Part 1: Implement Selection and Insertion sort for your Array List class. Then implement any of the basic sorts (Bubble, Selection, or Insertion) for a singly Linked List.

Note: Keep your old implementation and append the following functions:

```
2 template <class T>
 class Array {
     private:
     /* You fill out the private contents. */
     public:
     /* Runs a bubble sort algorithm on the array.
      * The array shall be ordered from least to greatest
9
      */
     void bubbleSort();
11
     /* Runs a selection sort algorithm on the array.
13
      * The array shall be ordered from least to greatest
      */
15
     void selectionSort();
16
     /* Runs a insertion sort algorithm on the array.
      * The array shall be ordered from least to greatest
19
20
     void insertionSort();
     /* Runs the sort routing you believe is the best. */
     void sort():
 };
26
27
28
  /* SLL = Singly Linked List */
 template<class T>
30
  class SLList {
     public:
32
         /* Sort the linked list. You may use any sort algorithm you wish */
         void sort();
34
35 };
```

Write some test cases:

Create some test cases, using exxtestgen, that you believe would cover all aspects of your code.

Part 2: Performance

Generate a graph to compare the performance of bubble sort, selection sort, insertion sort, and the

sort you chose for a Singly Linked List. Your graph should have data size on the x axis and time on the y axis. Make sure to label each graph line! Please turn in as a .pdf!

Auto Grader:

The auto grader is only grading part 1, I will have to assess part 2. In other words, if the auto grade issues a 100, that is only for part 1!

Memory Management:

Ensure there are no memory leaks in your code. Please run Valgrind on your tests to ensure no memory leaks.

STL:

You may not use the STL.

How to turn in:

Turn in via GitHub. Ensure the file(s) are in your directory and then:

- \$ git add <files>
- \$ git commit
- \$ git push

Due Date: February 25, 2019 2359

Teamwork: No teamwork, your work must be your own.