**Lab 4 – Queues, RadixSort**

Answers to questions \*before\* writing, or running, code:

1. The theoretical Big-O execution time \*should\* be linear but, as we learned in class, our code won’t because of the implementation.
2. The internet says the same thing – that it should be linear.

Answers:

Overall, the graph shape looks \*sort-of\* linear. If we ran more tests, I’m guessing the line would straighten out, but this configuration just shows that the algorithm just isn’t quite linear.

The way it is initially set up with the first part of this lab, it’s taking extra time because of those ghost operations that happen when moving all of the elements inside of the vector.

Here is the timing result for the first iteration of the radix\_sort algorithm: