ETEC2101 Lab4 results

1. The time (in ms) to complete the initial copy, linear search and binary search all registered as 0 ms. However, there is some difference in the number of operations performed by Binary Search (log n) and Linear Search (n). Both of these algorithms were tested by saving 10% of all items (every 10th item) and then searching for them, reporting the average time and average number of operations..
2. The next most costly algorithm was Quicksort (n log n)
3. By far the most expensive operation was BubbleSort (n^2). The operation count had to be plotted with an exponential scale so it wasn't just a vertical line, and even then, I think Excel had trouble with the large numbers (they possibly couldn't be stored in the unsigned long int I used in C)