

Kevin Lunden

4-7-20

CPSC223

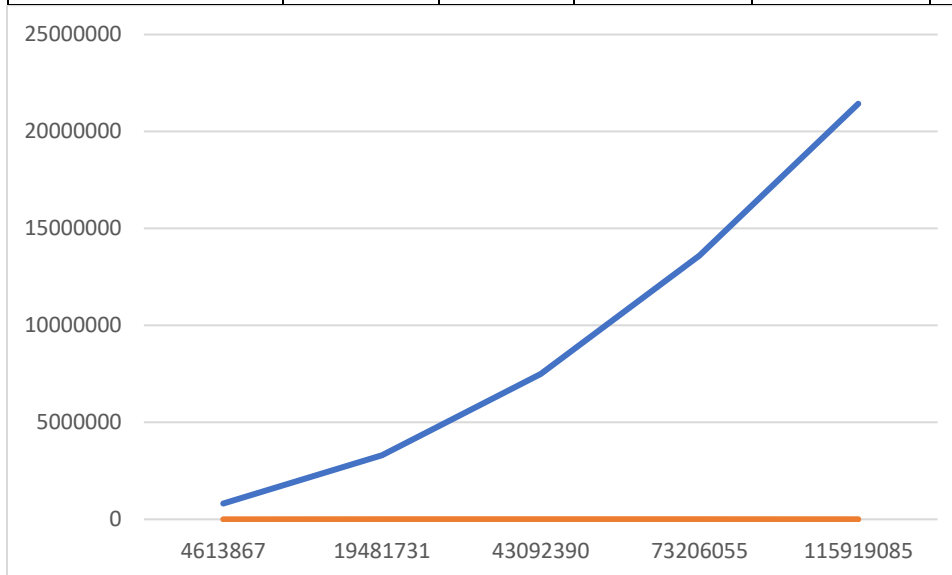
HW7

My testing strategy involved me testing things on paper, implementing them and then writing the tests that would cause my code to replicate what my work on paper supposedly figured out.

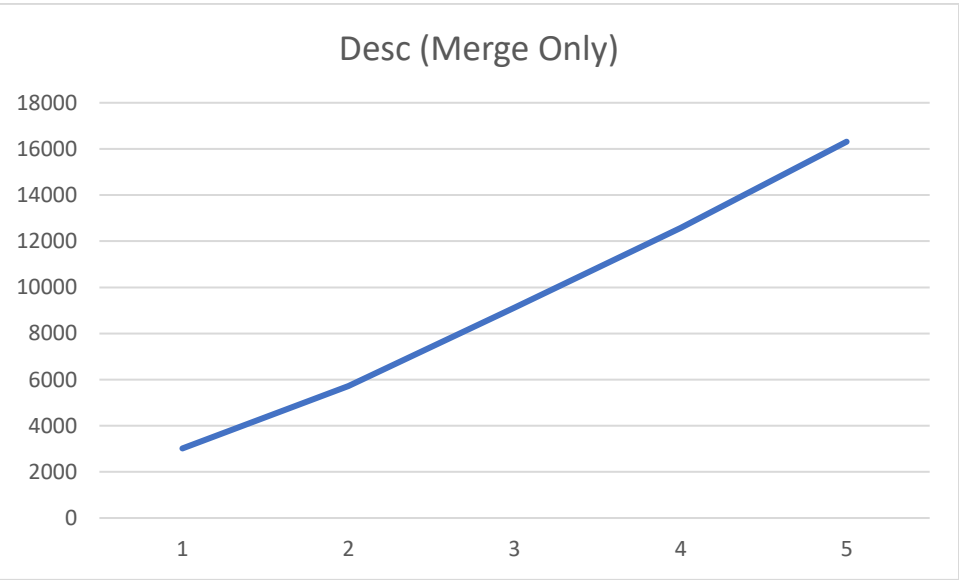
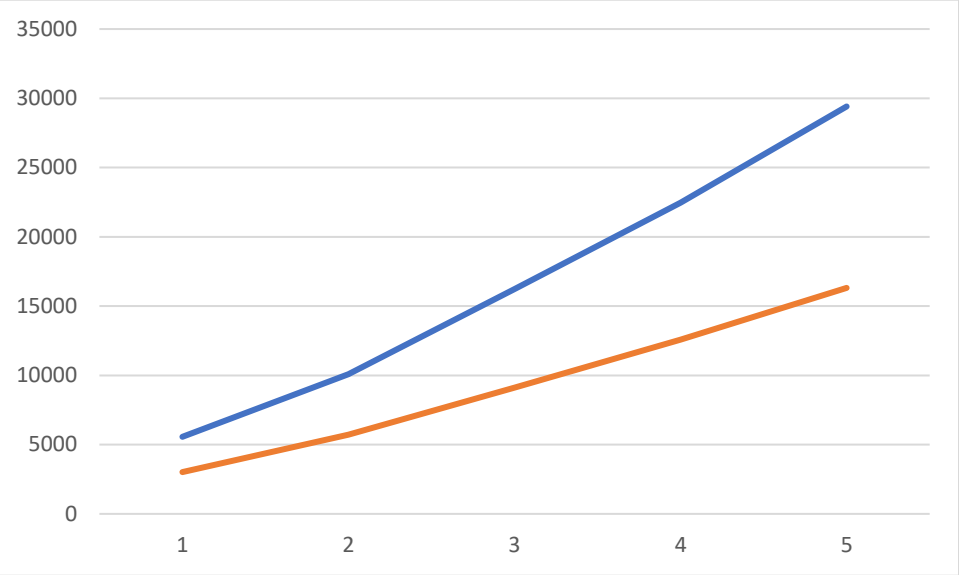
I struggled with quick sort for a long time. I couldn't get the big files to run even when I had smaller files working. Eventually I found the bug but it took a long time. It was much harder to keep track of the nodes on paper for these ones than for selection and insertion. Recursion has always given me a hard time.

Quick sort is blue, Merge sort is orange.

	Rand 10k	20k	30k	40k	50k	
Merge Sort Average	5562	10092	16225	22463	29410	
Quick Sort Average	31399	71945	70428	82106	74204	

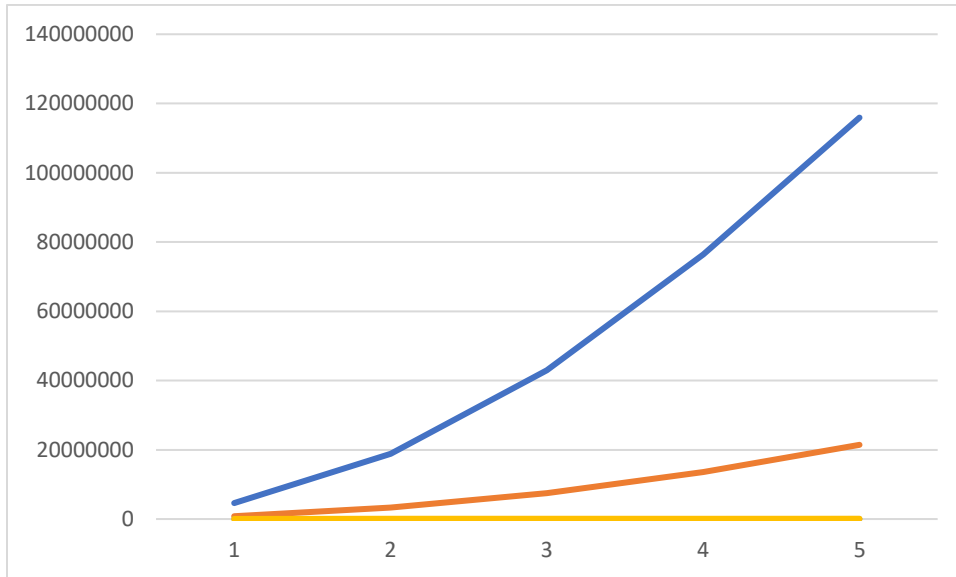


	Desc 10k	20k	30k	40k	50k
Merge Sort Average	3016	5725	9121	12575	16313
Quick Sort Average	1930678	7876250	17812299	31474523	50502701



All four sorts for rand

Selection is blue, insertion is red, quick is yellow



All four sorts for desc

Selection is blue, quick is yellow, merge is gray

