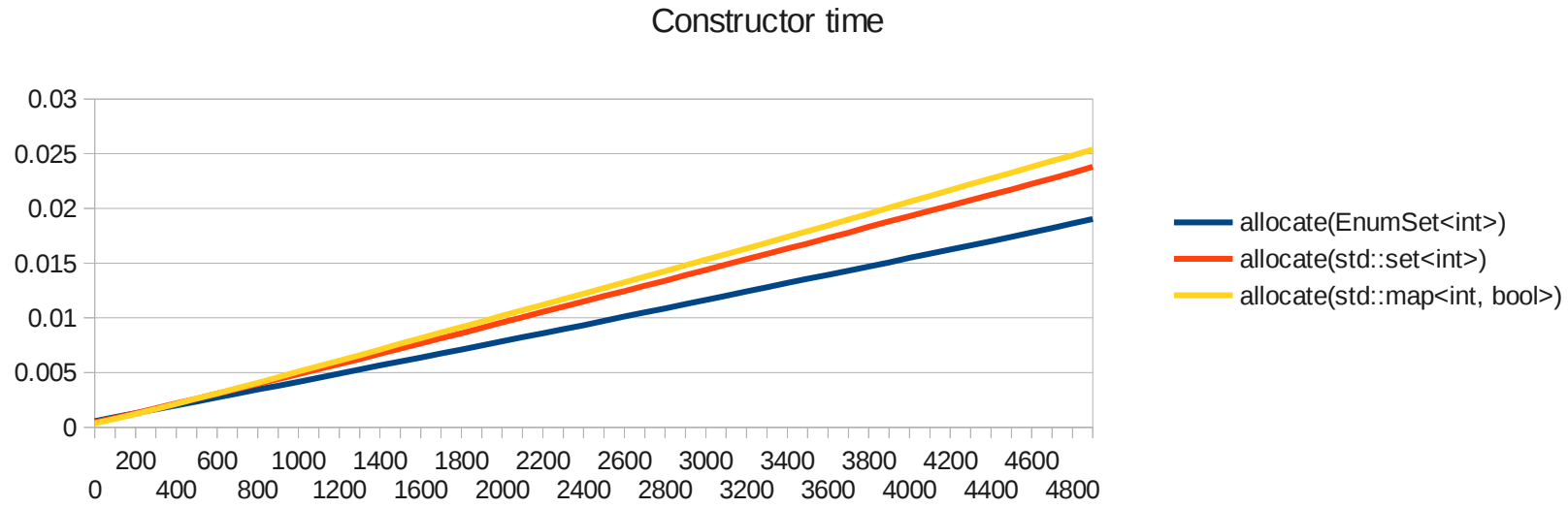
Inserting an ordered sequence

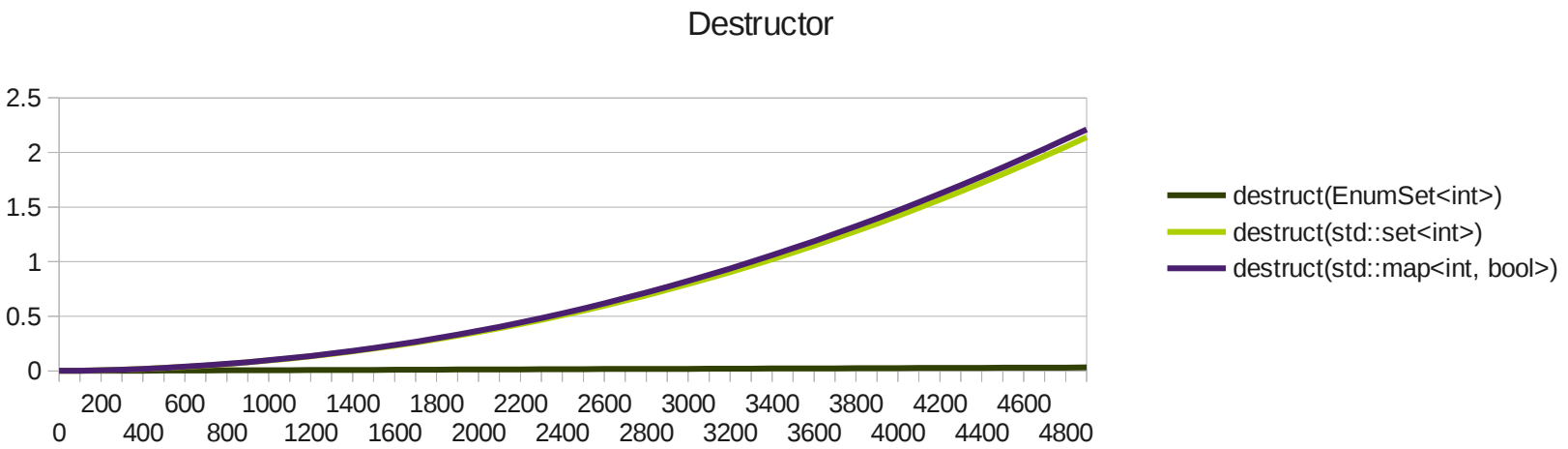


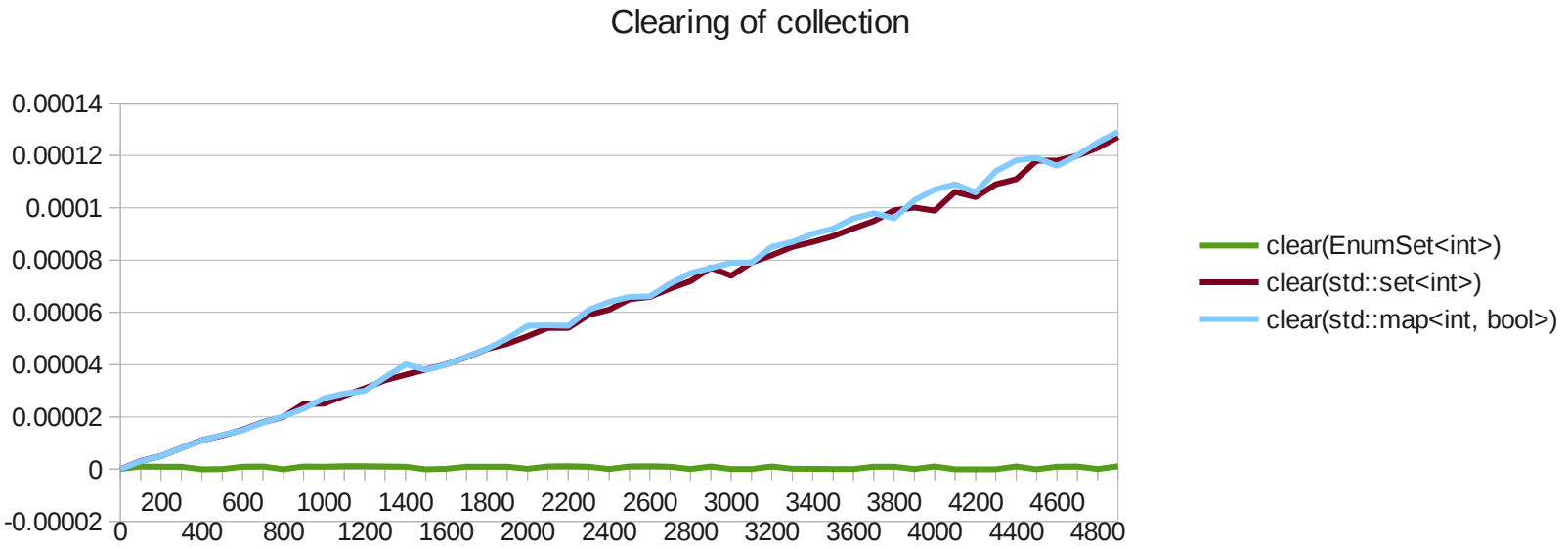
Getting existing values




Inserting random numbers
0.0006
0.0005
0.0004
0.0003
0.0002
0.0001
0
-0.0001
0 200 400 600 800 1000 1200 1400 1600 1800 2000 2200 2400 2600 2800 3000 3200 3400 3600 3800 4000 4200 4400 4600 4800
randomInsert(EnumSet<int>)
randomInsert(std::set<int>)
randomInsert(std::map<int, bool>)


Constructor time
0.03
0.025
0.02
0.015
0.01
0.005
0
0 200 400 600 800 1000 1200 1400 1600 1800 2000 2200 2400 2600 2800 3000 3200 3400 3600 3800 4000 4200 4400 4600 4800
allocate(EnumSet<int>)
allocate(std::set<int>)
allocate(std::map<int, bool>)


Destructor
2.5
2
1.5
1
0.5
0
0 200 400 600 800 1000 1200 1400 1600 1800 2000 2200 2400 2600 2800 3000 3200 3400 3600 3800 4000 4200 4400 4600 4800
destruct(EnumSet<int>)
destruct(std::set<int>)
destruct(std::map<int, bool>)


Clearing of collection
0.00014
0.00012
0.0001
0.00008
0.00006
0.00004
0.00002
0
-0.00002
0 200 400 600 800 1000 1200 1400 1600 1800 2000 2200 2400 2600 2800 3000 3200 3400 3600 3800 4000 4200 4400 4600 4800
clear(EnumSet<int>)
clear(std::set<int>)
clear(std::map<int, bool>)