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Task:

- 1) You are to implement three (3) methods (*repeat*, *getClock*, and *toMillisecs*) of a class called *Timer*.
- 2) Implement *InsertionSort* (in the *InsertionSort* class) by simply looking up the insertion code used by *Arrays.sort*.
- 3) Implement a main program (or you could do it via your own unit tests) to actually run the following benchmarks: measure the running times of this sort, using four different initial array ordering situations: random, ordered, partially-ordered and reverse-ordered.

Code:

Insertion Code:

```
public void sort(X[] xs, int from, int to) {
    final Helper<X> helper = getHelper();
    for(int i=from+1; i<to; i++) {
        int j = i;
        while(j>=from+1 && helper.swapStableConditional(xs, j)) {
            j--;
        }
    }
    // FIXME
    // END
}
```

```

    public static Integer[] getPartialArray(Integer[] a,int from,int to) {
        Arrays.sort(a, from, to);
        return a;
    }

```

no usages new \*

```

    public static Integer[] getRamdomArray(Integer[] a) {
        ArrayList<Integer> mylist = new ArrayList<>();
        for(int i = 0;i<a.length;i++) {
            mylist.add(a[i]);
        }
        Collections.shuffle(mylist);
        for(int i = 0;i<a.length;i++) {
            a[i]=mylist.get(i);
        }
        return a;
    }

```

no usages new \*

```

    public static Integer[] getReverseArray(Integer[] a) {
        ArrayList<Integer> mylist = new ArrayList<>();
        for(int i = 0;i<a.length;i++) {
            mylist.add(a[i]);
        }
        Collections.reverse(mylist);
        for(int i = 0;i<a.length;i++) {
            a[i]=mylist.get(i);
        }
        return a;
    }

```

no usages new \*

Timer Class Code:

```

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

```

```

private static double toMillisecs(long ticks) {
    // FIXME by replacing the following code
    long milliTicks = TimeUnit.NANOSECONDS.toMillis(ticks);
    return milliTicks;
    // END
}

```

```

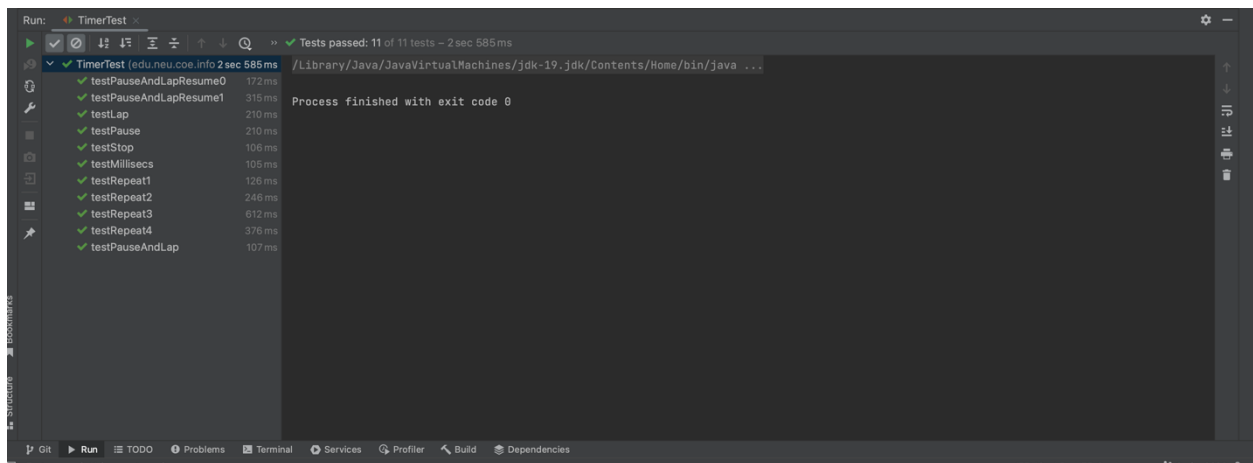
    logger.trace( "Repeat: " + i + " - " + "Runs" );
    // FIXME: note that the timer is running when this method is called and should still be running when it returns

    T prefunc = null;
    for(int i=0; i<n; i++) {
        lap();
        pause();
        if(preFunction != null) {
            prefunc = preFunction.apply(supplier.get());
        }
        resume();
        U fun = null;
        if(prefunc != null) {
            fun = function.apply(prefunc);
        } else {
            fun = function.apply(supplier.get());
        }
        pause();
        if(postFunction != null) {
            postFunction.accept(fun);
        }
        resume();
    }
    pause();
    return meanLapTime();
}

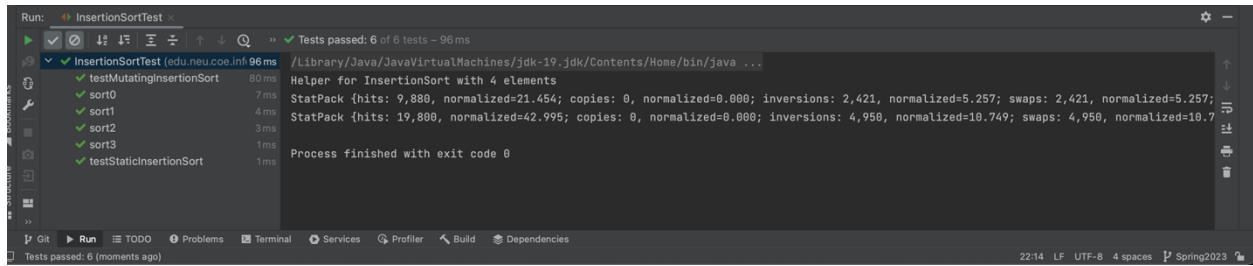
```

Unit Test Case:

## 1) Timer Test Case



## 2) Insertion Test Case



Evidence:

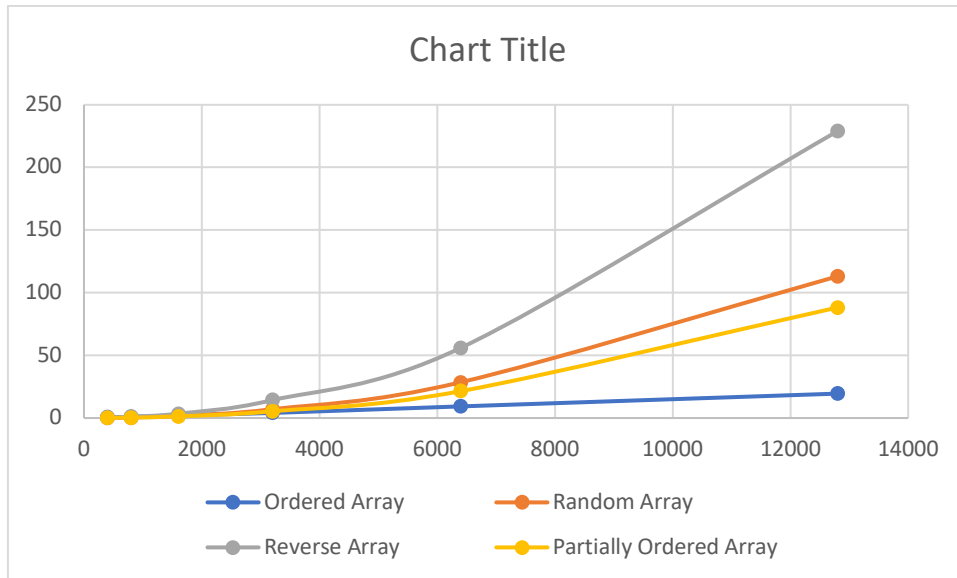
Partially ordered array time increase based on the size of  $n - O(n^2)$ .

Reverse ordered array time increase based on the size of  $n - O(n^2)$ .

Ordered array time increase based on the size of  $n - O(n)$ .

Random ordered array time increase based on the size of  $n - O(n^2)$ .

n	Ordered Array	Random Array	Reverse Array	Partially Ordered Array
400	0.53	0.26	0.28	0.15
800	0.92	0.48	1.11	0.38
1600	2.06	1.85	3.49	1.36
3200	4.08	7.03	14.3	5.39
6400	9.29	28.57	56	21.45
12800	19.49	113.1	228.96	88.23



### Conclusion:

According to the graph given above we can see that the Reverse array takes the largest sorting time. Next is random array followed by partially ordered array and finally ordered array. Ordered array takes the least time.