

The Merge Sort results show that the best, worst and average case are all the same, which is expected as the algorithm operates on all elements regardless of how sorted the data is.   
For the quick sort, where the data is pivoted about the middle every time, the complexity remains consistent across all cases, whereas the complexity increases when using the median of three approach, especially for data that is already sorted due to the increase shifting of values.

When a random pivot is used, the time complexity again remains largely similar across all scenarios, however there is an interesting increase in process time for an array of 100 values specifically. I am not sure why this is, but it follows the trend of consistency across data organisation states.