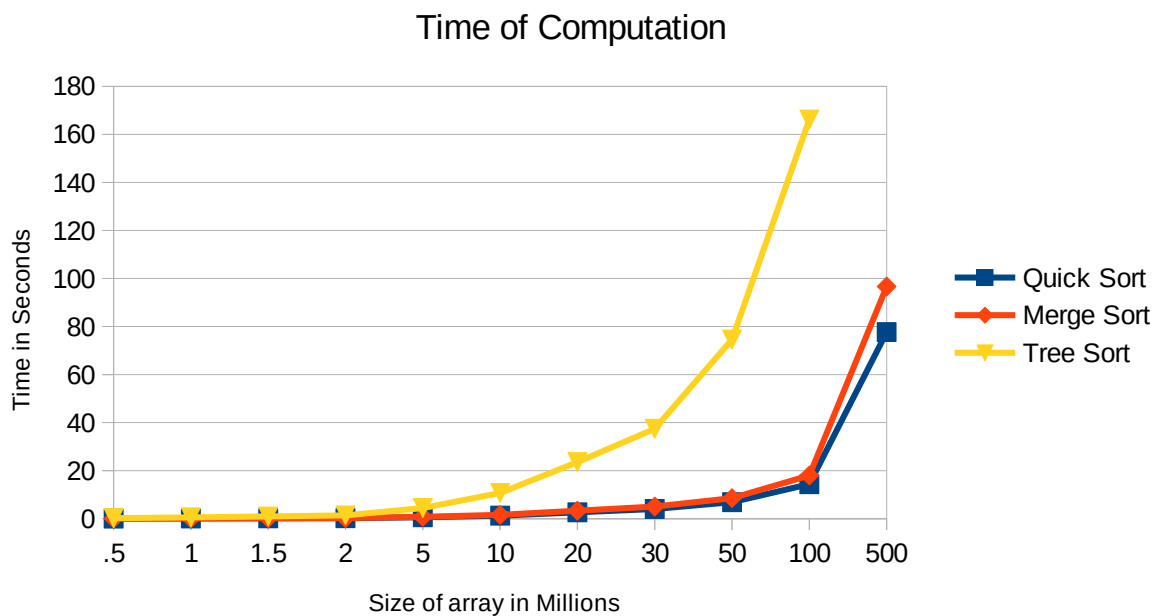
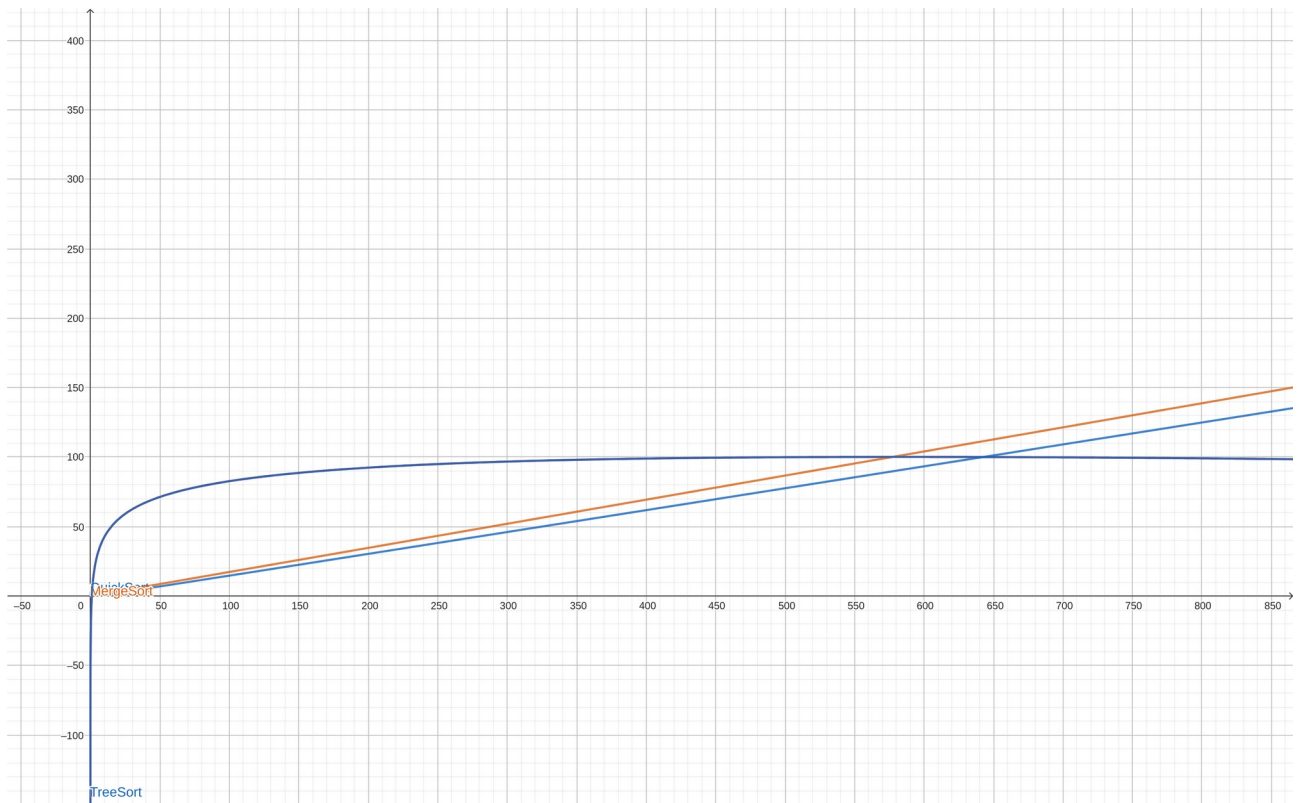


	Quick Sort	Merge Sort	Tree Sort
.5	.06	.07	.23
1	.11	.14	.55
1.5	.17	.22	.93
2	.24	.29	1.38
5	.61	.78	4.46
10	1.26	1.59	10.75
20	2.65	3.33	23.56
30	4.09	5.06	37.42
50	6.87	8.57	74.61
100	14.41	18.00	166.15
500	77.70	96.68	



Quick Sort is once again the fastest sorting mechanism and the tree algorithm is overwhelmingly the slowest among them and it seems that quick and merge sort are quite similar in sorting time as the previous runs.



The graph here seems to imply that it will get more efficient than the others my theory in that is that over time there is more places to place graph and thus less need searching to bottom which leads to a plateauing effect