|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Sort type/ Elements | Quick | Bubble | Merge | Insertion | Heap | Selection |
| 100 | 0.152138 | 0.468487 | 0.138856 | 0.111085 | 0.098407 | 0.225188 |
| 1000 | 1.448325 | 7.512697 | 1.336637 | 5.179921 | 0.968367 | 7.274227 |
| 10000 | 2.228331 | 211.177158 | 3.013169 | 39.857015 | 3.906674 | 104.644662 |
| 100000 | 13.860816 | 30815.81518 | 27.960102 | 2947.523418 | 31.551633 | 5759.146363 |

\* All times are in milliseconds.

Since Insersion sort time complexity grows exponentially, it’s safe to assume time run time for 1000000 and 10000000 elements will be approx.

Quicksort complexity is n\*logn