**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.

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

Answers:

Overall, the graph shape looks \*sort-of\* linear. If I zoom out further, I’m sure the line would look much straighter, but zooming in to this point just shows that the algorithm just isn’t quite linear.