Program Structures and Algorithms Spring 2023(SEC –01)

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Task:

Part 1 - To implement three methods (*repeat*, *getClock*, and *toMillisecs*) of a class called *Timer* and checking the implementation by running the unit tests in *BenchmarkTest* and *TimerTest*.

Part 2-Implementation of InsertionSort and testing using InsertionSortTest.

Part 3- Implementation of main program to run the benchmarks using four different initial array ordering situations: random, ordered, partially ordered and reverse-ordered. To also draw conclusions from your observations regarding the order of growth.

Relationship Conclusion:

The time complexity of Insertion sort for random arrays is $O(n^2)$ where n is the number of elements in the array. When the input array is already ordered the time complexity will be O(n) as no swapping of elements will be required which is the best-case scenario but when the input array is reverse ordered the time complexity is $O(n^2)$ which is the worst-case scenario.

In the partially ordered case, the time complexity will be somewhere between O(n) and $O(n^2)$, depending on the order of the elements of the array

The time required to sort a random array of n elements is $O(n^2)$, in the worst case.

Hence, the performance of insertion sort varies based on the initial ordering of the elements in the array. This means that the time required to sort the array grows quadratically with the size of the input.

Evidence to support that conclusion:

Below are the run values for values of N in each case using Insertion sort,

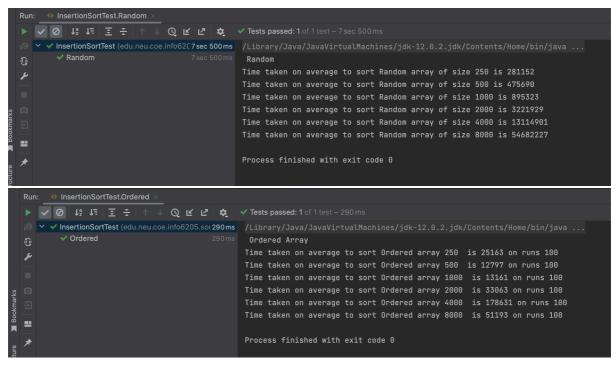
			Reverse	Partially
N	Random	Ordered	Ordered	Ordered
250	380765	24372	756997	119567
500	532544	13092	414641	186926
1000	901381	13050	1795917	946829
2000	3436569	37604	6595801	738746
4000	13224606	194317	26255279	2772493
8000	53436437	57441	109268153	45383446

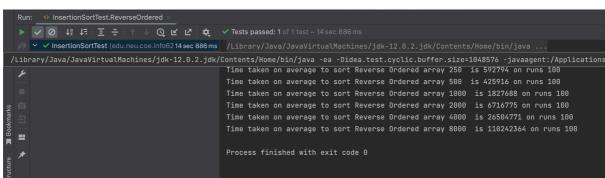
```
private static long getClock() {
    // FIXME by replacing the following code
    return System.nanoTime();
    //return 0;
    // END
}
```

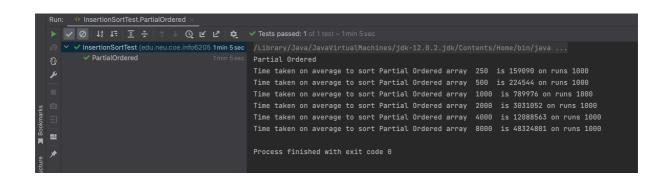
```
public double millisecs() {
    if (running) throw new TimerException();
    return toMillisecs(ticks);
}

**Machaemic*
public <1, U> double repeat(int n, Supplier<1> supplier, Function<1, U> function, UnaryOperator<1> preFunction, Consumer<U> postFunction) {
    logger.trace(repeat; with *+ n + * runs:);
    pause();
    // FIXME: note that the timer is running when this method is colled and should still be running when it returns. by replacing the following code
    double tiline =0;
    for (int i = 1; i < = n; i++) {
        inputValue = supplier.get();
        if (preFunction != null) {
            inputValue = prefunction.apply(inputValue);
        }
        resume();
        long startTime = System.nanoTime();
        time += (entTime - startTime) / 1,888,888.8;
        pauseAndlep();
        if (postFunction != null) {
            postFunction.accept(result);
        }
        resume();
        resume();
```

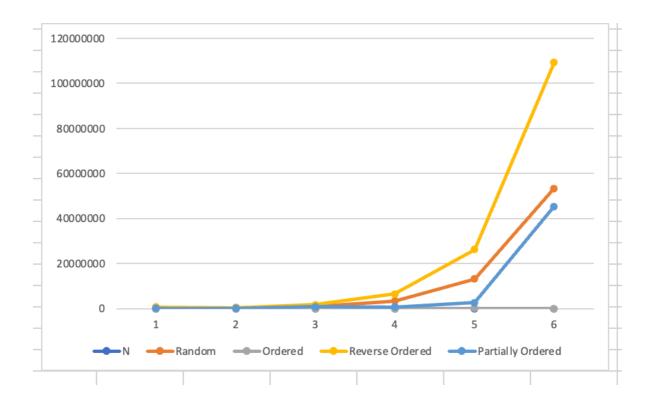
InsertionSort







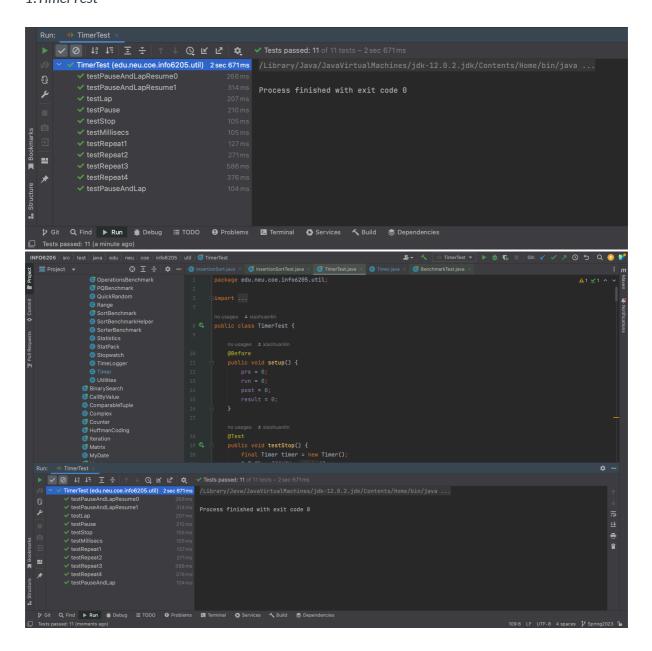
Graphical Representation:



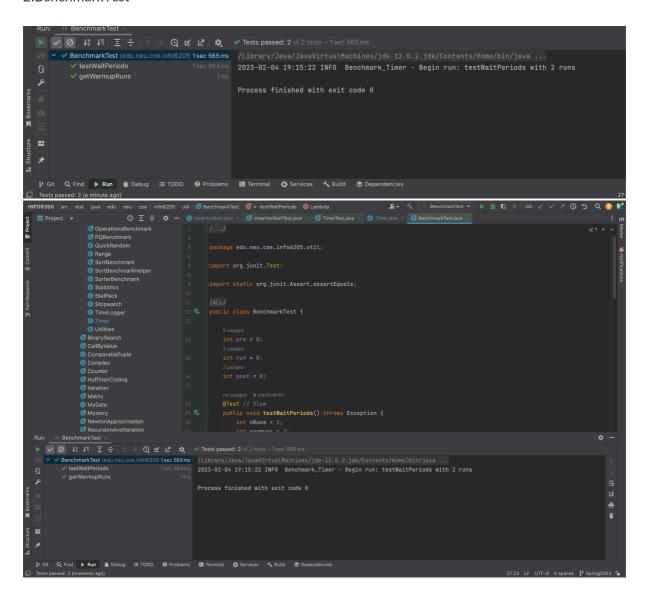
N	Random	Ordered	Reverse Ordered	Partially Ordered
250	380765	24372	756997	119567
500	532544	13092	414641	186926
1000	901381	13050	1795917	946829
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Unit Test Screenshots:

1.TimerTest



2.BenchmarkTest



3.InsertionSortTest

