BubbleSort:

* Worst-case
* Size -> 25k – 500k
* Value Range -> 0 - Size
* Runs -> 1 CSV x 400
* Best Case
* Size -> 25k – 500k
* Value Range -> 0 - Size
* Runs -> 1 CSV x 400
* Random
* Size -> 25k – 500k
* Value Range -> -size - +size
* Runs -> 10 CSV x 40

CountingSort:

* Worst-case (randomly sorted, big k)
* Size -> 25k – 1 mill
* Value Range -> 0 - 100 mill
* Runs -> 1 CSV x 30
* Best Case (randomly sorted, small k)
* Size -> 25k – 1 mill
* Value Range -> 0 - 10
* Runs -> 1 CSV x 30

MergeSort:

* Worst-case (alternating elements)
* Size -> 25k – 1 mill
* Value Range -> 0 - Size
* Runs -> 1 CSV x 30
* Best Case
* Size -> 25k – 1 mill
* Value Range -> 0 - Size
* Runs -> 1 CSV x 30
* Random
* Size -> 25k – 1 mill
* Value Range -> -size - +size
* Runs -> 10 CSV x 3

QuickSort:

* Worst-case (reverse sorted)
* Size -> 25k – 200k
* Value Range -> 0 - Size
* Runs -> 1 CSV x 30
* Best Case (evenly partitioned)
* Size -> 25k – 1 mill
* Value Range -> 0 - Size
* Runs -> 1 CSV x 30
* Random
* Size -> 25k – 1 mill
* Value Range -> -size - +size
* Runs -> 10 CSV x 3